

Adrien Peytavie

Associate Professor of Computer Science, HDR

LIRIS UMR 5205 CNRS · Université Claude Bernard Lyon 1 · Origami team

I create and simulate realistic 3D scenes, natural and urban, at the scale of a landscape and sometimes of a planet. The work sits where three requirements pull against each other: scale, physical plausibility, and the authoring control without which a model is of no use to the artist or the scientist who has to steer it. It is built with the people whose object it borrows, geomorphologists, forest ecologists, archaeologists and game studios, and it reaches production through long-standing industrial partnerships.

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[Google Scholar](#) [ORCID](#) [HAL](#) [dblp](#) [Semantic Scholar](#) [Scopus](#) [ResearchGate](#) [GitHub](#) [LinkedIn](#)

42

Journal articles

peer-reviewed, including ACM TOG, IEEE TVCG and Computer Graphics Forum

11

ACM TOG

articles in the highest-ranked journal of the field

5

PhD students

co-supervised, three defended

11

Funded projects

ANR, FSN, LabEx and industry partnerships

POSITIONS

2023 — present

Associate Professor

Computer Science department, IUT Lyon 1, La Doua campus

2011 — 2023

Associate Professor

Computer Science department, IUT Lyon 1, Bourg-en-Bresse campus

2010 — 2011

Temporary Teaching and Research Assistant (ATER)

IUT Lyon 1, Bourg-en-Bresse campus

2007 — 2010

Doctoral Teaching Fellow

Université Claude Bernard Lyon 1

EDUCATION

2024

HDR

Amplification de scènes virtuelles naturelles
Université Claude Bernard Lyon 1

2010

Thesis

Génération procédurale de monde
Université Claude Bernard Lyon 1

2007

Master Recherche IIH, spécialité Image Information Hypermédia

Sketching de terrain 3D
Université Paul Sabatier Toulouse III

2005

Licence Informatique

Université Paul Sabatier Toulouse III

RESEARCH AREAS

Terrain

Procedural Generation of Terrains

Synthesising terrains that hold together from the shape of a single valley up to an entire planet, and that a designer can still steer. The methods combine erosion and tectonic models, which give landforms their geological plausibility, with sparse authoring primitives, sketches and example-based synthesis, which give back the control a pure simulation takes away.

Erosion

Natural Phenomena & Simulation

Water, glaciers, snow, avalanches, debris flows, dunes and erosion, simulated at landscape scale and at interactive rates. The difficulty is keeping a model physically meaningful while running it over an entire catchment or dune field, which rules out direct numerical simulation. These models are designed with geophysicists and geomorphologists, so that what they produce reads as a plausible history of the terrain and not only as a plausible image of it.

Ecosystems

Ecosystems & Biodiversity

Vegetation and ecosystem dynamics at the scale of a forest or a whole landscape, where millions of plants compete for light, water and space. The work is conducted with forest ecologists and plant scientists, and published in their journals as well as in ours: the visual analysis of forest landscape model simulations appeared in *Ecography*.

Cities

Settlements & Infrastructure

Road networks, villages and buildings that sit consistently on a terrain, generated at the scale of a territory rather than a single plot. The same representations serve communities that rarely meet: archaeologists reconstructing pre-classical dwellings from partial excavation data, thermal and urban modellers who need building geometry as input to physical simulation, and hazard specialists coupling the built environment with rockfalls and floods.

Details

Virtual Worlds & Immersion

Representation, level of detail and interactive rendering of environments too large to be held in memory, bringing terrain, vegetation and built elements together in a single scene. Scale is the constraint that shapes everything else here, since a representation that does not degrade gracefully cannot be explored in real time.

PROJECTS & GRANTS

2026

SimLIFE · ANR PRCI, resubmitted, decision expected October 2026

Accelerating large-scale ecosystem simulation and learning the parameters that drive it, with the forest ecologists of TUM.

Coordinator · LIRIS, Technical University of Munich

2026–2028

GRAVID · Partnership with Styx4D

Deep learning for detecting slope instabilities from terrestrial time-lapse cameras.

LIRIS ORIGAMI, LIRIS IMAGINE, Styx4D

2025–2030

BIM-4-SIM · ANR-25-CE22-1341-01

Generating 3D building models from open data, as input to the physical simulation of urban overheating.

LIRIS (coordinator), LIS, CETHIL, EDF R&D TREE

2023–2027

EOLE · ANR-23-CE56-0008

Physics-based simulation of aeolian landforms, between cellular automata and computer graphics.

LIRIS (Origami), Institut de Physique du Globe de Paris (IPGP)

2021–2024

Ampli · ANR-20-CE23-0001 (AAPG 2020, comité CE23)

Assisting artists in the authoring of virtual worlds, from sketches and coarse data to detailed maps.

LIRIS (Origami, Imagine), CIRAD/AMAP, Ubisoft Paris, University of Cape Town

2020–2020

Crealfa · LabEx IMU (Master's research internship)

Designing free-form buildings for construction by additive manufacturing.

LIRIS, LMC2, Projet Habiter, XTREEE

2016–2021

HDWorld · ANR-16-CE33-0001

Multi-scale procedural synthesis of very large, highly detailed natural scenes.

ICUBE, LIRIS, XLIM

2015–2018

Papaya · French PIA (Programme d'Investissements d'Avenir)

Procedural generation of huge digital worlds for next-generation games.

Ubisoft Montpellier, CEA, UPEM, Télécom ParisTech, LIRIS

2013–2016

Bati3D · LabEx IMU 2013

3D modelling as a heuristic tool for reconstructing ancient built environments.

Archéorient, GREMMO, LIRIS (GEOMOD), IRAA

2012–2014	Mango · €14 M R&D partnership, including up to €3.5 M in French state aid Building a new generation of graphics engine technology for triple-A games. Ubisoft Montreuil, CEA, LIRIS
2007–2010	DNA · ANR-06-MDCA-004 Modelling the details of complex natural scenes and the interactions within them. LIRIS, ICUBE, XLIM
2007–2010	Genac II · Imaginove competitiveness cluster Automatic content generation tools for video game studios. LIRIS, WideScreen Games, Eden Games

AWARDS

- 2026 Eurographics - Best Paper Award Honorable Mention — [Terrain Synthesis and Authoring based on Iso-Contours](#)
- 2026 Ecography - April cover — [EcoViz: a tool for visual analysis and photorealistic rendering of forest landscape model simulations](#)
- 2023 Pacific Graphics - Best Paper Award Honorable Mention — [Interactive Authoring of Terrain using Diffusion Models](#)
- 2020 CGI - Best paper award — [Modeling Rocky Scenery using Implicit Blocks](#)
- 2019 Young researcher Fellow EGFR — Young Research Fellow d'Eurographics France
- 2017 CGF Cover Contest - Third place — Computer Graphics Forum - Cover Contest
- 2010 CGF Cover Contest - First place — Computer Graphics Forum - Cover Contest
- 2009 CGF Cover Contest - Third place — Computer Graphics Forum - Cover Contest

PHD SUPERVISION

2023-2027	Célian Louis-Itty Trees, forests and perception in virtual worlds Co-supervised with Eric GUERIN, 50% · Six-month research placement at Adobe, May to October 2025
2021-2025	Simon Perche Interactive control of the style and structure of digital terrains Co-supervised with Eric GUERIN, 50% · Six-month research placement at Adobe, June to November 2023
2017-2020	Yann Cortial Planet-scale terrain synthesis Co-supervised with Eric GUERIN, 50%
2015-2019	Thibault Dupont Representation, modelling and procedural generation of natural river landscapes Co-supervised with Eric GALIN, 50%
2015-2018	Jérémy Gaillard Representing and exchanging geolocated three-dimensional city data Co-supervised with Gilles GESQUIERE, 50%

Beyond doctoral supervision, around fifteen Master 1 projects and some fifteen Master 2, final-year or L3 research internships since 2014, together with three to five undergraduate internships and two to five apprentices a year.

TEACHING

Annual load between 250 and 280 hours over the period, reaching 360 hours in the last two years, before any reduction granted for administrative responsibilities and excluding the supervision of internships and projects. Course titles group the equivalent DUT and BUT modules together, the two programmes having been merged by the 2021 national reform.

- 2017 - 2025 Student Projects (SAE) — DUT 2, BUT 2, BUT 3
- 2017 à 2022 / 2023-2024 HTML (Hypertext Markup Language) — DUT 1, BUT 1
- 2018 à 2022 / 2023 à 2025 Imaging — DUT 2, BUT 3

- 2023 - 2024 PHP — ASPE
- 2010 à 2021 Software Engineering — DUT 1, DUT 2
- 2012 à 2023 Advanced Algorithms — DUT 1, DUT 2, BUT 2
- 2014 à 2025 Advanced Object-Oriented Programming — DUT 2, BUT 2
- 2012-2013 / 2014 à 2023 Algorithms and Programming — DUT 1, BUT 1
- 2012-2013 / 2015 à 2023 Introduction to Algorithms and Programming — DUT 1, BUT 1
- 2012 à 2023 Office Software — DUT 1, BUT 1
- 2013 à 2016 Complex Modelling — Master 2
- 2010 à 2016 SQL (Structured Query Language) — DUT 1
- 2012 à 2014 UML (Unified Modeling Language) — DUT 2
- 2012-2013 Project Management — DUT 1
- 2010 à 2012 Access — DUT 1
- 2009-2010 Algorithms and Programming — Licence 1
- 2009-2010 Image Analysis and Synthesis — Master 1
- 2008-2009 Algorithms and Programming — Master 2 CCI
- 2007 à 2009 Computer Practice and Skills — Licence 1

SCIENTIFIC SERVICE

- 2015, 2020, 2021, 2025 Associate Professor hiring committees — Université de Limoges (XLIM), Université du Littoral Côte d'Opale (LISIC) twice, and Université de Strasbourg
- 2020 - 2022 GRAPP — programme committee — Member of the programme committee of the International Conference on Computer Graphics Theory and Applications
- 2017 Eurographics — Short Papers co-chair — Chaired the short papers track with Carles Bosch: programme committee, call for submissions, review assignment and final selection
- 2015 Eurographics — Short Papers international programme committee — Member of the international programme committee
- annual j.FIG — reviewing and best paper committee — Annual reviewer for the Journées Françaises d'Informatique Graphique, and member of the best paper selection committee
- since 2010 Reviewing — ACM TOG, IEEE TVCG, Computer Graphics Forum, Computers & Graphics, The Visual Computer; SIGGRAPH, SIGGRAPH Asia, Eurographics, GMOD

EVENTS ORGANISED

- 2025 24h Info Lyon Doua — Co-organizer 24h Info at Lyon Doua
- 2023 24h Info Bourg-en-Bresse — Co-organizer 24h Info at Bourg-en-Bresse
- 2020 Ecole de recherche du GDR IGRV — Co-organizer of the first GDR-IGRV research school
- 2019 Journée Procédurale — Co-organizer of the Journée thématique du GDR-IGRV on procedural modeling
- 2017 Eurographics — Co-organiser of the international Eurographics conference and chair of the short papers
- 2015 AFIG — Main organizer of the conference
- 2014 EGSR / HPG conferences — Co-organizer of the conference
- 2014 GTMG — Co-Organizer of Groupe de travail en modélisation géométrique
- 2012 Journée de l'Interopérabilité Géospatiale — Co-organizer of the day on sensors, buildings and infrastructure as new fields of interoperability
- 2011 VRIPhys — Co-organizer of the workshop on Virtual Reality Interaction and Physical Simulation, Lyon

INVITED TALKS & OUTREACH

- 2025 MMI Lyon — next exhibition — Contributor to two workshops of the next exhibition of the Maison des Mathématiques et de l'Informatique, on mathematics and computer science outdoors, running from September 2027 to June 2029. In preparation

- 2025 Safran Tech — Invited talk on the procedural generation and simulation of natural environments
- 2024 Ubisoft Water Community — Invited talk on the modelling and animation of rivers and water surfaces at landscape scale
- 2019 JF.IG.RV — Young Researcher Fellow lecture — Keynote to the GDR IGRV community, following the Eurographics France Young Researcher Fellow award
- 2017 Fête de la Science — Research of the team presented to a general audience, through images and animations
- 2017 GDR IGRV — Young Researchers days — State of the art in procedural modelling for virtual worlds, and the technical challenges ahead, with colleagues from XLIM and ICube
- 2017 3D as a heuristic tool — LabEx IMU round table — Modelling techniques for archaeological data, presented to an audience of archaeologists and building specialists
- 2015 Purdue University — Invited talk during a two-week research visit with Bedrich Benes, West Lafayette, USA
- 2015 IUT library seminar — Procedural modelling of virtual worlds, introduced to students and staff
- 2014 SIGGRAPH mission report — Selected by AFIG and GDR IGRV to report on SIGGRAPH to the French community; also presented at BNP Paribas in Paris to a general audience

ROLES & RESPONSIBILITIES

- 2024 Origami team — Deputy Head of the Origami Team
 - 2024 BUT3 RA and DEVOPS Licence — In charge of BUT3 RA and DEVOPS Licence since 2024
 - 2024 Industry relations — In charge of company relations for the department: internships, apprenticeships and departmental events
 - 2023 Department council — Elected member of the Computer Science department council and of the programme review committee, IUT Lyon 1 Doua
 - 2022 EGFR Association — Treasurer
 - 2022 GDR IGRV steering committee — Member of the steering committee, and coordinator of the research schools of the GDR
 - 2020 Origami - Virtual World — In charge of the Virtual World section of our Origami research team
 - 2019 EGFR Association — Vice-Treasurer since 2020
 - 2019 AFIG Association — Treasurer
 - 2017 Student projects — Head of the tutored projects across DUT, BUT 2, BUT 3 and the professional degrees
 - 2016 AFIG Association — Treasurer since 2017
 - 2016 METINET Licence — In charge of METINET Licence from 2013 to 2016
 - 2013 Information systems and communication — In charge of information systems, documentation and communication for the department, Bourg-en-Bresse campus, from 2013 to 2016
 - 2013 AFIG Association — Representative of the LIRIS laboratory
 - 2010 C2I certification — In charge of the C2I computing and internet certificate on the Bourg-en-Bresse campus, from 2010 to 2018
 - 2010 Arches platform — Head of the Arches research platform of the LIRIS, gathering fifteen years of the team's work on procedural modelling
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COLLABORATIONS

International	Bedrich Benes · Purdue University, USA · 9 joint publications James Gain · University of Cape Town, South Africa · 7 joint publications Oscar Argudo · Universitat Politècnica de Catalunya, Spain · 4 joint publications Luiz Velho · IMPA, Brazil · 2 joint publications Jean Braun · GFZ Potsdam, Germany · 2 joint publications Carlos Andujar, Antonio Chica · Universitat Politècnica de Catalunya, Spain · 1 joint publication, two visiting PhD students Pierre Poulin, Michael Langer · Université de Montréal, Canada · 1 joint publication Werner Rammer, Rupert Seidl · Technical University of Munich, Germany · SimLIFE proposal
National	Marie-Paule Cani · LIX, École Polytechnique · 5 joint publications Stéphane Mérillou · XLIM, Limoges · 3 joint publications Jérôme Grosjean · XLIM, Limoges · 2 joint publications Jean-Michel Dischler · ICube, Strasbourg · 1 joint publication Basile Sauvage · ICube, Strasbourg · 1 joint publication Pauline Collon · GeoRessources, Nancy · 1 joint publication
Industry	Ubisoft · Paris and Montreuil studios · Mango, Papaya and Ampli; one joint publication with the studio's lead artist Oslandia · geographic information systems · one CIFRE PhD and one Master's internship Adobe Research · research placements · six-month placements for two of my PhD students, in 2023 and 2025 Styx4D · terrestrial survey and monitoring · GRAVID project, set up with Laure Tougne Rodet

SOFTWARE

2020	Arches Research platform bringing together all our publications C++, OpenGL
2020	Exercices Platform to follow the progress of students during lessons Python, Django
2019	Projects Platform for monitoring students' projects during their studies Python, Django

PUBLICATIONS

ARTICLES IN INTERNATIONAL PEER-REVIEWED JOURNALS (42)	
2026	EcoViz: a tool for visual analysis and photorealistic rendering of forest landscape model simulations Werner Rammer, Eric Guérin, Patrick Marais, Adrien Peytavie, Konrad Kapp, Eric Galin, Rupert Seidl, James Gain <i>Ecography</i> · doi:10.1002/ecog.08198
2026	Terrain Synthesis and Authoring based on Iso-Contours B. Huftier, H. Schott, E. Galin, O. Argudo, Adrien Peytavie, E. Guérin <i>Computer Graphics Forum</i> · doi:10.1111/cgf.70389
2026	The PhaseTree: Multiphase Signed Distance Fields Eric Galin, Pierre Hubert-Briere, Hugo Schott, Marie-Paule Cani, Adrien Peytavie, Eric Guérin <i>ACM Transactions on Graphics</i> · doi:10.1145/3811379

- 2026 **Authoring Terrestrial Planets with Diffusion Models**
Oliver Borg, James Gain, Éric Guérin, **Adrien Peytavie**, Marie-paule Cani, Eric Galin, Guillaume Cordonnier
Computer Graphics Forum · doi:10.1111/cgf.70390
- 2025 **Vector-based Terrain Modelling**
Simon Perche, Eric Guérin, Eric Galin, **Adrien Peytavie**
Computer Graphics Forum · doi:10.1111/cgf.70160
- 2025 **Accelerating Signed Distance Functions**
Pierre Hubert-Brierre, Eric Guérin, **Adrien Peytavie**, Eric Galin
Computer Graphics Forum · doi:10.1111/cgf.70258
- 2024 **Deadwood**
Adrien Peytavie, James Gain, Eric Guérin, Oscar Argudo, Eric Galin
ACM Transactions on Graphics · doi:10.1145/3641816
- 2024 **Terrain Amplification using Multi-scale Erosion**
Hugo Schott, Eric Galin, Eric Guérin, Axel Paris, **Adrien Peytavie**
ACM Transactions on Graphics · doi:10.1145/3658200
- 2023 **Authoring Terrains with Spatialised Style**
Simon Perche, **Adrien Peytavie**, Bedrich Benes, Eric Galin, Eric Guérin
Computer Graphics Forum · doi:10.1111/cgf.14936
- 2023 **Forming Terrains by Glacial Erosion**
Guillaume Cordonnier, Guillaume Jouvét, **Adrien Peytavie**, Jean Braun, Marie-Paule Cani, Bedrich Benes, Eric Galin, Eric Guérin, James Gain
ACM Transactions on Graphics · doi:10.1145/3592422
- 2023 **Interactive Authoring of Terrain using Diffusion Models**
J. Lochner, J. Gain, S. Perche, A. Peytavie, E. Galin, E. Guérin
Computer Graphics Forum · doi:10.1111/cgf.14941
- 2022 **Gradient Terrain Authoring**
Eric Guérin, **Adrien Peytavie**, Simon Masnou, Julie Digne, Basile Sauvage, James Gain, Eric Galin
Computer Graphics Forum · doi:10.1111/cgf.14460
- 2022 **PTRM: Perceived Terrain Realism Metric**
Suren Deepak Rajasekaran, Hao Kang, Martin Čadík, Eric Galin, Eric Guérin, **Adrien Peytavie**, Pavel Slavík, Bedrich Benes
ACM Transactions on Applied Perception · doi:10.1145/3514244
- 2021 **Synthesizing Geologically Coherent Cave Networks**
Axel Paris, **Adrien Peytavie**, Eric Guérin, Pauline Collon, Eric Galin
Computer Graphics Forum · doi:10.1111/cgf.14420
- 2020 **Data-driven Authoring of Large-scale Ecosystems**
Konrad Kapp, James Gain, Eric Guérin, Eric Galin, **Adrien Peytavie**
ACM Transactions on Graphics · doi:10.1145/3414685.3417848
- 2020 **Desertscape Simulation**
Axel Paris, **Adrien Peytavie**, Eric Guérin, Oscar Argudo, Eric Galin
Computer Graphics Forum · doi:10.1111/cgf.13815
- 2020 **Modeling Rocky Scenery using Implicit Blocks**
Axel Paris, **Adrien Peytavie**, Eric Guérin, Jean-Michel Dischler, Eric Galin
The Visual Computer · doi:10.1007/s00371-020-01905-6
- 2020 **Real-Time Hyper-Amplification of Planets**
Yann Cortial, Eric Guérin, **Adrien Peytavie**, Eric Galin
The Visual Computer · doi:10.1007/s00371-020-01923-4
- 2020 **Segment Tracing Using Local Lipschitz Bounds**
Eric Galin, Eric Guérin, Axel Paris, **Adrien Peytavie**
Computer Graphics Forum · doi:10.1111/cgf.13951
- 2020 **Simulation, Modeling and Authoring of Glaciers**
Oscar Argudo, Eric Galin, **Adrien Peytavie**, Axel Paris, Eric Guérin
ACM Transactions on Graphics · doi:10.1145/3414685.3417855

- 2019 **Terrain Amplification with Implicit 3D Features**
Axel Paris, Eric Galin, **Adrien Peytavie**, Eric Guérin, James Gain
ACM Transactions on Graphics · doi:10.1145/3342765
- 2019 **A Psychophysical Evaluation of Texture Compression Masking Effects**
Guillaume Lavoué, Michael Langer, **Adrien Peytavie**, Pierre Poulin
IEEE Transactions on Visualization and Computer Graphics · doi:10.1109/TVCG.2018.2805355
- 2019 **Orometry-based Terrain Analysis and Synthesis**
Oscar Argudo, Eric Galin, **Adrien Peytavie**, Axel Paris, James Gain, Eric Guérin
ACM Transactions on Graphics · doi:10.1145/3355089.3356535
- 2019 **Procedural Riverscapes**
Adrien Peytavie, Thibault Dupont, Eric Guérin, Yann Cortial, Benes Benes, James Gain, Eric Galin
Computer Graphics Forum · doi:10.1111/cgf.13814
- 2019 **Procedural Tectonic Planets**
Yann Cortial, **Adrien Peytavie**, Eric Galin, Eric Guérin
Computer Graphics Forum · doi:10.1111/cgf.13614
- 2019 **A Review of Digital Terrain Modeling**
Eric Galin, Eric Guérin, **Adrien Peytavie**, Guillaume Cordonnier, Marie-Paule Cani, Bedrich Benes, James Gain
Computer Graphics Forum · doi:10.1111/cgf.13657
- 2018 **Visualisation and personalisation of multi-representations city models**
Jérémy Gaillard, **Adrien Peytavie**, Gilles Gesquière
International Journal of Digital Earth · doi:10.1080/17538947.2018.1550122
- 2017 **Authoring Landscapes by Combining Ecosystem and Terrain Erosion Simulation**
Guillaume Cordonnier, Eric Galin, James Gain, Bedrich Benes, Eric Guérin, **Adrien Peytavie**, Marie-Paule Cani
ACM Transactions on Graphics · doi:10.1145/3072959.3073667
- 2017 **Coherent multi-layer landscape synthesis**
Oscar Argudo, Carlos Andujar, Antonio Chica, Eric Guérin, Julie Digne, **Adrien Peytavie**, Eric Galin
The Visual Computer · doi:10.1007/s00371-017-1393-6
- 2017 **Interactive Example-Based Terrain Authoring with Conditional Generative Adversarial Networks**
Eric Guérin, Julie Digne, Eric Galin, **Adrien Peytavie**, Christian Wolf, Bedrich Benes, Benoît Martinez
ACM Transactions on Graphics · doi:10.1145/3130800.3130804
- 2016 **Efficient modeling of entangled details for natural scenes**
Eric Guérin, Eric Galin, François Grosbellet, **Adrien Peytavie**, Jean-David Genevaux
Computer Graphics Forum · doi:10.1111/cgf.13023
- 2016 **Environmental Objects for Authoring Procedural Scenes**
François Grosbellet, **Adrien Peytavie**, Eric Guérin, Eric Galin, Stéphane Mérillou, Bedrich Benes
Computer Graphics Forum · doi:10.1111/cgf.12726
- 2016 **Large Scale Terrain Generation from Tectonic Uplift and Fluvial Erosion**
Guillaume Cordonnier, Jean Braun, Marie-Paule Cani, Bedrich Benes, Eric Galin, **Adrien Peytavie**, Eric Guérin
Computer Graphics Forum · doi:10.1111/cgf.12820
- 2016 **Sparse representation of terrains for procedural modeling**
Eric Guérin, Julie Digne, Eric Galin, **Adrien Peytavie**
Computer Graphics Forum · doi:10.1111/cgf.12821
- 2015 **Terrain Modelling from Feature Primitives**
Jean-David Genevaux, Eric Galin, **Adrien Peytavie**, Eric Guérin, Cyril Briquet, François Grosbellet, Bedrich Benes
Computer Graphics Forum · doi:10.1111/cgf.12530

- 2013 **Terrain Generation Using Procedural Models Based on Hydrology**
Jean-David Genevaux, Eric Galin, Eric Guérin, **Adrien Peytavie**, Bedrich Benes
ACM Transactions on Graphics · doi:10.1145/2461912.2461996
- 2012 **Procedural Generation of Villages on Arbitrary Terrains**
Arnaud Emilien, Adrien Bernhardt, **Adrien Peytavie**, Marie-Paule Cani, Eric Galin
The Visual Computer · doi:10.1007/s00371-012-0699-7
- 2011 **Authoring Hierarchical Road Networks**
Eric Galin, **Adrien Peytavie**, Eric Guérin, Bedřich Beneš
Computer Graphics Forum · doi:10.1111/j.1467-8659.2011.02055.x
- 2010 **Feature based terrain generation using diffusion equation**
Houssam Hnaidi, Eric Guérin, Samir Akkouche, **Adrien Peytavie**, Eric Galin
Computer Graphics Forum · doi:10.1111/j.1467-8659.2010.01806.x
- 2010 **Procedural Generation of Roads**
Nicolas Marechal, Eric Galin, **Adrien Peytavie**, N Maréchal, Eric Guérin
Computer Graphics Forum · doi:10.1111/j.1467-8659.2009.01612.x
- 2009 **Procedural Generation of Rock Piles Using Aperiodic Tiling**
Adrien Peytavie, Eric Galin, Jérôme Grosjean, Stéphane Mérillou
Computer Graphics Forum · doi:10.1111/j.1467-8659.2009.01557.x
- 2009 **Arches : a Framework for Modelling Complex Terrains**
Adrien Peytavie, Eric Galin, Jérôme Grosjean, Stéphane Mérillou
Computer Graphics Forum · doi:10.1111/j.1467-8659.2009.01385.x

INTERNATIONAL CONFERENCES (6)

- 2025 **A tool for visual analysis and photo-realistic rendering of forest landscape model simulations**
Werner Rammer, Eric Guérin, Patrick Marais, **Adrien Peytavie**, Konrad Kapp, Eric Galin, Rupert Seidl, James Gain
Ecological Systems Under Pressure: Challenges and Solutions - 54th GfÖ Annual Meeting
- 2024 **Vector-based terrain authoring**
Simon Perche, Eric Guérin, Eric Galin, **Adrien Peytavie**
Journées françaises d'informatique graphique (JFIG) 2024
- 2016 **A Data Structure for Progressive Visualisation and Edition of Vectorial Geospatial Data**
Jérémy Gaillard, **Adrien Peytavie**, Gilles Gesquière
3D GeoInfo · doi:10.5194/isprs-annals-IV-2-W1-201-2016
- 2015 **Patch-based Terrain Synthesis**
Leandro Cruz, Luiz Velho, Eric Galin, **Adrien Peytavie**, Eric Guérin
International Conference on Computer Graphics Theory and Applications · doi:10.5220/0005360201890194
- 2015 **Urban data visualisation in a web browser**
Jérémy Gaillard, Alexandre Vienne, Rémi Baume, Frédéric Pedrinis, **Adrien Peytavie**, Gilles Gesquière
Web3D 2015 · doi:10.1145/2775292.2775302
- 2014 **Landscape Specification Resizing**
Leandro Cruz, Luiz Velho, Djalma Lucio, Eric Galin, **Adrien Peytavie**, Eric Guérin
CLEI · doi:10.1109/CLEI.2014.6965100

FRENCH CONFERENCES (10)

- 2022 **StyleDEM: a Versatile Model for Authoring Terrains**
Simon Perche, **Adrien Peytavie**, Bedrich Benes, Eric Galin, Eric Guérin
Journées françaises d'informatique graphique (JFIG) 2022 à Bordeaux
- 2021 **Synthesizing Geologically Coherent Cave Networks**
Axel Paris, Eric Guérin, **Adrien Peytavie**, Pauline Collon, Eric Galin
Journées Françaises de l'Informatique Graphique JFIG 2021

- 2020 **Modeling Rocky Scenery using Implicit Blocks**
Axel Paris, **Adrien Peytavie**, Eric Guérin, Jean-Michel Dischler, Eric Galin
Journées Françaises d'Informatique Graphique (JFIG 2020)
- 2018 **Amplification de Terrains avec des caractéristiques implicites 3D**
Axel Paris, Eric Galin, **Adrien Peytavie**, Eric Guérin, J Gain
Journées de l'Association Française d'Informatique Graphique
- 2017 **Modélisation procédurale de nuages multigenre**
Yann Cortial, Antoine Webanck, Eric Guérin, **Adrien Peytavie**, Eric Galin
Journées Françaises d'Informatique Graphique (j.FIG)
- 2014 **Modélisation de terrains par primitives**
Jean-David Génevaux, François Grosbellet, Eric Galin, **Adrien Peytavie**, Eric Guérin, Cyril Briquet, Bedřich Beneš
Journées de l'Association Française d'Informatique Graphique
- 2013 **Changement d'apparence au cours des saisons**
François Grosbellet, **Adrien Peytavie**, Eric Guérin, Eric Galin, Stéphane Mérillou, Bedrich Benes
26èmes Journées de l'Association Française d'Informatique Graphique
- 2012 **Génération procédurale de rivières et de terrains**
Jean-David Genevaux, Eric Galin, Eric Guérin, **Adrien Peytavie**, Bedrich Benes
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