



Hybrid : 3D Interaction with Virtual Environments using Body and Mind

Inria Rennes Bretagne Atlantique - IRISA

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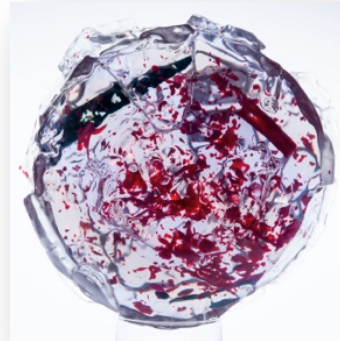
Impressions 3D

Impressions 3D basées sur de la tomographie à rayons X (scan rayons X)

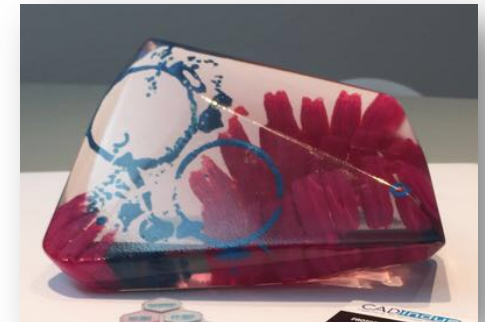
Impressions en transparence



[T. Nicolas, R. Gaugne, V. Gouranton, Physical Digital Access Inside Archaeological Material, ERCIM News, Special Theme: Digital Humanities, Number 111, October 2017]



[T. Nicolas, R. Gaugne, C. Tavernier, V. Gouranton, B. Arnaldi. *Internal 3D Printing of Intricate Structures*. 6th International Conference on Cultural Heritage – EuroMed 2016, Lecture Notes in Computer Science, 10058 (Part I), pp. 432-441, Oct 2016]

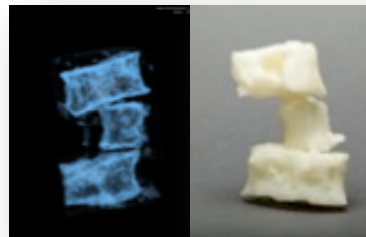


[T. Nicolas, R. Gaugne, C. Tavernier, E. Milliet, R. Bernadet, V. Gouranton. *Lift the veil of the block samples from the Warcq chariot burials*. Digital Heritage Congress – IEEE 2018

Impressions d'éléments internes



{T. Nicolas, R. Gaugne, C. Tavernier, Q. Petit, V. Gouranton, B. Arnaldi. Touching and interacting with inaccessible cultural heritage. Presence: Teleoperators and Virtual Environments, Massachusetts Institute of Technology Press (MIT Press), 2015, 24 (3).}



[R. Gaugne, S. Porcier, T. Nicolas, O. Hays, F. Coulon, V. Gouranton. A digital introspection of a mummy cat. Digital Heritage Congress – IEEE 2018

Réalité virtuelle

Navigation sur un navire du 18^e siècle – Visite de l'histoire de la musique



J.-B. Barreau, F. Nouviale, R. Gagne, Y. Bernard, S. Llinares, V. Gouranton. An Immersive Virtual Sailing on the 18th-Century Ship Le Boullongne. *Presence: Teleoperators and Virtual Environments*, Massachusetts Institute of Technology Press (MIT Press), 2015, 24 (3).

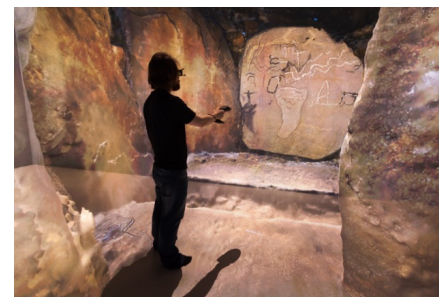


R. Gagne, F. Nouviale, O. Rioual, A. Chirat, K. Gohon, B. Bossis, V. Gouranton, *EvoluSon: Walking through an Interactive History of Music Presence: Teleoperators and Virtual Environments*, Massachusetts Institute of Technology Press (MIT Press), 2018, Special Issue: Virtual and Augmented Reality in Culture and Heritage, 26 (3), pp.281-296.

Salle du jeu de paume de Rennes – Cairn de Barnenez



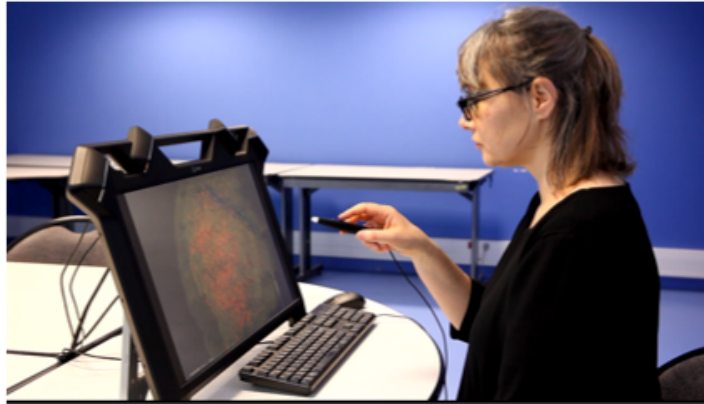
Jean-Baptiste Barreau, Ronan Gagne, Valérie Gouranton. Immersive Point Cloud Manipulation for Cultural Heritage Documentation, *ERCIM News 111*, Special theme: Digital Humanities, October 2017



R. Gagne, J.-B. Barreau, F. Cousseau, V. Gouranton. Large-scale immersive reconstitution of a Neolithic corbel dome. *International Symposium on Virtual Reality, Archaeology and Cultural Heritage, VAST, Brighton, United Kingdom*. pp 1-8, Nov 2012

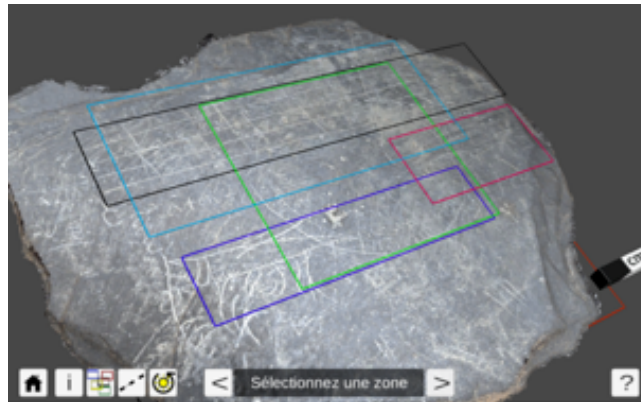
Interaction 3D

INSIDE : archéologie virtuelle



F. Lécuyer, V. Gouranton, R. Gagne, T. Nicolas, G. Marchand, B. Arnaldo INSIDE Interactive and Non-destructive Solution for Introspection in Digital Environments, *Digital Heritage 2018 - 3rd International Congress & Expo, IEEE*, Oct 2018, San Francisco, United States.

Tablette musicale du couvent des Jacobins



R. Gagne, F. Labaune, D. Fontaine, G. Le Cloirec, V.Gouranton From the engraved tablet to the digital tablet, history of a fifteenth century music score, *on going redaction*