

Étienne Peillard

Associate Professor - IMT Atlantique

IMT Atlantique, DAPI - PACCE team, LS2N (UMR CNRS 6004)

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Researcher in Virtual and Augmented Reality, Human-Computer Interaction, and human factors. My work examines spatial and body perception, augmented affordances, embodied interaction, and cooperation between humans and autonomous systems.

Current appointment

Since Aug. 2026 - Associate Professor, DAPI department, IMT Atlantique (Nantes); PACCE team, LS2N (UMR CNRS 6004); associate member, CNRS IRL CROSSING.

Dec. 2020-Jul. 2026 - Associate Professor, IMT Atlantique (Brest); INUIT team, Lab-STICC.

Education

PhD, 2020 - Centrale Nantes / Inria / AAU-CRENAU. Perceptual biases and distance misperception in Mixed Reality.

Engineering degree, 2017 - Centrale Nantes, Virtual Reality and Research majors.

HDR in preparation; defense planned for late 2026 / early 2027.

Research leadership

ANR JCJC PAEIAR (2025-2028) - Principal investigator; perception of affordances and embodied interaction in Augmented Reality, with the University of Western Brittany.

CEXI-HA experimental platform (2021-present) - Scientific lead and project manager for IMT Atlantique's immersive interaction, human factors, and augmented-human platform.

ANR ASTRAL (2024-2027) - Avatars in Augmented Reality, with Clarté, Inria Rennes, and Centrale Nantes.

Supervision

7 ongoing and 3 completed PhD co-supervisions; 2 active research engineers; 2 post-doctoral researchers and 22 Master's placements supervised since 2021.

Selected publications

1. Étienne Peillard, Marie-Cécile Léculier, Malena Joly, Nathalie Le Bigot (2026). Investigating Self-Body Perception and its Effect on Affordance in Augmented Reality. *ACM Transactions on Applied Perception*, 23(3), 1-20. doi:10.1145/3807944
2. Min Ni, Étienne Peillard, Gilles Coppin, Tim Chen (2026). How Opacity and Background Affect Surface Contact Perception in Optical See-Through AR. *IEEE Transactions on Visualization and Computer Graphics*.
3. Yutaro Tanaka, Juri Yoneyama, Nathalie Le Bigot, Guillaume Moreau, Gilles Coppin, Étienne Peillard (2026). Modulating Perceived Affordances in Augmented Reality Through Object Physicality and Thermal Appearance. *IEEE Transactions on Visualization and Computer Graphics*.
4. Aymeric Hénard, Étienne Peillard, Jérémy Rivière, Sébastien Kubicki, Gilles Coppin (2025). Towards Augmented Reality Support for Swarm Monitoring: Evaluating Visual Cues to Prevent Fragmentation. *IEEE Transactions on Visualization and Computer Graphics*.
5. Étienne Peillard, Thomas Thebaud, Jean-Marie Normand, Ferran Argelaguet, Guillaume Moreau, Anatole Lécuyer (2019). Virtual Objects Look Farther on the Sides : The Anisotropy of Distance Perception in Virtual Reality. *IEEE Virtual Reality Conference*. doi:10.1109/VR.2019.8797826

Teaching

VR/AR, HCI, interface design, human factors, experimental methods, computer science, and project-based learning.

Responsible or co-responsible for six teaching units at IMT Atlantique (2021-2026); Front track lead in Nantes since 2026.

Academic service

- Tutorial Chair, IEEE VR 2025 and 2026; IEEE VR Program Committee since 2021; IEEE ISMAR Program Committee since 2020.
- Organizer, Seamless Reality workshops (2024-2026) and NII Shonan Meeting No. 242 (2026).
- Facilitator of the Interaction working group, CNRS IRL CROSSING.

Awards

IEEE VR 2019 Best Conference Paper Award; 1st prize, IEEE VR 2019 3DUI Contest.