

**ViSiCAST Milestone M4-4: Avatar + Player**

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| <b>Project Number:</b> | IST-1999-10500  |
| <b>Project Title:</b>  | ViSiCAST  |
|                        | Virtual Signing: Capture, Animation, Storage and Transmission |
| <b>Document Type:</b>  | Milestone Report  |

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| <b>Milestone Number:</b>         | M4-4                        |
| <b>Planned Date of Delivery:</b> | May 2000                    |
| <b>Actual Date of Delivery:</b>  | March 2000                  |
| <b>Title of Milestone:</b>       | Avatar + Player             |
| <b>Work-Package:</b>             | WP4 (Animation & Modelling) |
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**Abstract:**

This milestone recognises the requirement for a Virtual Human Graphic Model – or Avatar – plus a means of viewing that Avatar executing animation files – to be circulated within the project. Although the milestone suggests this is a “one-off” process, in fact, the Avatar and its software environment are subject to constant development throughout the project. The requirement of the milestone was met in March 2000.

## **Avatar + Player**

Because of their early need for a high-resolution Avatar graphic model, INT were supplied with the model known as “Virtual Dan” in the first months of the project. They were supplied also with data files of captured human animation which could be applied to that model.

An Avatar and player system, capable of being run from (although not within) a WWW page was circulated within the project during March, two months ahead of the stipulated date. This used the VH model known as “Tessa”

A different version, allowing the implementation, trial and evaluation of the WP2 Transaction prototype was also supplied at this time. (Also using the “Tessa” model)

The player and avatar have been updated by more advanced versions, in July and September. These used a version of the new “Tessa 2” VH model, known as “Tessa 3” or, alternatively, “Visia”. (Tessa 2 was developed to be more realistic and naturalistic, making use of the increased power of the latest low-cost PC graphics cards. She was intended for first use in the Post Office transaction system and therefore wears Post Office Uniform. Tessa 3 / Visia, is essentially the same model, but with cosmetic changes and “civilian” clothes, intended for general use within the project).

The player circulated in July (Alpha 1.0) ran under ActiveX control, making it possible for other members of the consortium to easily build PC applications for it. Due to a limitation of the operating system, it displayed some instability. This was overcome by the August release (Alpha 1.5), which utilises an alternative renderer. The latest version also allows more user control, including operator capture of new positions.