

**Project Co-ordinator Details**

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**Executive Summary – (Televirtual’s Highlights)**

- WP1: Continued Liaison with partners on formats for TX protocols: Continued implementation of a TX system, sending data from a server PC to a visualiser PC, using a one-way data connection which mimics a broadcast link.
- WP2: Completed development of, and circulated to partners, an Alpha-release version of an ActiveX animated signing visualiser, the prototype for a WWW browser version.
- WP4: Continued work on basic capture an animation systems. Improved functionality of real-time capture and display.

**1 – Overview**

**1.1 Objectives**

<i>Objectives</i>	<i>Progress towards achieving objectives</i>
<p>Visicast will develop, evaluate and apply realistic virtual humans (avatars) to the generation of European deaf sign languages. The gesture description language and the associated real-time virtual humans will be used in the human-computer-interface of many applications. It will</p> <p><b>In the Applications Work Packages</b></p> <p>1. Enhance the status of Europe’s deaf citizens by improving their access to public services and entertainment, and enable them to develop and consume their own multimedia content for communication, leisure and learning. It will build applications for the signing system for:</p> <p>1.1 Television</p> <p><b>WP1: Television &amp; Broadcast Transmission</b></p> <p>1.2 Multimedia and the Internet</p> <p><b>WP2 Multimedia and WWW Applications</b></p>	<p><b>WP1:</b></p> <ul style="list-style-type: none"> <li>▪ File specifications, formats and examples have been exchanged for prototype TX system, based on Mask-VR file format. After discussion and exchange of views, software engineering of a system to mimic a broadcast link was taken to an advanced stage.</li> </ul> <p><b>WP2: Browser Plug-in</b></p> <ul style="list-style-type: none"> <li>• Continuing work to develop browser-based display</li> </ul>

1.3 Face-to-face transactions  
**WP3: Face-to-Face Transactions**

**It will in the Research Work Packages**

2 Develop systems for the generation, storage and transmission of virtual signing.

3 Refine user-friendly methods for capturing signs  
**(WP4 Animation and Modelling)**

4 Create a machine-readable notation to describe sign-language gestures (hand, face and body) which can be used to retrieve stored gestures or to build them from low-level motion components.

5 Use this descriptive language to produce tools that can translate from both speech and text into signing.  
**(WP5 Language and Notation)**

6 Trial and evaluate the Application prototypes  
**(WP6 Trials and Evaluation)**

environment for Signing Avatar. Prototype Active X visualiser for animated signing circulated for appraisal by Visicast partners.

**WP3: Transactions**

- Work with UEA on training in use of Motion Capture System and the capturing of new / upgraded signs for Transaction System.

**WP4**

- Continued work in progress on creation of advanced run-time environment for Signing Avatar, with virtual camera and virtual lighting control. This will permit improved realism and offer the potential for more user choice in the setting of parameters. This environment will become the Avatar run-time host for WP1, WP2 (WWW-versioned) and WP3.

**WP5:**

**WP6:**

- **WP7:**

7 Ensure effective management, external communications and publicity for the project

(WP7 Project Management, External Communications and Publicity)

▪ WP8:

8 Ensure appropriate exploitation and dissemination of results

(WP8 Exploitation and Dissemination)

**1.2 Milestones**

<i>Milestone</i>	<i>Planned date</i>	<i>Actual date</i>	<i>Comments</i>
		03/2000	

**1.3 Deliverables**

<i>Deliverable Code &amp; Name</i>	<i>Planned date</i>	<i>Actual date</i>	<i>Comments</i>

**1.4 Deviations from Plan**

<i>Causes and Description</i>	<i>Corrective actions</i>

**2 – Contractual Arrangements**

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**3 - Project Meetings (held and foreseen)**

<i>Title</i>	<i>Data and Place</i>	<i>Main conclusions</i>

**4 - Dissemination / Promotional Information**

**4.1 Conferences and/or Workshops attended/organised/foreseen by the project**

<i>Date</i>	<i>Title</i>	<i>No</i>	<i>Number of persons attended + other information</i>


**4.2 Articles Published, Press coverage, development web sites, etc.**

<i>Date/Type</i>	<i>Details</i>

**5 – Main results**

<i>Description</i>	<i>Details</i>
	As described above under objectives

**Table 6.1 Indicative Effort for the reporting period (Decimal Person Months)**

Work Packages		1	2	3	4	5	6	7	8	TOTAL	
P No	Short Name	Staff Name									
5	UEA	Steve Cullingford							0.10	0.10	
		Ben Lambert									
		M Simper		0.08							0.08
		Farzad Pezeshkpour	0.06	0.99							1.05
		Steve Pye									
		Sanja Rankov	0.23			0.54					0.77
		Marcus Tutt									
		Jamie Warren							0.02		0.02
		J Clark									
		Mark Wells				0.34					0.34
<b>Total Months</b>		0.29	1.07		0.88				0.12	2.36	

**Table 6.2 Indicative Effort for the reporting period (Person Hours)**

Work Packages		1	2	3	4	5	6	7	8	TOTAL	
P No	Short Name	Staff Name									
5	UEA	Steve Cullingford							12.5	12.5	
		Ben Lambert									
		M Simper		10.0							10.0
		Farzad Pezeshkpour	8.0	130.0							138.0
		Steve Pye									
		Sanja Rankov	30.0			71.0					101.0
		Marcus Tutt									
		Jamie Warren							3.0		3.0
		J Clark									
		Mark Wells				45.0					45.0
<b>Actual Hours Total</b>		38.0	140.0		116.0				15.5	309.5	
<b>Planned Hours Total</b>											
<b>Previous Acumulated Hours</b>											
<b>Total Acumulated Hours</b>		38.0	140.0		116.0				15.5	309.5	