

Project Co-ordinator Details

Jan Dobson, E-mail: jan.dobson@itc.org.uk, Tel: +44 1962 848642 Fax: +44 1962 886109
 Address ITC, Kings Worthy Court, Kings Worthy, Winchester, Hants SO23 7QA, UK

Executive Summary – (Televirtual’s Highlights)

- WP1: Continued Liaison with partners on TX system, concentrating on specification of the compression layer.
- WP2: Following feedback on release of Alpha version ActiveX player, continued refinement of the second version to overcome stability problems, circulated that version to partners and continued with development as a result of comments.
- WP4: Continued work on basic capture an animation systems. Made some revisions to file format/organisation to simplify the editing process. Co-operated with UEA on recording sessions (signing animation files captured in English, Dutch and German). Supplied editing software to foreign partners, allowing them to work on those files in their own language, supporting them in their understanding of the techniques involved. Supplied details, and actual CG models, with parameters etc. of latest avatar (“Visia”) to INT, in a format requested by them, with a view to enabling them to implement comparative tools in MPEG4/ SNHC platforms.

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>In the Applications Work Packages</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>WP1: Television & Broadcast Transmission</p>	<p>WP1: Continued Liaison with partners on TX system. Carried out extensive optimisation of the link, collaborating with UEA to compress the link’s</p>

1.2 Multimedia and the Internet
WP2 Multimedia and WWW Applications

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)

bandwidth. Liasing with IRT to transfer the software to a “wireless” TX system. This system is the prototype for deliverable 4-1, and is thus in a highly advanced state of completion one month ahead of scheduled delivery date. Continuing investigation/development of the time-stamping issues

WP2: Browser Plug-in

Circulated new version of the Active X Avatar player to partners, with functioning demonstrations of if operating in allied applications – such as VB, Excell..

WP3: Transactions

Worked with UEA and IVD on the recording of sign sequences for use with the WWW application.

WP4: Graphics

Continued development of capture and replay system. Made some revisions to file format/organisation to simplify the editing process

WP5:

Developed an Excell application of the Avatar player, demonstrating potential of the system as a basis for the implementation of a synthetic sign creation tool – a first step towards the excuting of the

<p>6 Trial and evaluate the Application prototypes (WP6 Trials and Evaluation)</p> <p>7 Ensure effective management, external communications and publicity for the project (WP7 Project Management, External Communications and Publicity)</p> <p>8 Ensure appropriate exploitation and dissemination of results (WP8 Exploitation and Dissemination)</p>	<p>sign notation driven Avatar (M4-5)</p> <p>WP6:</p> <p>WP7:</p> <p>WP8: Completed preparation, with partners of publicity material for use at Technical Review, RNID exhibition in London and FP5 exhibition in Nice.</p>
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1.2 Milestones

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

1.3 Deliverables

<i>Deliverable Code & 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>

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	TV	Steve Cullingford									
		Ben Lambert									
		Matthew Simper									
		Farzad Pezeshkpour	0.11			1.01					1.12
		Steve Pye									
		Sanja Rankov				0.86					0.86
		Marcus Tutt				0.03					0.03
		Jamie Warren									
		John Clark				0.08					0.08
		Mark Wells				0.40					0.40
Total Months		0.11			2.38					2.49	

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	TV	Steve Cullingford									
		Ben Lambert									
		Matthew Simper									
		Farzad Pezeshkpour	14.5			132.0					146.5
		Steve Pye									
		Sanja Rankov				112.5					112.5
		Marcus Tutt				4.0					4.0
		Jamie Warren									
		John Clark				10.5					10.5
		Mark Wells				52.5					52.5
Actual Hours Total		14.5			311.5					326.0	
Planned Hours Total											
Previous Acumulated Hours											
Total Acumulated Hours		14.5			311.5					326.0	