



**Project acronym:** *3DLife*

**Project full title:** Bringing the Media Internet to Life

**Grant agreement no.:** 247688

## **Deliverable 6.2.4**

### **Six-monthly Electronic Newsletter**

Report ID:	D6.2.4
Reporting Period:	M19-M24
Contractual Date of Delivery to the EC:	30 December 2011
Actual Date of Delivery to the EC:	26 January 2012
Work package:	WP6
Authors and Institutions:	Lazaros Gymnopoulos, ITI
Estimated Staff Months:	0.86
Dissemination Level:	Public
Nature:	Report & Other (Newsletter)
Approval Status:	Under approval
Version:	v1.0
Date:	26 January 2012
Total Number of pages:	<15> (including this cover page)
Filename:	<3DLIFE-D6.2.4-V1.0>
Lead contractor	Queen Mary University of London
Start date of project	1 January 2010
Duration	42 months

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## Revision History

Version	Date	Reason	Revised by
1.0	26/01/2012	Initial version	Lazaros Gymnopoulos

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## Classification and approval

**Classification:** Public

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### Acknowledgements

All partners of the 3DLife project contributed to this report during the last few months. Especially the fruitful discussion at the 3DLife meetings led to this document.

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## Abstract

This report is part of Work Package (WP) 6 of the 3DLife project. The general goal of this report is to present the 4<sup>th</sup> Issue of the project's biannual newsletter, which was published on January 2012. The newsletter is published both in print and electronically.

*The reader can subscribe to the electronic version of the 3DLife newsletter in the project's website at <http://www.3dlife-noe.eu/>. She/he may also find there all issues that have been published.*

The newsletter is an instrument for the regular exchange of information among the members of the 3DLife Network of Excellence (NoE) and the research community at large. It constitutes the primary means of collecting results achieved through network activities and spreading them to the community.

The main objectives of the newsletter are:

- To report on and promote the major activities undertaken by the NoE;
- To provide links between both European and international initiatives in the field, and;
- To disseminate information about published papers of the researchers involved in the network.

The printed version of the newsletter is disseminated in the various events where 3DLife participates; 250 copies of each issue are being printed for this reason.

The actual 4<sup>th</sup> issue of the newsletter – a full graphical representation – is attached to this report as an appendix.

## Appendix



# Newsletter

[www.3dlife-noe.eu](http://www.3dlife-noe.eu)

Issue 4, June 2011



Bringing the Media Internet to Life!



## Newsletter Outline

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**NRF** National Research  
Foundation of Korea

**The 3DLife Newsletter**  
Issue 4, January 2012  
[www.3dlife-noe.eu](http://www.3dlife-noe.eu)

Editor: Ebroul Izquierdo  
Copy Editor: Lazaros Gymnopoulos  
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Boram Kim  
Printing: Hyoung Joong Kim

*Not for sale.*



3DLife is a Network of Excellence funded by the  
European Commission under THEME ICT-2009.1.5  
"Networked Media and 3D Internet"  
of the 7<sup>th</sup> Framework Programme  
and National Research Foundation, Korea





## Newsletter Outline

### Editorial

*Welcome to the fourth issue of the biannual 3DLife Newsletter!*

3DLife is a European Union funded research project, a Network of Excellence (NoE) which aims to further integrate research that is currently conducted by leading European research groups in the field of Media Internet. 3DLife's ultimate target is to lay the foundations of a European Competence Centre under the name "Excellence in Media Computing & Communication" or simply EMC<sup>2</sup>.

The next generation of Media Internet services is expected to become the corner-stone of Information Society in our century. Its impact on the entertainment industry is already clear and it is expected to become much broader changing the way society delivers key services such as health care, learning and commerce. Since the 3DLife project comprehensively addresses several challenges of Media Internet, it aspires to play a positive role in this upcoming transformation of modern life.

The 3DLife consortium consists of partners of high scientific quality and diverse yet complementary research background:

1. Queen Mary, University of London (UK)
2. Dublin City University (Ireland)
3. Heinrich Hertz Institute, Fraunhofer (Germany)
4. Informatics & Telematics Institute (Greece)
5. Korea University (Korea)
6. MIRALab, University of Geneva (Switzerland)
7. Télécom ParisTech (France)

*Enjoy reading the rest of the Newsletter!*

*...and don't forget to subscribe to the electronic version at our website:  
<http://www.3dlife-noe.eu>*

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### 3DLife Community

The 3DLife NoE revolves around a virtual community of researchers, people from industry and the ordinary citizen. The beating heart of this community is the 3DLife website. As you can see below, a lot of people from all over the world have visited our site at: <http://www.3dlife-noe.eu>



*3DLife website visitor map*

There you can find project information and news and subscribe to the 3DLife dedicated:

- LinkedIn group,
- Facebook group,
- YouTube channel,
- Tweets, or
- RSS feed.

Finally, you can subscribe to the electronic version of the Newsletter:



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## Project News

### VMV 2011 Workshop

In October 2011, 3DLife organized the 16<sup>th</sup> International Workshop on Vision, Modelling and Visualization, VMV 2011, at the Fraunhofer Forum in Berlin. The conference is a unique event that brings together scientists and people interested in the interdisciplinary fields of computer vision and computer graphics, with special emphasis on the link between the two disciplines.

A strong focus of this year's submissions were innovations and applications in the field of computer vision and graphics, including applications of GPGPU processing, of new 3-D sensor technologies, and of computer vision algorithms for ever more realistic 3D scene modeling and image-based rendering. With around 100 international participants and a total of 48 high-quality presentations, VMV continues to be an exceptional meeting place for novel ideas and constitutes a premier forum for innovative research in both graphics and vision.



VMV 2011 Workshop

### “The Future of 3D Media”

In mid-November 2011, 3DLife and EMC<sup>2</sup> organized an international industry workshop on “The Future of 3D Media” in Berlin.

The one-day event was hosted in HHI's Theseus Innovation Centre, featuring a fully packed programme of talks, poster presentations, live demos, and a high-profile panel discussion to engage and entertain the 50-plus industry and research delegates gathered from countries across Europe and Asia.

The programme was designed to showcase innovation in 3D media, consider future developments and opportunities, and exchange ideas on entrepreneurship and academia-industry partnership – both critical ingredients of future European competitiveness in this rapidly evolving field.



Mr. Viorel Peca, European Commission

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### 2<sup>nd</sup> 3DLife Summer School

3DLife actively supported and co-organized the "2<sup>nd</sup> Summer School on Social Media Retrieval (S<sup>3</sup>MR)." The summer school took place between June 26 and July 1, 2011, in Antalya, Turkey. Based on the great success of its previous edition in Interlaken, Switzerland the 2<sup>nd</sup> S<sup>3</sup>MR Summer School brought together young researchers from neighboring disciplines, offering:

- lectures delivered by experts from academia and industry providing a clear and in-depth summary of the state-of-the-art research in social media retrieval, and
- collaborative projects in small groups providing hands-on experience on integrative work on selected problems from the field.



*2<sup>nd</sup> Summer School on Social Media Retrieval*

3DLife organized a group discussion within the summer school under the title "Future 3D Media Experience" that was moderated by Mr. L. Gymnopoulos. The Group discussion produced an idea and an initial design for 'LifeX', a novel 3D media experience system.

More details on the summer school (i.e., agenda, topics, lecturers, etc.) can be found at: [www.s3mr.eu](http://www.s3mr.eu).

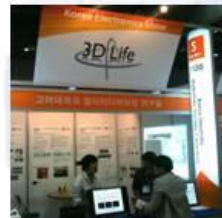
### Exhibitions

All 3DLife partners presented technologies developed within the project to a broad industrial audience during the EMC<sup>2</sup> Industry Day "The Future of 3D Media".

Aspects of the 3DLife project were presented by DCU to both academic and industry invitees at the CLARITY open day entitled "Sensing and its Applications in Sport" that was held on the 24<sup>th</sup> of November 2011 in Croke Park, Dublin, Ireland.

HHI's Virtual mirror was presented at Ceatec Japan 2011 exhibition in Tokyo, Japan during 4-8 October 2011. Ceatec Japan is an IT & electronics exhibition that showcases the world's latest technologies, products, and services, attracting people throughout the industry from both Japan and overseas as well as many visitors from diverse fields.

KU submitted its work at the Korea Electronics Show (KES) 2011, 12-15 October 2011, KINTEX Korea. In this event, KU presented its web camera based application for detecting motion vector in an exhibition booth.



*Korea Electronics Show*

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## The 3DLife Framework

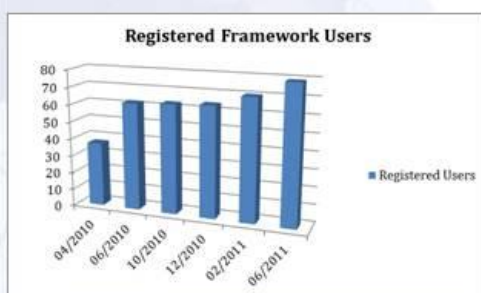
The fifth package of work in the 3DLife project targets the design and installation of a technical infrastructure to enable and facilitate human and technical integration activities. It provides support to share and exchange research resources among partners, including equipment, teaching resources, tools, interfaces and test data. The objective is to stimulate the collaboration within and beyond the 3DLife consortium, by providing the necessary support for efficient collaboration.

The three activities in the aforementioned work package reflect this mission:

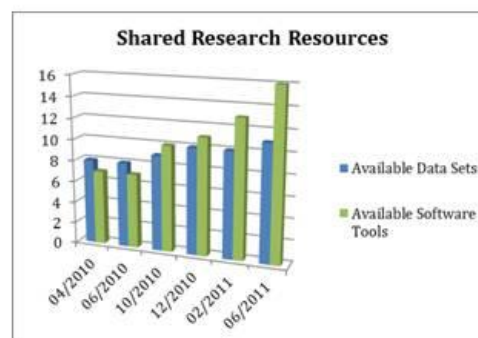
- A5.1 - 'Design of the Distributed Research Environment'
- A5.2 - 'Sharing of Software and Database Resources'
- A5.3 - 'Facilities and Equipment Sharing'

The progress of this important 3DLife work package was significant during the two first years of the project. More specifically:

Activity A5.1 has been already completed, including the design and setup of the framework technical infrastructure and the provision of initial content and structure. Since its start of operation, the platform has been quickly embraced by the consortium members for research collaboration and software integration tasks. Starting with an initial group of 37 registered users, the framework is now serving almost 80 members and affiliates of the 3DLife network.



Within activity A5.2 a continuously growing repository of teaching materials, software tools, and data-sets from various areas of research has been assembled and will further expand, as new research results are generated within the 3DLife network (see figure below). Partners throughout the consortium make use of these resources for teaching and research activities, and integrate the tools to build new research prototypes and applications.



All partners have contributed considerably also to activity A5.3 Facilities and Equipment Sharing by building a large pool of shareable equipment and facilities. These resources have already facilitated several joint projects within the last months, such as the Robust Virtual Mirror and the Body Athlete demo projects, as well as the data capturing sessions for the ACM Multimedia 3DLife Grand Challenge 2010 and 2011.

More details and information can be found at: [www.3dlife-noe.eu/3DLife/resources/](http://www.3dlife-noe.eu/3DLife/resources/).



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<b>New Publications</b>	
1. Eitz, M.; Richter, R.; Hildebrand, K.; Boubekeur, T.; Alexa, M.; , "Photosketcher: Interactive Sketch-Based Image Synthesis," <i>Computer Graphics and Applications, IEEE</i> , vol.31,no.6, pp.56-66, Nov.-Dec.2011	
2. Eitz, M.; Hildebrand, K.; Boubekeur, T.; Alexa, M.; , "Sketch-Based Image Retrieval: Benchmark and Bag-of-Features Descriptors," <i>Visualization and Computer Graphics, IEEE Transactions on</i> , vol.17, no.11, pp.1624-1636, Nov.2011	
3. Muller, M.; Ellis, D.P.W.; Klapuri, A.; Richard, G.; , "Signal Processing for Music Analysis," <i>Selected Topics in Signal Processing, IEEE Journal of</i> , vol.5, no.6, pp.1088-1110, Oct. 2011	
4. S. Essid, X. Lin, M. Gowing, G. Kordelas, A. Aksay, P. Kelly, T. Fillon, Q. Zhang, A. Dielmann, V. Kitanovski, R. Tournemenne, N. E. O'Connor, P. Daras and G. Richard, 2011, A multimodal dance corpus for research into real-time interaction between humans in online virtual environments, In <i>Proceedings of the 13<sup>th</sup> International Conference on Multimodal Interaction (ICMI/11)</i> .	
5. Slim Essid, Yves Grenier, Mounira Maazaoui, Gaël Richard, and Robin Tournemenne. 2011. An audio-driven virtual dance-teaching assistant. In <i>Proceedings of the 19th ACM international conference on Multimedia (MM '11)</i> . ACM, New York, NY, USA, 675-678.	
6. Marc Gowing, Philip Kell, Noel E. O'Connor, Cyril Concolato, Slim Essid, Jean Lefevre, Robin Tournemenne, Ebroul Izquierdo, Vlado Kitanovski, Xinyu Lin, and Qianni Zhang. 2011. Enhanced visualisation of dance performance from automatically synchronised multimodal recordings. In <i>Proceedings of the 19th ACM international conference on Multimedia (MM '11)</i> . ACM, New York, NY, USA, 667-670.	
7. Dimitrios S. Alexiadis, Philip Kelly, Petros Daras, Noel E. O'Connor, Tamy Boubekeur, and Maher Ben Moussa. 2011. Evaluating a dancer's performance using kinect-based skeleton tracking. In <i>Proceedings of the 19th ACM international conference on Multimedia (MM '11)</i> . ACM, New York, NY, USA, 659-662.	
8. G. Vialaneix and T. Boubekeur, "SBL Mesh Filter: A Fast Separable Approximation of Bilateral Mesh Filtering," pp. 97-103.	
9. D. L. Recas, A. Hilsmann, and P. Eisert, "Near-Regular Texture Synthesis by Random Sampling and Gap Filling," pp. 89-96.	

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<b>New Publications</b>	
10. D. C. Schneider, M. Kettern, A. Hilsmann, and P. Eisert, "A Global Optimization Approach to High-detail Reconstruction of the Head," pp. 9-15.	
11. A. Hilsmann, D. C. Schneider, and P. Eisert, "Warp-based Near-Regular Texture Analysis for Image-based Texture Overlay," pp. 73-80.	
12. Vaiapury, K., Aksay, A., Lin, X., Izquierdo, E. et al., "A Vision Based Audit Method and Tool that Compares a Systems Installation on a Production Aircraft to the Original Digital Mock-Up," SAE Int. J. Aerosp. 4(2):880-892, 2011	
13. Monaghan, David; Kelly, Philip; O'Connor, Noel E.; , "Dynamic voxel carving in tennis based on player localisation using a low cost camera network," <i>Image Processing (ICIP), 2011 18th IEEE International Conference on</i> , vol.,no.,pp.1001-1004, 11-14 Sept. 2011	
14. Bert Buchholz, Noura Faraj, Sylvain Paris, Elmar Eisemann, and Tamy Boubekeur. 2011. Spatio-temporal analysis for parameterizing animated lines. In <i>Proceedings of the ACM SIGGRAPH/Eurographics Symposium on Non-Photorealistic Animation and Rendering (NPAR '11)</i> , Stephen N. Spencer (Ed.). ACM, New York, NY, USA, 85-92.	
15. Guillaume Vialaneix and Tamy Boubekeur. 2011. SBL mesh filter: fast separable approximation of bilateral mesh filtering. In <i>ACM SIGGRAPH 2011 Talks (SIGGRAPH '11)</i> . ACM, New York, NY, USA, , Article 24 , 1 pages.	
16. Bert Buchholz, Tamy Boubekeur, Noura Faraj, Elmar Eisemann, and Sylvain Paris. 2011. Parameterizing animated lines for stylized rendering. In <i>ACM SIGGRAPH 2011 Talks (SIGGRAPH '11)</i> . ACM, New York, NY, USA,, Article 28 , 1 pages.	

## Open Call for 3DLife - EMC<sup>2</sup> Fellowships

The 3DLife - Excellence in Media Computing & Communication (EMC<sup>2</sup>) Fellowship Programme is a funding and support program for exceptionally qualified researchers in the field of 'Media Computing & Communication'.

It offers *funding* for young researchers (postgraduate or postdoctoral) and *support* for senior researchers (scientific group leaders).



**Aim.** The overall aim of the programme is to empower young researchers and to promote senior researchers' knowledge, in the scientific field of 'Media Computing and Communication'. Priority will be given to researchers who come from the twelve new European Union member states.

**Scope.** The programme regards research within the scientific field of 'Media Computing and Communication'. The programme also adheres to the global initiative "Future Internet".

**Responsible Body.** Responsible for all aspects of the EMC<sup>2</sup> Fellowship Programme is the Executive Committee of EMC<sup>2</sup>. Until this body is fully formed, responsible for all aspects of the programme will be the 3DLife VCE Task Force which consists of the 3DLife Project Work Package leaders.

You can apply for a 3DLife VCE Fellowship by downloading the informational bundle at the 3DLife website ([www.3dlife-noe.eu](http://www.3dlife-noe.eu)) and following the instructions included there. The bundle contains detailed information on fellowship policies and procedures, eligibility criteria, and applications. You can also directly contact the 3DLife VCE Task Force ([contact@3dlife-noe.eu](mailto:contact@3dlife-noe.eu)) for further inquiries.

### Apply for a 3DLife VCE Fellowship!

You can download an informational bundle at our website: [www.3dlife-noe.eu](http://www.3dlife-noe.eu)



[contact@3dlife-noe.eu](mailto:contact@3dlife-noe.eu)

<http://www.3dlife-noe.eu/>



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Next issue of the 3DLife Newsletter will be released on July 2012

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**We Need Your Feedback!**

Help us make the Newsletter better: E-mail your comments to Lazaros Gymnopoulos ([lazg@iti.gr](mailto:lazg@iti.gr))