HOLONICS

Project reference: 511318
Funded under: FP6-IST

Holographic and action capture techniques

From 2004-09-01 to 2007-08-31 | HOLONICS Website

Project details

<table>
<thead>
<tr>
<th>Total cost:</th>
<th>EUR 4 027 000</th>
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<tbody>
<tr>
<td>EU contribution:</td>
<td>EUR 2 074 939</td>
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<tr>
<td>Coordinated in:</td>
<td>Spain</td>
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<th>Topic(s):</th>
<th>IST-2002-2.3.2.7 - Cross-media content for leisure and entertainment</th>
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<tbody>
<tr>
<td>Funding scheme:</td>
<td>STREP - Specific Targeted Research Project</td>
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Objective

Leisure and entertainment require every day more innovation;" innovation that must be understood in terms of new contents but also in terms of new user interaction paradigms. 3D is at the forefront of community research efforts today. HOLONICS has as its main objective to research new technologies for the automatic acquisition, management, presentation and delivery of 3D information.

HOLONICS will place holographic technology and computer vision based human action capture at the base of its research efforts with the objective to achieve most realistic representations of 3D contents for multiple simultaneous users, real-time automatic acquisition of human action data (geometry, volume, texture) and unconstrained user interaction with the system and/or other users. HOLONICS will have as one of its main requirements to avoid the use of any kind of device that can be annoying, limiting or little comfortable for the user (i.e. head mounted devices, markers, cabling, etc), a circumstance that have jeopardised the development of the sector in the past.

HOLONICS’s demonstration applications will explore the possibilities of holographic display technology for true 3D representation of contents, will feature new user interaction capabilities using the human body and will develop new methods for the automatic acquisition of 3D human body information. HOLONICS Tele-presence application will use a set-up of cameras to acquire in real time the volumetric structure and the texture of the full body of a person.

Then, the system will track and animate the resulting 3D model with the objective to transmit the information to a remote 3D holographic display monitor for naked eye interpersonal communications. The Virtual Theatre application will use large panels of holographic displays combined with sophisticated human action capture to demonstrate HOLONICS’s can be successfully applied to wide scenarios and highly interactive experiences that can be shared by a great number of persons.
Coordinator

EPTRON, S.A.
CALLE JUAN VIGON 3
28003 MADRID
Spain

Administrative contact: LOPEZ MESA, JOSE RAMON
Tel.: +34-91-5360163
Fax: +34-91-5335055
E-mail

Participants

HOLOGRAFIKA KFT
ADY ENDRE U. 3/A
1192 BUDAPEST
Hungary
Administrative contact: N/A

INSTITUT NATIONAL DE RECHERCHE EN INFORMATIQUE ET EN AUTOMATIQUE
DOMAINE DE VOLUCEAU
78153 LE CHESNAY
France
Administrative contact: N/A

TOTAL IMMERSION SA
22 RUE EDOUARD NIEUPORT
92150 SURESNES
France
Administrative contact: N/A

Subjects

Telecommunications

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