

Avatars In Networked Virtual Environments(2)

Vivek Rajan

Avatars in Networked Virtual Environments Tolga K. Çapin,1999-07-30 Avatars in Networked Virtual Environments Tolga K. Çapin Computer Graphics Lab, EPFL, Lausanne, Switzerland Igor S. Pandzic MIRALab, University of Geneva, Switzerland Nadia Magnenat-Thalmann MIRALab, University of Geneva, Switzerland Daniel Thalmann Computer Graphics Lab, EPFL, Lausanne, Switzerland Telepresence is the future of multimedia systems and will allow participants to share professional and private experiences, meetings, games and parties. Networked Virtual Environments (NVEs) are systems that allow distant users to interact in a common Virtual Environment. One of the areas of research in NVEs is the user representation or 'avatar', the way that participants are geographically represented in Virtual Environments. * Examines solutions to the Virtual Life Network (VLNET) system, a flexible framework for Virtual Humans in NVEs * Presents different means of facial communication, gesture and non-verbal communication * Provides details for solving all problems of handling Virtual Human data across the network * Analyses the potential relation of the future MPEG-4 standard to NVEs * Discusses the standardisation of Virtual Humans in VRML * Includes applications such as a Virtual tennis game and studies the experimental results and achievements. Essential reading for a wide-ranging audience including computer scientists, engineers in communication systems, undergraduate and postgraduate students of computer science, and researchers in computer animation, visualisation and communications technology.

Avatars in Networked Virtual Environments ,1999 Avatars in Networked Virtual Environments Tolga K. Capin Computer Graphics Lab, EPFL, Lausanne, Switzerland Igor S. Pandzic MIRALab, University of Geneva, Switzerland Nadia Magnenat-Thalmann MIRALab, University of Geneva, Switzerland Daniel Thalmann Computer Graphics Lab, EPFL, Lausanne, Switzerland Telepresence is the future of multimedia systems and will allow participants to share professional and private experiences, meetings, games and parties. Networked Virtual Environments (NVEs) are systems that allow distant users to interact in a common Virtual Environment. One of the areas of research in NVEs is the user representation or 'avatar', the way that participants are geographically represented in Virtual Environments. Examines solutions to the Virtual Life Network (VLNET) system, a flexible framework for Virtual Humans in NVEs. Presents different means of facial communication, gesture and non-verbal communication. Provides details for solving all problems of handling Virtual Human data across the network. Analyses the potential relation of the future MPEG-4 standard to NVEs. Discusses the

standardisation of Virtual Humans in VRML. Includes applications such as a Virtual tennis game and studies the experimental results and achievements. Essential reading for a wide-ranging audience including computer scientists, engineers in communication systems, undergraduate and postgraduate students of computer science, and researchers in computer animation, visualisation and communications technology.

Avatars at Work and Play Ralph Schroeder, Ann-Sofie Axelsson, 2006-07-08 Avatars at Work and Play brings together contributions from leading social scientists and computer scientists who have conducted research on virtual environments used for collaboration and online gaming. They present a well-rounded and state-of-the-art overview of current applications of multi-user virtual environments, ranging from highly immersive virtual reality systems to internet-based virtual environments on personal computers. The volume is a follow-up to a previous essay collection, 'The Social Life of Avatars', which explored general issues in this field. This collection goes further, examining uses of shared virtual environments in practical settings such as scientific collaboration, distributed meetings, building models together, and others. It also covers online gaming in virtual environments, which has attracted hundreds of thousands of users and presents an opportunity for studying a myriad of social issues. Covering both 'work' and 'play', the volume brings together issues common to the two areas, including: What kind of avatar appearance is suitable for different kinds of interaction? How best to foster collaboration and promote usable shared virtual spaces? What kinds of activities work well in different types of virtual environments and systems?

The Social Life of Avatars Ralph Schroeder, 2012-12-06 Virtual reality (VR) technology has been developed commercially since the early 1990s [1]. Yet it is only with the growth of the Internet and other high-bandwidth links that VR systems have increasingly become networked to allow users to share the same virtual environment (VE). Shared YEs raise a number of interesting questions: what is the difference between face-to-face interaction and interaction between persons inside YEs? How does the appearance of the avatar - as the graphical representation of the user has become known - change the nature of interaction? And what governs the formation of virtual communities? This volume brings together contributions from social scientists and computer scientists who have conducted research on social interaction in various types of YEs. Two previous volumes in this CSCW book series [2, 3] have examined related aspects of research on YEs - social navigation and collaboration - although they do not always deal with VRIVEs in the sense that it is used here (see the definition in Chapter 1). The aim of this volume is to explore how people interact with each other in computer-generated virtual worlds.

A Realistic Video Avatar System for Networked Virtual Environments Vivek Rajan, 2002

The Social Life of Avatars Ralph Schroeder, 2002-01-10 Virtual reality technology has been developed commercially since the early 1990s but it is only recently, with the popularity of the internet, that it has become feasible to link many users simultaneously in shared virtual environments. This raises a number of interesting questions such as: what is the difference

between face-to-face and avatar-to-avatar interaction? What patterns govern the formation of virtual communities? How does the appearance of the avatar change the nature of the communication? There has been much speculation about issues such as these but research is still at a relatively early stage. This is the first book to bring together work from relevant disciplines to form a reference guide for practitioners, students and researchers interested in how we interact in computer-generated environments. It contains contributions from most of the key people in this area (including Microsoft Research's Virtual Worlds Group) and presents their findings in a way which is accessible to readers who are new to this field or who come from related areas. It is divided into 2 parts; chapters 2-6 deal with internet-based virtual worlds which have been widely used by the public; chapters 7-10 deal with networked VR systems which have been primarily used in pilot studies and research. Some chapters take the viewpoint of a participant observer, whilst others take a more experimental approach and assess the results of relevant trials. This book will be essential reading for anyone involved in developing, using or researching virtual worlds, and will also be of interest to students on courses such as VR and Computer-mediated communication.

Hello Avatar B. Coleman, 2011-11-04 An examination of our many modes of online identity and how we live on the continuum between the virtual and the real. Hello Avatar! Or, {llSay(0, Hello, Avatar!); is a tiny piece of user-friendly code that allows us to program our virtual selves. In Hello Avatar, B. Coleman examines a crucial aspect of our cultural shift from analog to digital: the continuum between online and off-, what she calls the “x-reality” that crosses between the virtual and the real. She looks at the emergence of a world that is neither virtual nor real but encompasses a multiplicity of network combinations. And she argues that it is the role of the avatar to help us express our new agency—our new power to customize our networked life. By avatar, Coleman means not just the animated figures that populate our screens but the gestalt of images, text, and multimedia that make up our online identities—in virtual worlds like Second Life and in the form of email, video chat, and other digital artifacts. Exploring such network activities as embodiment, extreme (virtual) violence, and the work in virtual reality labs, and offering sidebar interviews with designers and practitioners, she argues that what is new is real-time collaboration and copresence, the way we make connections using networked media and the cultures we have created around this. The star of this drama of expanded horizons is the networked subject—all of us who represent aspects of ourselves and our work across the mediascape.

Avatar animation in networked virtual environments Maarten Wijnants, 2003

Implementation of a Human Avatar for the MARG Project in Networked Virtual Environments Faruk Yildiz, 2004-03-01 The objective of the ongoing MARG project is to animate human motions captured by 15 MARG sensors in wireless networked virtual environment (NVES). Three avatars were developed previously, but none of them met all the desired requirements. The first one was overly simplistic and did not implement H-Anim standards. The other two were created using laser-scanned data and followed the H-Anim standards, but one had its adjacent joints broken and the other

was capable of rotating only one joint. Therefore, the cartoon-type humanoid, Andy, was developed to meet the needs of the MARG project. The humanoid Andy implements H-Anim standards using built-in X3D humanoid nodes and is capable of controlling all its 15 joints in NVES. Another need of the MARG project was a wireless network interface for real-time data streaming. A concurrent client-server program implementing multitasking using TCP and UDP protocols was developed for this purpose. Using WiSER2400 IP serial adapters between the MARG sensors and the server program adds a wireless capability to the project. The server program converts the raw MARG sensor data to quaternions using the Quest algorithm. Multiple clients are supported by the system. Each client program receives the motion data and updates the humanoid Andy.

Networked Virtual Environments Sandeep Singhal, Michael Zyda, 1999 Introduction to the principles and practices underlying state-of-the-art applications in this emerging field.

Developing Articulated Human Models from Laser Scan Data for Use as Avatars in Real-Time Networked Virtual Environments James A. Dutton, 2001-09-01 With the continuing gain in computing power, bandwidth, and Internet popularity there is a growing interest in Internet communities. To participate in these communities, people need virtual representations of their bodies, called avatars. Creation and rendering of realistic personalized avatars for use as virtual body representations is often too complex for real-time applications such as networked virtual environment (VE). Virtual Environment (VE) designers have had to settle for unbelievable, simplistic avatars and constrain avatar motion to a few discrete positions. The approach taken in this thesis is to use a full-body laser-scanning process to capture human body surface anatomical information accurate to the scale of millimeters. Using this 3D data, virtual representations of the original human model can be simplified, constructed and placed in a networked virtual environment. The result of this work is to provide photo realistic avatars that are efficiently rendered in real-time networked virtual environments. The avatar is built in the Virtual Reality Modeling Language (VRML). Avatar motion can be controlled either with scripted behaviors using the H-Anim specification or via wireless body tracking sensors developed at the Naval Postgraduate School. Live 3D visualization of animated humanoids is viewed in freely available web browsers.

Handbook of Virtual Environments Kelly S. Hale, Kay M. Stanney, 2002-01-01 This Handbook, with contributions from leading experts in the field, provides a comprehensive, state-of-the-art account of virtual environments (VE). It serves as an invaluable source of reference for practitioners, researchers, and students in this rapidly evolving discipline. It also provides practitioners with a reference source to guide their development efforts and addresses technology concerns, as well as the social and business implications with which those associated with the technology are likely to grapple. While each chapter has a strong theoretical foundation, practical implications are derived and illustrated via the many tables and figures presented throughout the book. The Handbook presents a systematic and extensive coverage of the primary areas of research and development within VE technology. It brings together a comprehensive set of contributed articles that address

the principles required to define system requirements and design, build, evaluate, implement, and manage the effective use of VE applications. The contributors provide critical insights and principles associated with their given area of expertise to provide extensive scope and detail on VE technology. After providing an introduction to VE technology, the Handbook organizes the body of knowledge into five main parts: *System Requirements--specifies multimodal system requirements, including physiological characteristics that affect VE system design. *Design Approaches and Implementation Strategies--addresses cognitive design strategies; identifies perceptual illusions that can be leveraged in VE design; discusses navigational issues, such as becoming lost within a virtual world; and provides insights into structured approaches to content design. *Health and Safety Issues--covers direct physiological effects, signs, symptoms, neurophysiology and physiological correlates of motion sickness, perceptual and perceptual-motor adaptation, and social concerns. *Evaluation--addresses VE usability engineering and ergonomics, human performance measurement in VEs, usage protocols; and provides means of measuring and managing visual, proprioceptive, and vestibular aftereffects, as well as measuring and engendering sense of presence. *Selected Applications of Virtual Environments--provides a compendium of VE applications. The Handbook closes with a brief review of the history of VE technology. The final chapter provides information on the VE profession, providing those interested with a number of sources to further their quest for the keys to developing the ultimate virtual world.

Usability Evaluation and Interface Design Michael J. Smith, Richard John Koubek, Gavriel Salvendy, Don Harris, 2001-08-01 This three volume set provides the complete proceedings of the Ninth International Conference on Human-Computer Interaction held August, 2001 in New Orleans. A total of 2,738 individuals from industry, academia, research institutes, and governmental agencies from 37 countries submitted their work for presentation at the conference. The papers address the latest research and application in the human aspects of design and use of computing systems. Those accepted for presentation thoroughly cover the entire field of human-computer interaction, including the cognitive, social, ergonomic, and health aspects of work with computers. The papers also address major advances in knowledge and effective use of computers in a variety of diversified application areas, including offices, financial institutions, manufacturing, electronic publishing, construction, and health care.

Being There Together Ralph Schroeder, 2010-11-04 Virtual environments provide places for 'being there together', for avatars to interact with each other in computer-generated spaces. They range from immersive systems in which people have life-size tracked avatar bodies to large-scale spaces such as Second Life where populations of users socialize in persistent virtual worlds. This book draws together research on how people interact in virtual environments: What difference does avatar appearance make? How do avatars collaborate and play together? How do the type of system and the space affect how people engage with each other? How does interaction between avatars differ from face-to-face interaction? What can social scientists learn from experiments and other studies of how people interact in virtual environments? What are the ethical and

social issues in doing this research, and in the uses of this technology? And how do virtual environments differ from other communication technologies such as videoconferencing systems and other new media? This book is a state-of-the art survey of research on these topics, and offers a framework for understanding this technology and its future implications.

Designing for Change in Networked Learning Environments B. Wasson, Sten Ludvigsen, Ulrich Hoppe, 2013-06-29
This volume is of interest to researchers and students, designers, educators, and industrial trainers in such disciplines as education, cognitive, social and educational psychology, didactics, computer science, linguistics and semiotics, speech communication, anthropology, sociology and design. It includes discussions on knowledge building, designing and analyzing group interaction, design of collaborative multimedia and 3D environments, computational modeling and analysis, and software agents.

Geographic Information Systems and Science Paul Longley, 2005-04-15 Features a five part structure covering: Foundations; Principles; Techniques; Analysis; and Management and Policy. This book includes chapters on Distributed GIS, Map Production, Geovisualization, Modeling, and Managing GIS. It offers coverage of such topics as: GIS and the New World Order; security, health and well being; and the greening of GIS.

Proceedings of the Sixth International Conference on Computer Supported Cooperative Work in Design Shen Weiming, Institute of Electrical and Electronics Engineers. Canadian Region, National Research Council Canada, University of Waterloo, University of Western Ontario, 2001 Computer-supported co-operative work (CSCW) is a research area that aims at integrating the works of several people involved in a common goal, inside a co-operative universe, through the sharing of resources in an efficient way. This report contains the papers presented at a conference on CSCW in design. Topics covered include: techniques, methods, and tools for CSCW in design; social organization of the CSCW process; integration of methods & tools within the work organization; co-operation in virtual enterprises and electronic businesses; CSCW in design & manufacturing; interaction between the CSCW approach and knowledge reuse as found in knowledge management; intelligent agent & multi-agent systems; Internet/World Wide Web and CSCW in design; and applications & test beds.

Human-Computer Interaction Julie Jacko, Constantine Stephanidis, 2003-09-01 This is the second volume in the HCI International Conference Proceedings 2003. See following arrangement for details.

Practical Applications of Computational Intelligence Techniques Lakhmi Jain, Philippe De Wilde, 2012-12-06
Computational intelligence paradigms have attracted the growing interest of researchers, scientists, engineers and application engineers in a number of everyday applications. These applications are not limited to any particular field and include engineering, business, banking and consumer electronics. Computational intelligence paradigms include artificial intelligence, artificial neural networks, fuzzy systems and evolutionary computing. Artificial neural networks can mimic the biological information processing mechanism in a very limited sense. Evolutionary computing algorithms are used for

optimisation applications, and fuzzy logic provides a basis for representing uncertain and imprecise knowledge. Practical Applications of Computational Intelligence Techniques contains twelve chapters providing actual application of these techniques in the real world. Such examples include, but are not limited to, intelligent household appliances, aerial spray models, industrial applications and medical diagnostics and practice. This book will be useful to researchers, practicing engineers/scientists and students, who are interested in developing practical applications in a computational intelligence environment.

Digital Storytelling Carolyn Handler Miller, 2014-06-27 Digital Storytelling shows you how to create immersive, interactive narratives across a multitude of platforms, devices, and media. From age-old storytelling techniques to cutting-edge development processes, this book covers creating stories for all forms of New Media, including transmedia storytelling, video games, mobile apps, and second screen experiences. The way a story is told, a message is delivered, or a narrative is navigated has changed dramatically over the last few years. Stories are told through video games, interactive books, and social media. Stories are told on all sorts of different platforms and through all sorts of different devices. They're immersive, letting the user interact with the story and letting the user enter the story and shape it themselves. This book features case studies that cover a great spectrum of platforms and different story genres. It also shows you how to plan processes for developing interactive narratives for all forms of entertainment and non-fiction purposes: education, training, information and promotion. Digital Storytelling features interviews with some of the industry's biggest names, showing you how they build and tell their stories.

Avatars In Networked Virtual Environments(2): Bestsellers in 2023 The year 2023 has witnessed a remarkable surge in literary brilliance, with numerous compelling novels captivating the hearts of readers worldwide. Lets delve into the realm of popular books, exploring the fascinating narratives that have enthralled audiences this year. Avatars In Networked Virtual Environments(2) : Colleen Hoover's "It Ends with Us" This poignant tale of love, loss, and resilience has captivated readers with its raw and emotional exploration of domestic abuse. Hoover masterfully weaves a story of hope and healing, reminding us that even in the darkest of times, the human spirit can succeed. Uncover the Best : Taylor Jenkins Reids "The Seven Husbands of Evelyn Hugo" This spellbinding historical fiction novel unravels the life of Evelyn Hugo, a Hollywood icon who defies expectations and societal norms to pursue her dreams. Reids captivating storytelling and compelling characters transport readers to a bygone era, immersing them in a world of glamour, ambition, and self-discovery. Discover the Magic : Delia Owens "Where the Crawdads Sing" This evocative coming-of-age story follows Kya Clark, a young woman who grows up alone in the marshes of North Carolina. Owens weaves a tale of resilience, survival, and the transformative power of nature,

captivating readers with its evocative prose and mesmerizing setting. These top-selling novels represent just a fraction of the literary treasures that have emerged in 2023. Whether you seek tales of romance, adventure, or personal growth, the world of literature offers an abundance of engaging stories waiting to be discovered. The novel begins with Richard Papen, a bright but troubled young man, arriving at Hampden College. Richard is immediately drawn to the group of students who call themselves the Classics Club. The club is led by Henry Winter, a brilliant and charismatic young man. Henry is obsessed with Greek mythology and philosophy, and he quickly draws Richard into his world. The other members of the Classics Club are equally as fascinating. Bunny Corcoran is a wealthy and spoiled young man who is always looking for a good time. Charles Tavis is a quiet and reserved young man who is deeply in love with Henry. Camilla Macaulay is a beautiful and intelligent young woman who is drawn to the power and danger of the Classics Club. The students are all deeply in love with Morrow, and they are willing to do anything to please him. Morrow is a complex and mysterious figure, and he seems to be manipulating the students for his own purposes. As the students become more involved with Morrow, they begin to commit increasingly dangerous acts. The Secret History is an exceptional and thrilling novel that will keep you wondering until the very end. The novel is a warning tale about the dangers of obsession and the power of evil.

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