MediaVerse

An introduction

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MediaVerse

A universe of media assets and co-creation opportunities



Project Identity

- Innovation Action selected for call H2020-ICT-44-2020 Next Generation Media
- Started on October 1st 2020 (now on M20)
- Planned for 3 years (until Sep 30th 2023)
- 11 partners





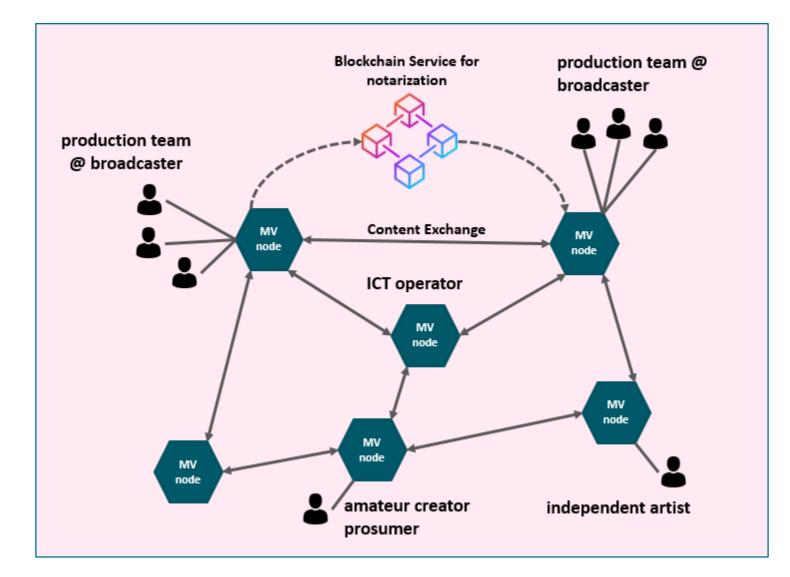
The MediaVerse Vision

 Set up a decentralized network of intelligent and accessible tools for digital asset management, allowing barrier-free usage and integration in target media and platforms.

- Allow professionals and laymen alike to express themselves by publishing multimedia content that may be easily shared and licensed
- Empower European stakeholders to enjoy and produce inclusive, diverse, respectful and credible media experiences.

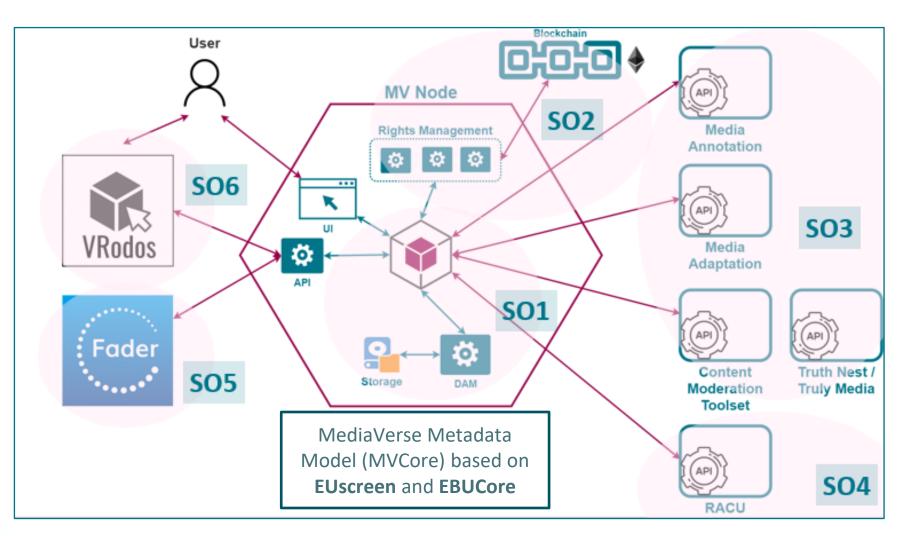
The MediaVerse Vision



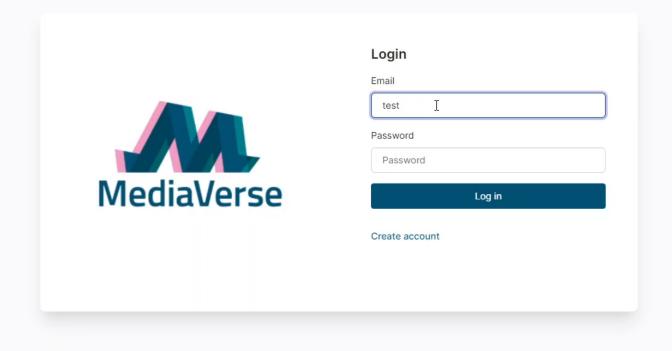


MediaVerse Specific Objectives





D2.2 Conceptual Design of the MediaVerse Framework (link)





MediaVerse

General	Search
රි Subida	
Mi Contenido	Local Search External Search
Q Búsqueda	
🖺 Proyectos	Search
FADER	

MediaVerse Ambition Areas



• Intelligent media management

- Al-based media annotation, retrieval and recommendation
- Configurable content moderation
- Optimized media adaptation and delivery

D3.1 Next Generation Content Model and Algorithms for New Media Types (<u>link</u>)

Seamless and transparent media rights management

- Representation of complex ownership relations and licensing possibilities
- Smart legal contracts and smart contracts

D4.1 Copyright and Procedures for IPR Definition (link)

• Al-based content identification

Advanced authoring of immersive content

- 360 video storytelling
- Immersive co-creation capabilities
- Accessibility features

D5.2 Immersive Storytelling Authoring Tools v1 (link)

Intelligent Media Management



AI-based Media Annotation

Annotation service

image:

object detection (Faster R-CNN) captioning (Show, Attend and Tell) meme detection (MemeTector, ~97% acc., under review) celebrity detection (MTCNN+VGGFace2) action recognition (ResNet152) disturbing content detection (ResNet18, ~93% acc.) cross modal embedding (CLIP)

video:

action recognition (SlowFast) celebrity detection (MTCNN+VGGFace2) object detection (Faster R-CNN) disturbing content detection (ResNet18)

3D:

multi-view object detection (Multi-view+Faster R-CNN)

Text:

Named Entity Recognition (Italian, English, Dutch) (Transner)



User-friendly model-building service

- lets non-AI experts (e.g. media professionals)
 build annotation models that fit their needs
- facilitates dataset collection, labeling and creation



- few-shot face recognition: *even with* **one** *input image we achieve* **88%** *accuracy*
- few-shot image classification: 5-10 input images suffice for 75%-98% accuracy depending on the input data and task difficulty



Annotation Examples



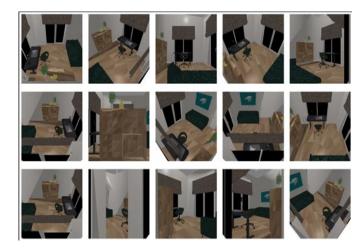
action: "playing_tennis" caption: "man in white shirt playing tennis" features: [-0.57,0.06,...,-0.10]}, disturbing: false personName: "Roger_Federer" isMeme: false detections: ["person","tennis racket","sports ball"]



TCHERZHEVSKY MAKSIM PETROVICH, CALLING " OLKHON " COMMANDER OF THE OPERATION ON THE SEIZURE OF THE VILLAGE LOGVINOV.

disturbing scenes:

[{"scene":[45.7,66.3], "disturbing_prob":0.98}, "scene":[71.7,86.7], "disturbing_prob":0.99}, "scene":[96.7,103.9], "disturbing_prob":0.79}, "scene":[106.0,111.0], "disturbing_prob":0.72}, "scene":[162.5,167.5], "disturbing_prob":0.64}]



3D object detection: ("potted plant", "couch", "chair", "bed")

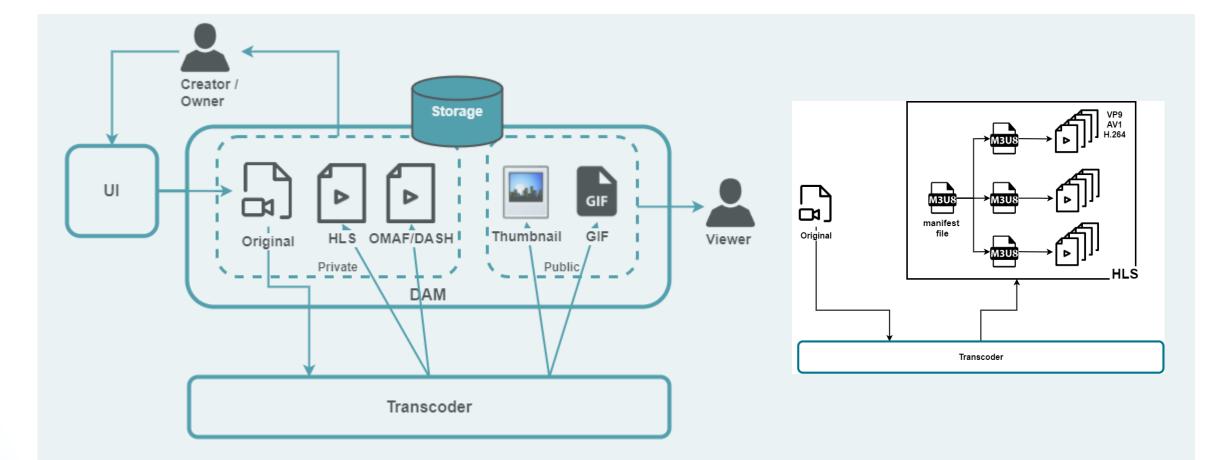
Elon Musk PERSON apparently wasn't aware that his company SpaceX had a	Facebook org	page. The SpaceX and
Tesla PRODUCT CEO has responded to a comment on Twitter OPE calling for	or him to take do	own the SpaceX, Tesla and
Elon Musk or official pages in support of the #deletefacebook movement	by first ordinal	acknowledging he didn't kno

ent, in which we have completely blocked the m evolwith the main grouping of the Ukrainian

one existed, and then following up with promises that he would indeed take them down.

Content Adaptation Service





Seamless and Transparent Media Rights Management





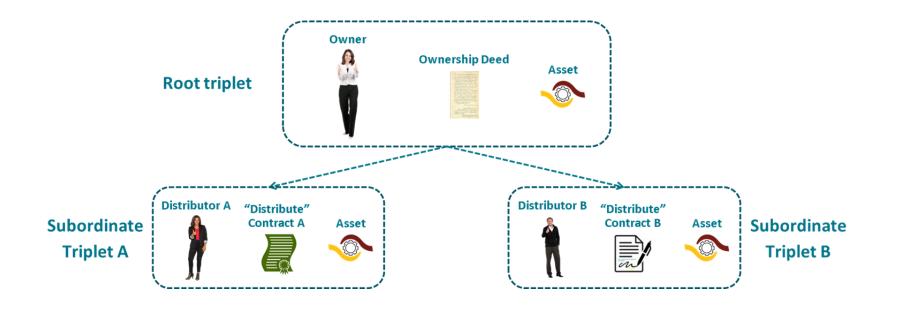
Media Rights Management (MRM)

- MediaVerse envisions a common digital rights management model able to cover both technical and legal requirements of digital asset IPR by providing a machine-augmented legal framework.
- Auditability, traceability and immutability of IPRs through a Blockchain-based approach
- Possibility of advanced form of content sharing and revenues management, preserving the IPRs for copyrightable derivative works and copyrightable collective works.

MRM: MediaVerse Triplets Hierarchy



- Each MediaVerse Triplet formalizes a Right owned by a Subject on an Asset, combining:
 - SLC (Smart Legal Contract): to properly cover the legal aspects
 - SCs (Smart Contracts): to represent/manage the ownership of share and of revenues on the Blockchain, with auditability and traceability





MRM: Components

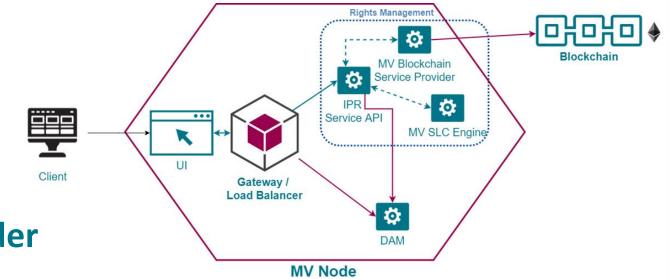
• IPR Service

APIs layer to interact with the MRM and keep the SLCs and SCs management transparent to the User

• MV SLC Engine

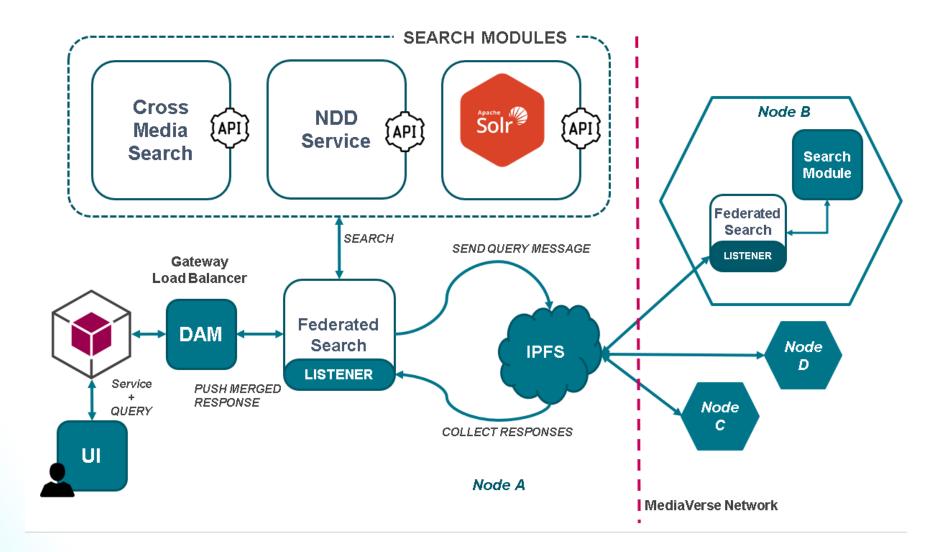
SLCs creator and manager, powered by Accord Project CICERO Engine

• MV Blockchain Service Provider Ethereum Blockchain SCs manager, deployer and event handler





Federated Multimodal Search



SEARCH

BROWSE

ADD

ABOUT

Q

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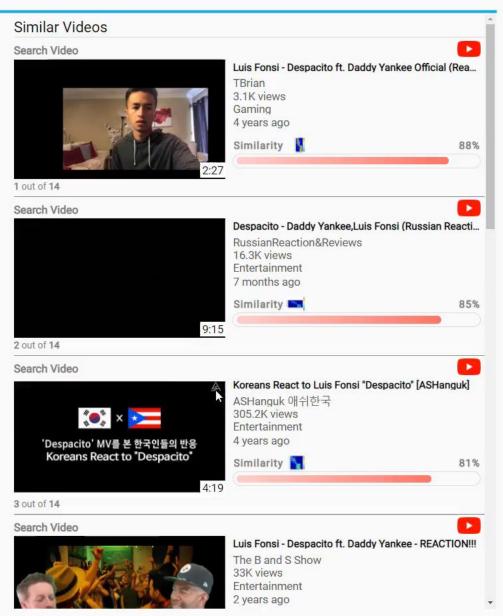
https:/	//www.youtube	.com/watch?	v=kJQP7kiw5Fk
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Results



Luis Fonsi - Despacito ft. Daddy Yankee

LuisFonsiVEVO 7589.4M views Music 5 years ago



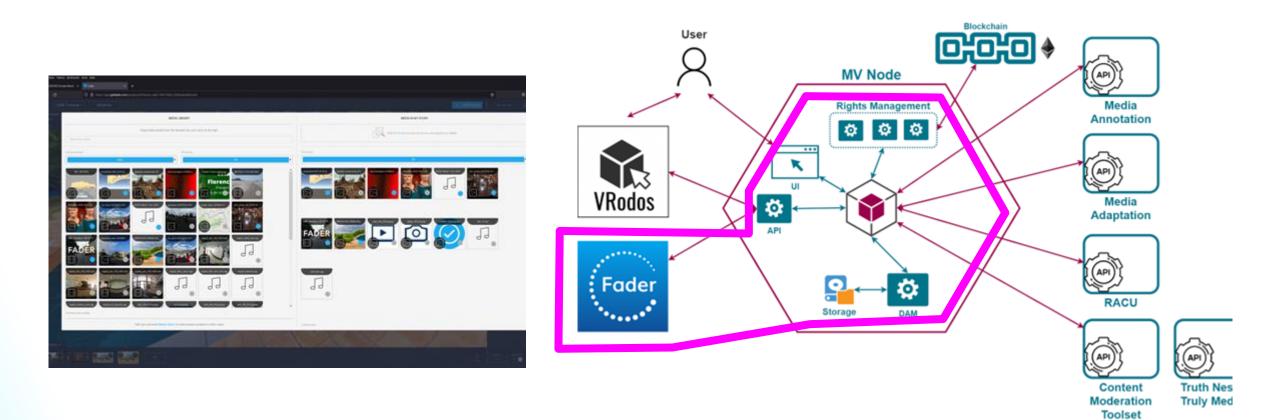
Example Videos

Advanced Authoring of Immersive Content





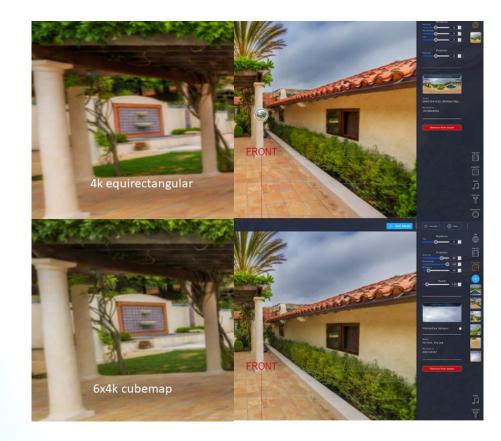
Fader: 360 authoring

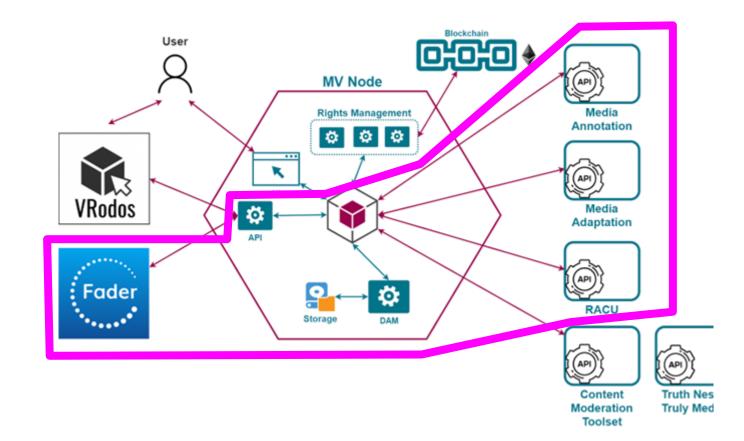


Using MV Digital Asset Management



Fader: 360 authoring



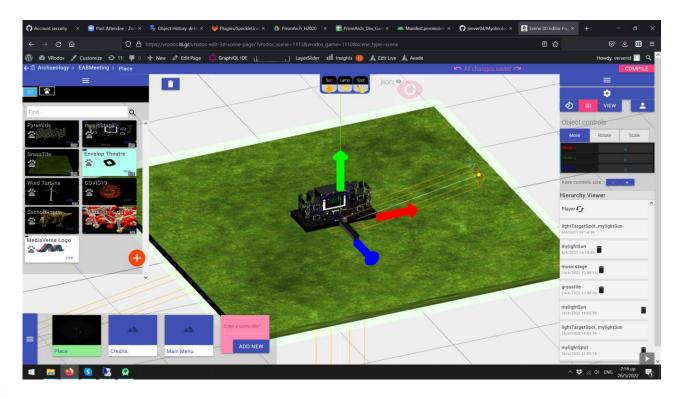


Benefit from MV service components

VRodos: authoring 3D Multi-user Experiences

Target: Virtual production for actors who are physically apart

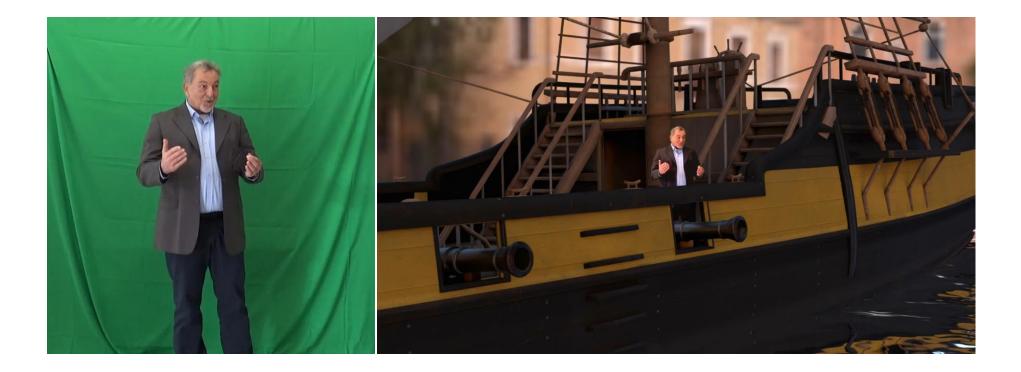
- Web-based authoring tool based on three.js
 - $\circ~$ Set up a scene and drag and Drop 3D assets to previewer
 - Translate from Three.js into Aframe (for compact multi-playing experiences)



Virtual Production Examples



• Target features: a) Multi-playing, b) Web based, c) Render at one client (desktop) and stream to others (smartphones). d) Shaders for green screen removal on the fly



MediaVerse Use Cases





MediaVerse Use Cases & Pilots

• UC#1: Citizen Journalism (STXT & DW)

- Connect across silos and platforms, create content hub, attract community
- UC#2: New formats of co-creating media (UAB)
 - Co-creation and authoring capabilities, accessibility and diversity
- UC#3: Hybrid intelligence experimental artworks series (AS)
 - Integrate ICT & Art, engage STARTS community, critical/holistic/humanistic approach to user driven social media

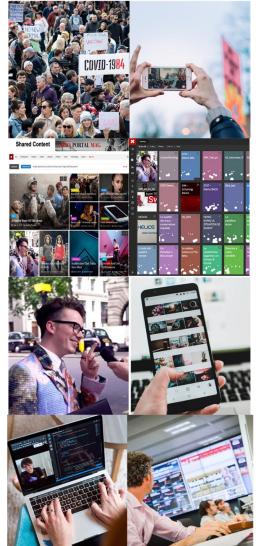
D2.1 Use Cases and User Requirements (link)

• These UCs define the scope and guide the MediaVerse pilot activities D7.1 Pilot Description and Planning (<u>link</u>)

Citizen Journalism



- Pilot UC#1: Citizen Journalism
- CJ participate in a Broadcasters end-to-end workflow
 - Blockchain based anonymization
 - secure upload to broadcaster service
 - Content contribution
 - Curation in a DApp and upload to MediaVerse node (Content Hub)
- Focus on journalists with no or little experience
 - Picture / Video App
 - Automatic multilingual subtitling



Immersive Journalism (IJ)



- Sub-pilot of UC#1: Citizen Journalism
- Immersive Experiences to be created by Citizen Journalists
 - Authoring Tool Fader
 - Reduce complexity of creating Immersive Experiences
- Focus on journalists with no or little experience in IJ
 - Template-based guidance
 - Copyright management and content sharing through MediaVerse



Content Co-creation



- Co-creation of 360^o videos for social inclusion in different pilots:
 - With facilitators from Som Fundació (assoc. of persons with cognitive disabilities)
 - With students:
 - primary school students through CROMA programme.
 - university students (Infirmary/Occupational Therapy)
 - With young migrants





MediaVerse Network of Interest

- We would be happy to have your interest recorded in our MVNI: <u>https://mediaverse-project.eu/community/network-of-interest/</u>
- More details on the project results and tools: <u>https://mediaverse-project.eu/results/tools/</u>
- Set up and manage your own MediaVerse node! <u>https://github.com/MediaVerse-Project/mediaverse-node</u>





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Consortium Partners



https://mediaverse-project.eu/

MediaVerse: A universe of media assets and co-creation opportunities at your fingertips

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