# 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 1<sup>st</sup> 2020 (now on M20)
- Planned for 3 years (until Sep 30<sup>th</sup> 2023)
- 11 partners





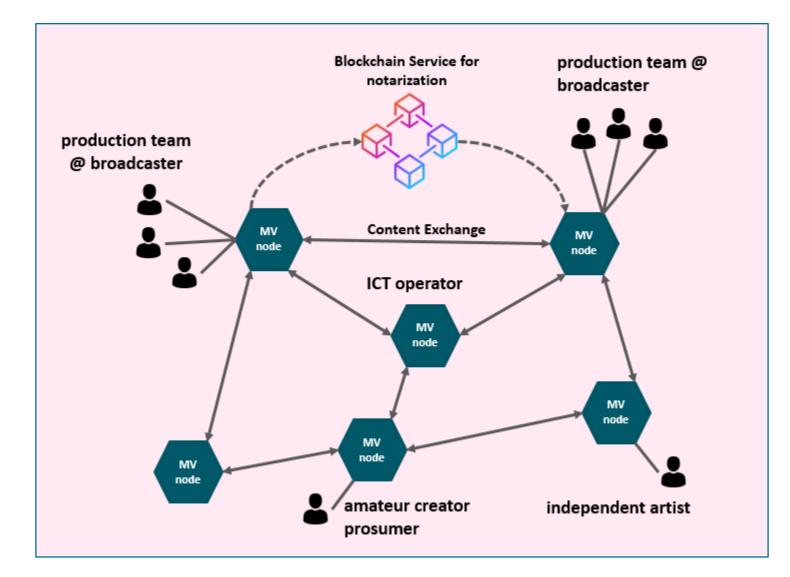
#### **The MediaVerse Vision**

 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.

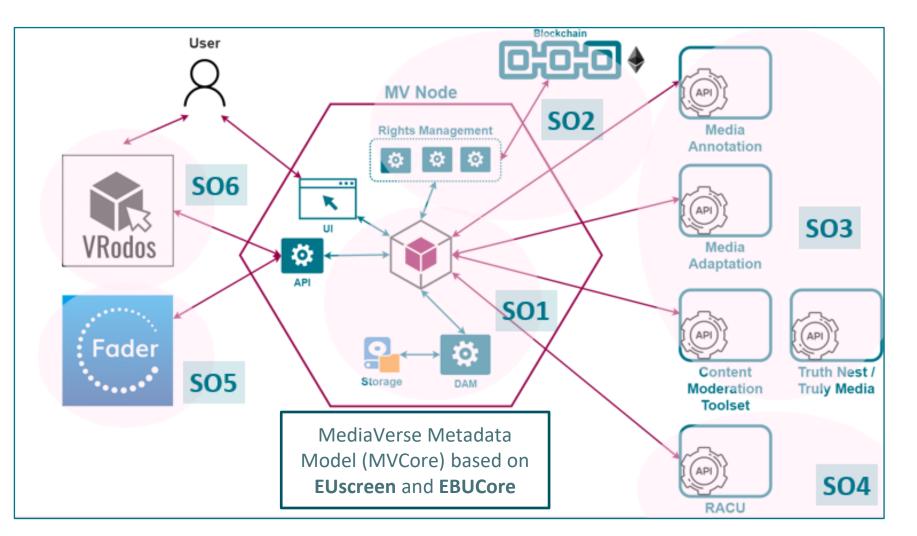
## **The MediaVerse Vision**



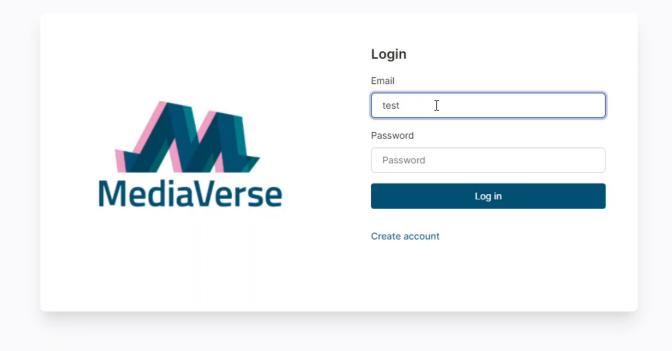


# **MediaVerse Specific Objectives**





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**



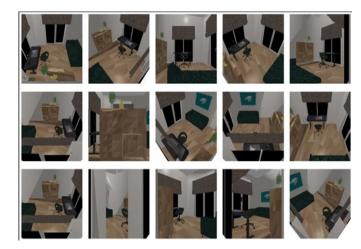
action: "playing\_tennis" caption: "man in white shirt playing tennis" features: [-0.57,0.06,...,-0.10]}, disturbing: false personName: "Roger\_Federer" isMeme: false detections: ["person","tennis racket","sports ball"]



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")

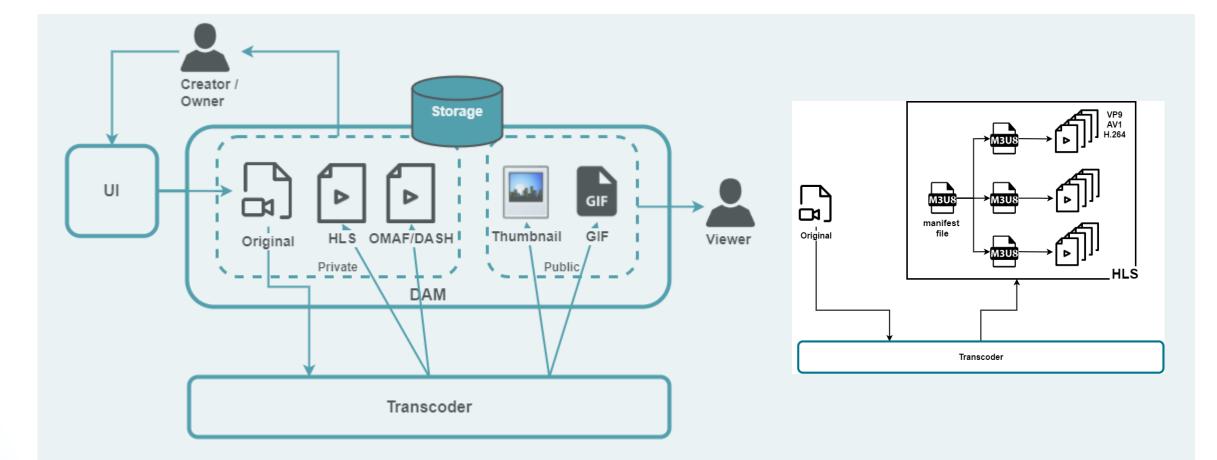
Elon Musk PERSON apparently wasn't aware that his company SpaceX had a	Facebook org	page. The SpaceX and
Tesla PRODUCT CEO has responded to a comment on Twitter OPE calling for	or him to take do	own the SpaceX, Tesla and
Elon Musk or official pages in support of the #deletefacebook movement	by first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





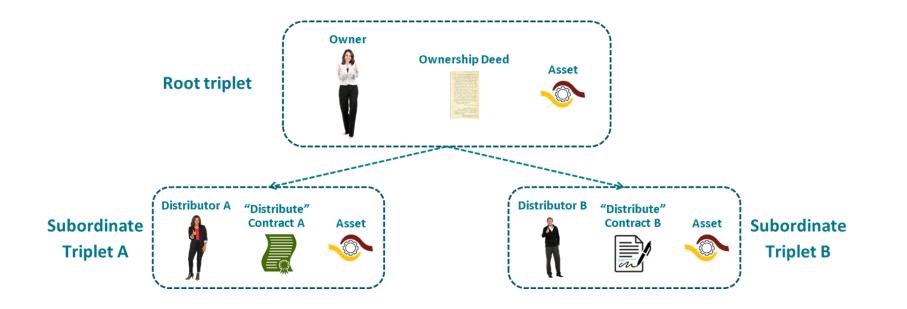
# Media Rights Management (MRM)

- 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**

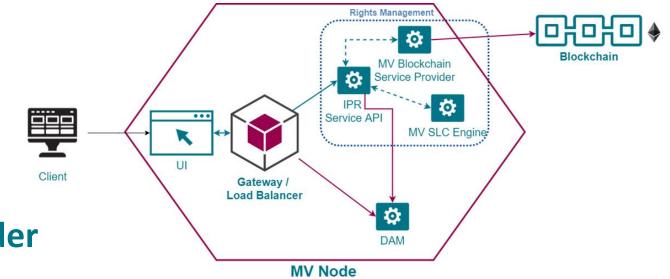
#### • IPR Service

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

#### • MV SLC Engine

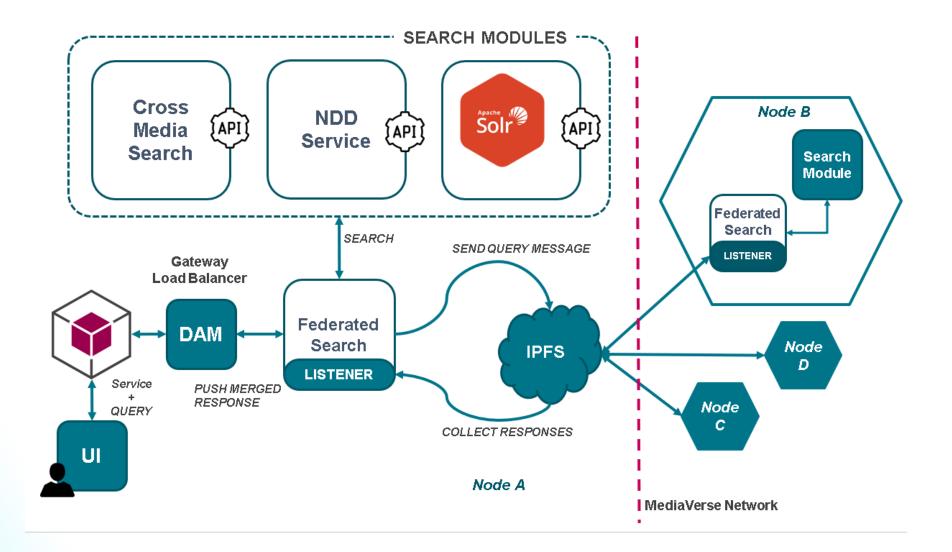
SLCs creator and manager, powered by Accord Project CICERO Engine

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





#### **Federated Multimodal Search**



SEARCH

BROWSE

ADD

ABOUT

Q

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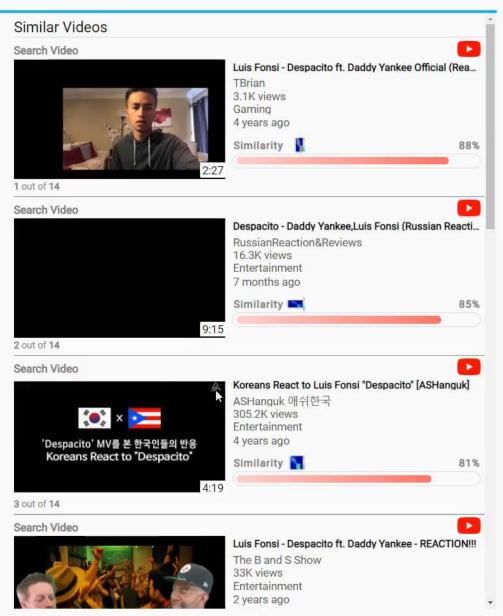
https:/	//www.youtube	.com/watch?	v=kJQP7kiw5Fk
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#### Results



#### Luis Fonsi - Despacito ft. Daddy Yankee

LuisFonsiVEVO 7589.4M views Music 5 years ago



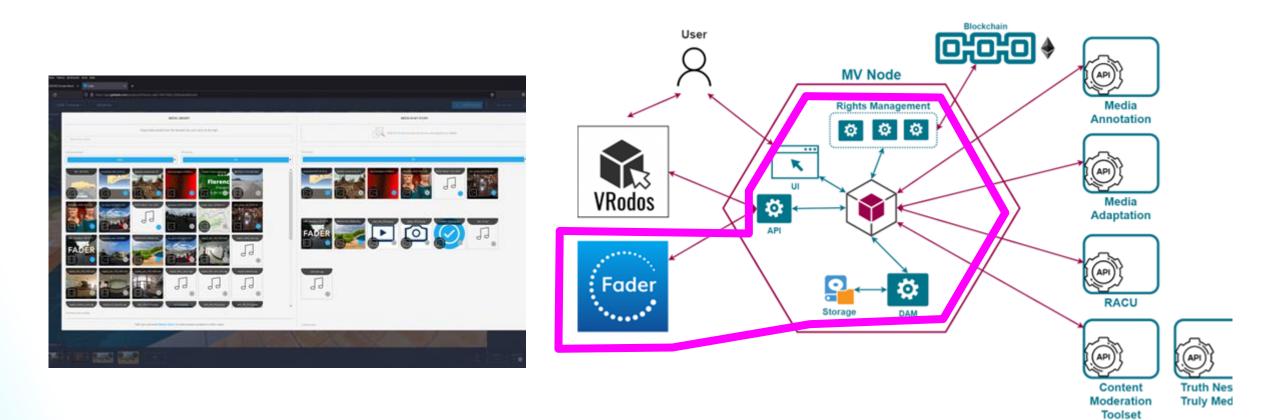
#### **Example Videos**

# Advanced Authoring of Immersive Content





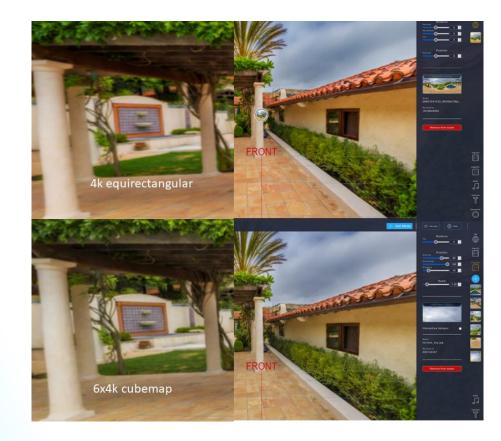
## Fader: 360 authoring

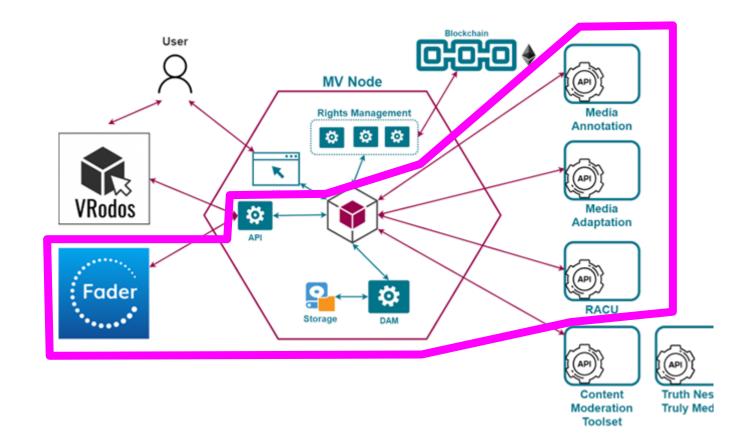


**Using MV Digital Asset Management** 



#### Fader: 360 authoring



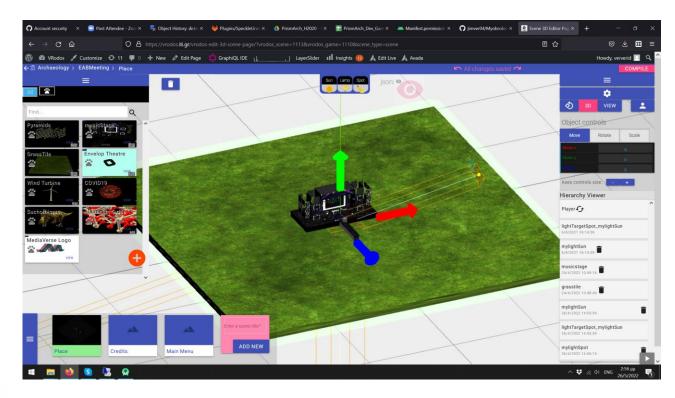


#### **Benefit from MV service components**

## VRodos: authoring 3D Multi-user Experiences

**Target:** Virtual production for actors who are physically apart

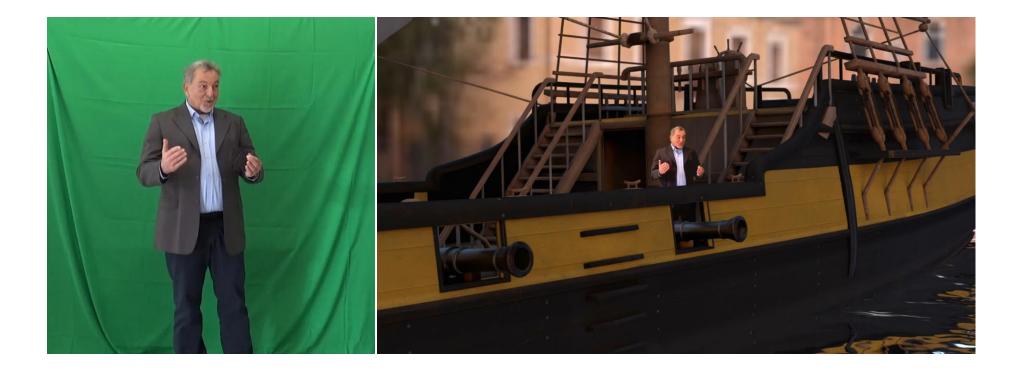
- Web-based authoring tool based on three.js
  - $\circ~$  Set up a scene and drag and Drop 3D assets to previewer
  - Translate from Three.js into Aframe (for compact multi-playing experiences)



## **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

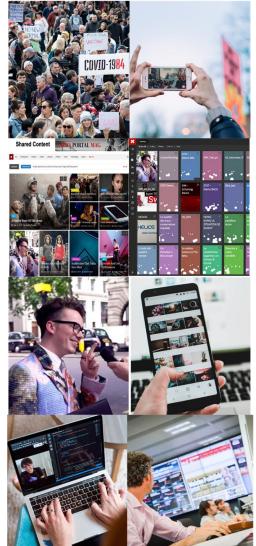
D2.1 Use Cases and User Requirements (link)

• 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<sup>o</sup> 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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#### MediaVerse Coordinator, CERTH

#### **Consortium Partners**



https://mediaverse-project.eu/

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

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