

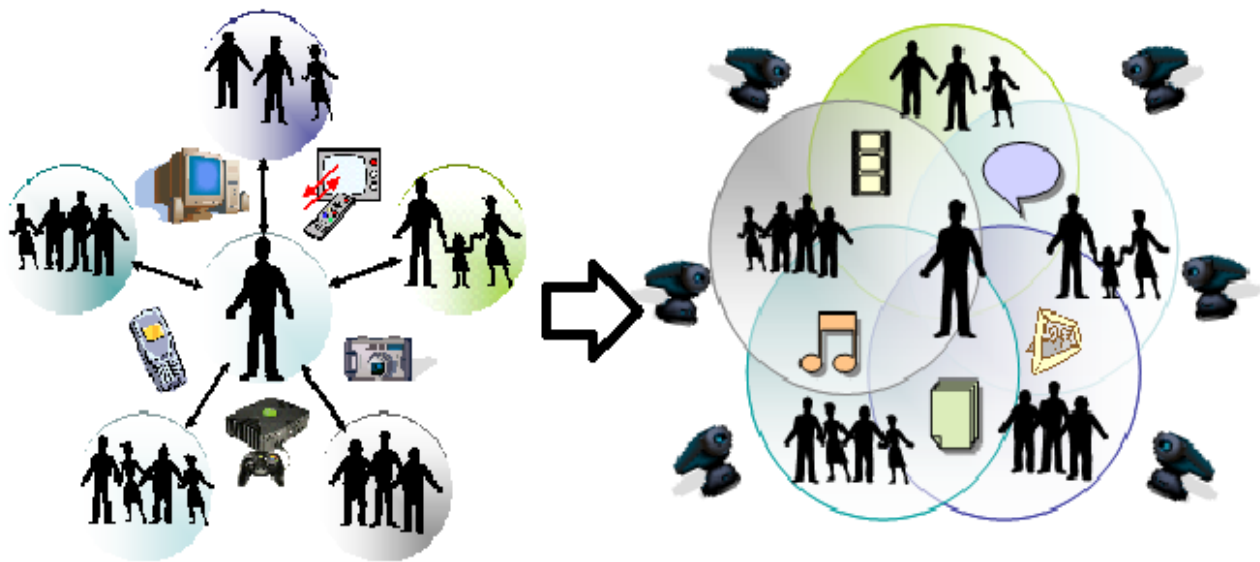


VIN



Virtual Individual Networks

Every person is, consciously or not, a member of several networks and communities. Technological innovations support, color and configure sociality within these networks and enable users in becoming more active in their social setting of everyday life and work. This requires research on mid and long term into the relation between user communities and technology, as well as into the elaboration and refinement of methodological and technological tools.



From a **user point of view** this project will study the future position and (inter)actions of the 'networked individual' within the various communities of which (s)he is a member (macro-level). Besides, the enabling and constraining factors on the mutual shaping between sociality and technology (meso-level) are researched as well as the methods and techniques to support social interaction (sociability) within communities (micro-level).

On top of this, we will investigate the impact of the interplay between technology and social interaction on the individual.

From a **legal point of view** the problem of new networks and services versus old regulatory frameworks will be investigated in this project. The shift to user-centric networks poses particular problems to our legal and regulatory regimes, which are traditionally focused on a certain technology, rather than on a certain user need. In this project, we aim at furthering scientific knowledge on the legal problems which might arise when citizens become their own content-creator on virtual individual networks. Furthermore we will investigate how we can overcome the antithesis by trying to establish a blueprint for a coherent and future-proof regulatory framework for the converging media environment.

From a **technological point of view** collaborative interactivity is an important aspect in the context of virtual networks. It is a key feature of new and immersing audio-visual applications, where users become active participants in two- or multi-way tele-presence sessions instead of just being passive consumers. In the context of VIN, distributed multi-users support collaborative work and play. They are active contributors of information at any moment in time.

Moreover, they take part in **high-level forms of communication** involving the exploration of a 'social' space. In such an environment, one kind of interactivity is the ability to look around within an audio-visual scene by freely choosing viewpoint and direction, as it is known from 3D computer graphics. **Navigating real world scenes requires either image-based representations or 3D reconstruction.** Image-based rendering focuses on the generation of images from other images instead of focusing on 3D models.

As a result, a high degree of immersion in previously recorded, or remote - via live streaming - real environment can be achieved. A spectator experiences filmed imagery "from inside" rather than as an outsider, similar to virtual reality, but with real rather than virtual environments.

Moreover, **perception** is a vital part of such concept, both as a way to sense the state (context) of the 'social' space, and a way to detect commands from its users. Perception for context, allows the system (environment and sensors) to automatically identify, locate and track persons, as well as to recognize the person's activities. Perception for commands, concerns the perception of things that are meant as intentional commands to the environment, such as a gesture from a person.

RESEARCH SUBJECT

This project is part of the
IBBT research subject
Culture&Media



Digitizing media production and audiovisual archives opens up the past for a large audience. New technology for more creativity.

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