Metaverse1 project

- Overview
  - Goal: *Global Standards among real and virtual world*
  - ITEA2 project (EU) 2008-2011
  - 35 Partners: Philips(co), OrangeLabs, Utretch University,…
  - Chosen platform: SecondLife + OpenSim
  - Use cases:
    1. **Virtual Travel** → *Spanish consortium develops a virtual travel in the Canary Islands*
    2. Serious gaming for Ambient Assisted Living
    3. Virtual Traces of Real Places
    4. Social presence: Mixed Reality and Virtual Presence
    5. Decision making on spacial problems

People:
- Jordi Janer
- Stefan Kersten
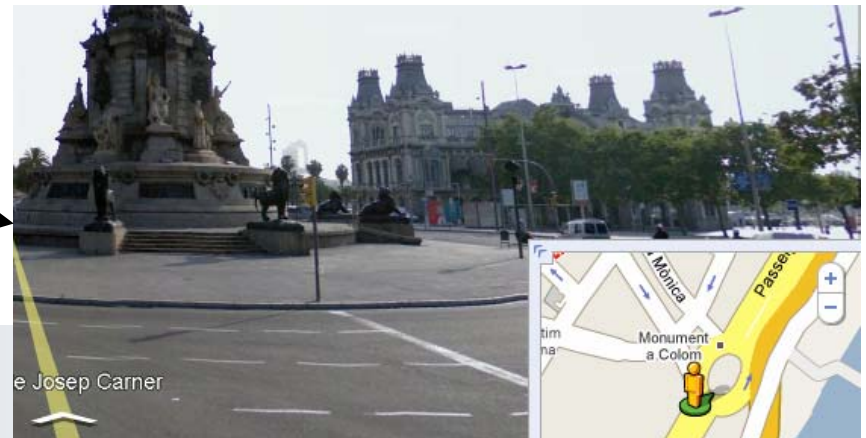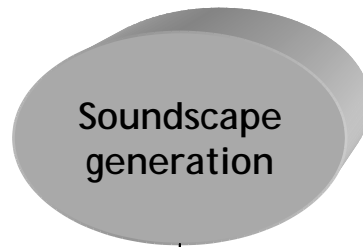- Gerard Roma
- Nathaniel Finney

Music Technology Group

Metaverse1 project

- MTG research:

  - Soundscape Generation & Streaming

  - Sound Search tool for virtual objects

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- **MTG research I: Soundscape Generation & Streaming**
  - Each location of the virtual Las Palmas will have a specific soundscape stream.
  - Soundscapes are generated in a sound server (hosted at UPF), and are streamed to the SL clients using shoutcast protocol.
  - Soundscapes are automatically generated from existing sound repositories using various synthesis techniques, from audio mosaicing to texture-synthesis.
  - Other applications include Google StreetView, Architecture Models,...

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- ## MTG research II: **Sound Search tool for virtual objects**

  - Semi-automatic web-based tool for retrieving sound samples to be attached to virtual objects.

  - The use of Sound Design taxonomies will assist the user in the search process, together with automatic audio classification techniques.

  - The FreeSound repository (www.freesound.org) will be used.

  - Retrieved sounds can be easily integrated in the current SL or OpenSim audio architecture, by attaching sounds to objects.

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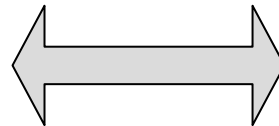▶ ⟳ **Cafeti♥re.wav** :: (0:20) :: coffee machine. added by Sl
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Research:

- Sound design taxonomies
- Automatic classification
- Automatic segmentation

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- MTG research II: **Sound Search tool for virtual objects**

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