



GraphiTech
delivering tangible innovation

Via alla Cascata, 56/C
38123 Trento - Italy

PROJECT COORDINATION

Dr. Raffaele De Amicis
Project Coordinator

Office: +39 0461 283395
Fax: +39 0461 283398
Mobile: +39 3316 104569
coordinator@c-spaceproject.eu

“ FOSTERING NEW CREATIVE PARADIGMS BASED ON RECORDING AND SHARING “CASUAL” VIDEOS THROUGH THE INTERNET. ”

CONSORTIUM

vicomtech
visual interaction & communication technologies

Epsilon
International S.A.

GISIG
Geographical Information Systems International Group

TU/e

technoport[®]
business incubator | coworking | fab lab

Fraunhofer
IGD

PROJECT FUNDING



FP7 / ICT of the European Commission
Technologies and scientific foundations
in the field of creativity
Identifier: FP7-ICT-2013-10



C-SPACE

An affordable tool to turn the space surrounding us into a creative experience

AIM

The aim of c-Space is to leverage the trend of Internet-based sharing of “casual” videos recorded with mobile devices, by developing a new generation of low-cost creative tools that turn the real-space surrounding us into the backdrop for new forms of creative content.

By shortening the 3D content creation pipeline, c-Space fills a gap that is not covered by any technology on the market, which yields significant savings in terms of time and resources for individual creators or creative industries (operating in 3D game content creation, architecture, advertisement, cultural tourism, etc).

DEMONSTRATORS

ARCHITECTURE AND URBAN PLANNING

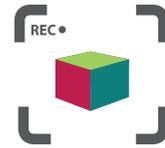
The objective of this demonstrator is to provide professionals in urban planning and architecture with the possibility to access sets of historical and morphological data through a number of standard web-services, which are then used to “augment” the real scene. This demonstrator will allow studying collaborative solutions throughout “augmented” scenes that make it possible for the various people to join a participative/cooperative process. This process makes it possible to assess possible projects within the real landscape as automatically reconstructed by c-Space.

MOBILE ADVERTISEMENT

Combining the digital and physical worlds, augmented reality offers brands a unique new opportunity to interact with consumers. With this demonstrator, c-Space relies upon on projected AR paradigms to deliver a richer experience and create more innovative forms of advertisement through projection - around the users - of interactive content on the real world, perfectly “blended” within the real scene.

INDIVIDUAL CONTENT CREATION & CULTURAL TOURISM

This demonstrator is deployed as a software component that can be used by SMEs operating in the cultural tourism industry to create highly personalised cultural routes throughout a real space. By using the c-Space, content creators will be able to access digital content, reference it to the real space, and cross-link it to create a network of geographical and logical hyperlinks.



CAPTURE VIDEO WITH AUGMENTED LOCATION



UPLOAD VIDEO STREAM AND METADATA



ENCODE MULTIPLE INFORMATION



EXTRACT SCENE FEATURES AND USER POSITION



RECONSTRUCT 3D SCENE



OPTIMIZE SCENE



PROJECTED AUGMENTED REALITY



DISTRIBUTE CONTENT TO OTHER USERS



COMPRESS SCENE