LOGOS:
Von Texten zu Szenen

Schnuppertermin:

Mo, 21.01.2019, 17:15 Uhr

MZH 5300

Digitale Medien Bachelor-Projekt
Sommersemester 2019

Universität Bremen

Digital Media Group

Betreuer

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WordsEye

- WordsEye: An Automatic Text-to-Scene Conversion System. Bob Coyne. Richard Sproat. Stanford University Press, Stanford, CA,. 1987.


Figure 1: *John uses the crossbow. He rides the horse by the store. The store is under the large willow. The small allosaurus is in front of the horse. The dinosaur faces John. A gigantic teacup is in front of the store. The dinosaur is in front of the horse. The gigantic mushroom is in the teacup. The castle is to the right of the store.*
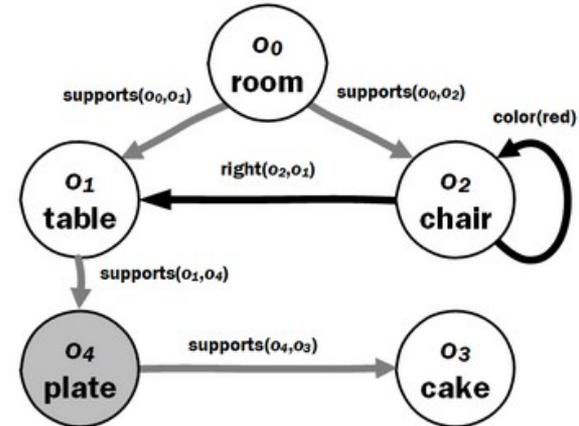
Text2Scene

Input Text

"There is a room with a table and a cake. There is a red chair to the right of the table."
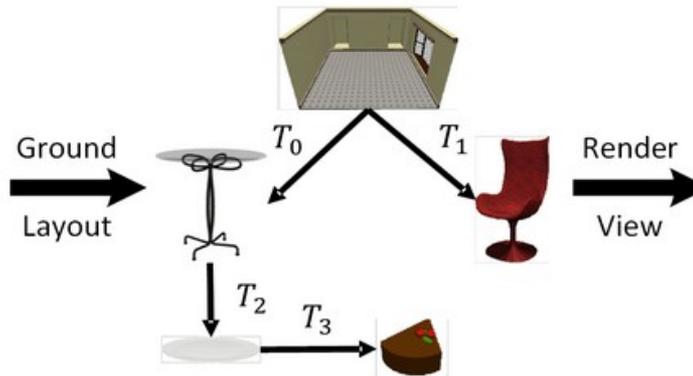
a) Explicit Constraints
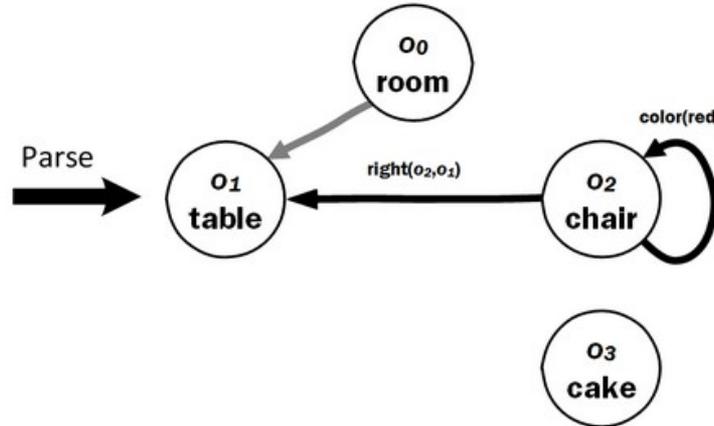
b) Inferred Scene Template

c) Geometric Scene

d) Rendered 3D Scene

https://nlp.stanford.edu/projects/text2scene.shtml

LOGOS Forschungsgebiete

- Semantische Sprachverarbeitung

- Wissensrepräsentation

- 3D Modellierung

- Visualisierung & Interaktion

https://ease-crc.org/

EASE
**Everyday Activity
Science and Engineering**

Universität Bremen

Anforderungen

- Programmierkenntnisse

- Interesse an Computerlinguistik

- Interesse an 3D Graphik

- Grundkenntnisse in KI sind hilfreich

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Everyday Activity Science and Engineering

Universität Bremen

Arbeitszeiten

Manipulation Intelligence
Developing cognitive robots with extraordinary manipulation skills

Arbeitszeiten

- Vollzeitprojekt (18 CP) über 1 Semester
  $\rightarrow$ 540 Stunden

- Bei 3x8 h/Woche $\rightarrow$ 22 Wochen = 5 ½ Monate

- Vorschlag (TBD):
  - Start Anfang April, Ende im September

- Anwesenheit an mindestens 3 Tagen wird erwartet

- Feste Kernzeiten!