

# aceMedia

*Creating intelligent multimedia content*

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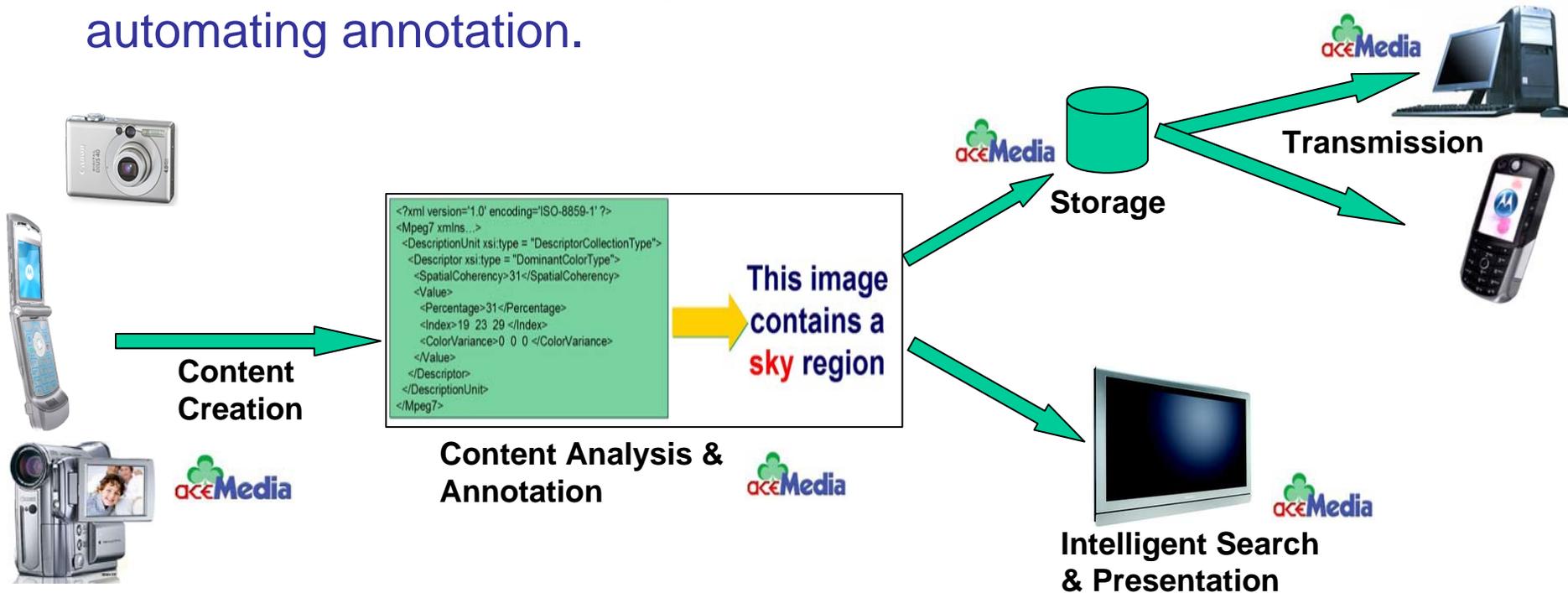
# The Figures Perspective

- FP6 Integrated Project
- 9 countries
- 45 staff (approx.)
- 6 industrial partners
  - ◆ 4 large
  - ◆ 2 SMEs
- 7 academic partners
  - ◆ 4 Universities
  - ◆ 3 National Research Centres
- Co-ordinator : Motorola Ltd
- Started : 1 Jan 2004
- Duration : 4 years
- Total Budget: 17M Euros



# aceMedia vision

- ◆ aceMedia aims to discover and exploit knowledge inherent in multimedia content, making it more relevant for the user and automating annotation.



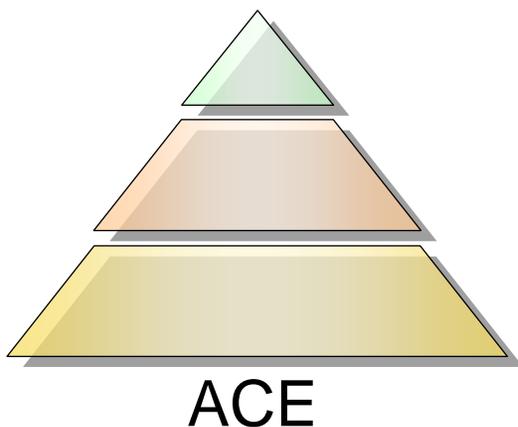
- ◆ aceMedia will implement a full content value chain which will enable content and knowledge creation, update, transmission, and manipulation & exploitation (through advance search and retrieval and intelligent content behaviour)



aceMedia's central concept:  
The ACE

# the Autonomous Content Entity

- ◆ aceMedia's vision is materialized through the concept of the Autonomous Content Entity.



Intelligence Layer

Metadata Layer

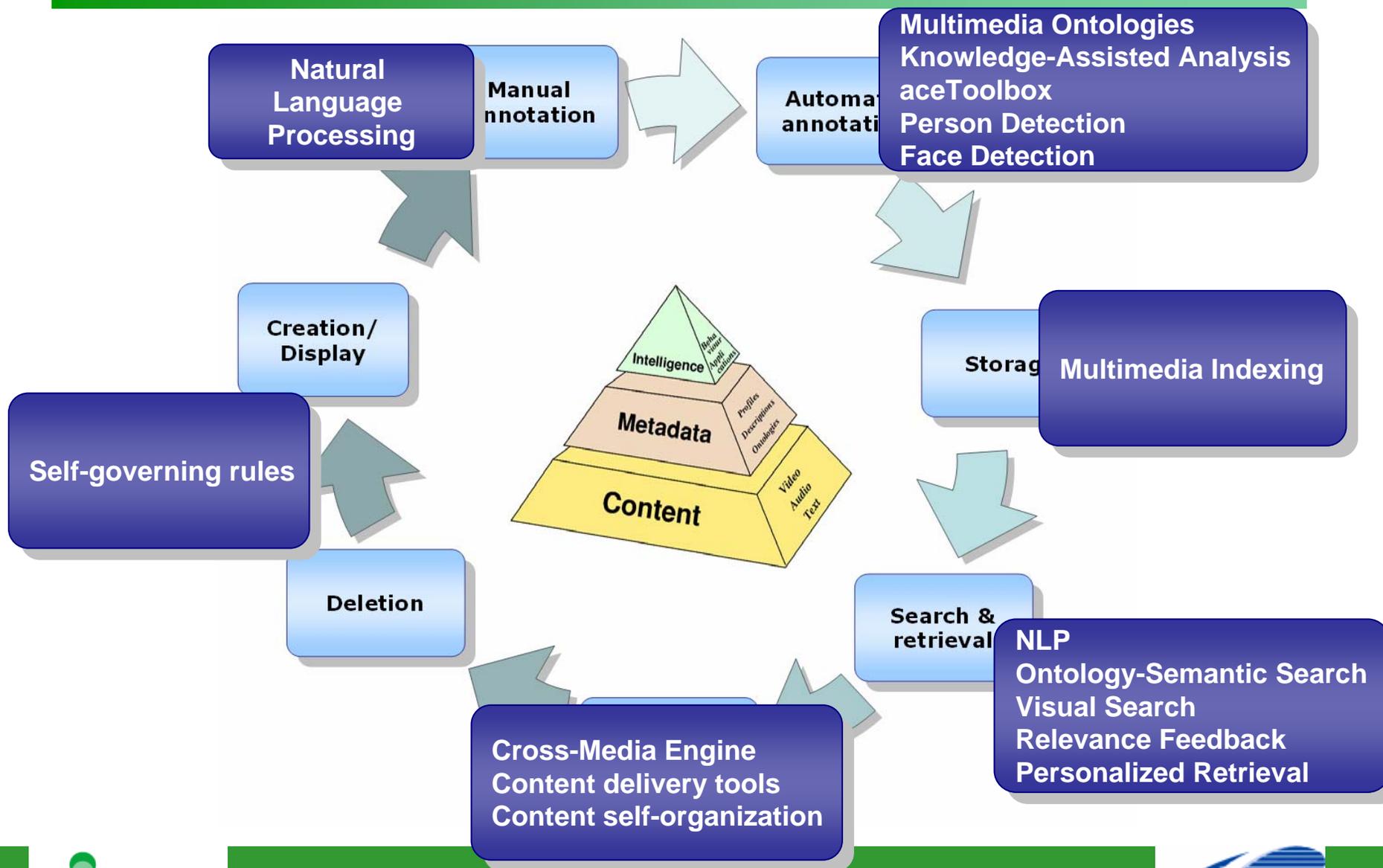
Content Layer

Programmable layer, enabling the ACE to be self-sufficient, self-organizing, self-analysing

Knowledge-based Automatic Semantic analysis and annotation using ontologies for multimedia and Semantic Web technologies. Also scalable!

Scalable content for reuse in different devices, different situations and user needs.

# ACE lifecycle



# ACE update - typical annotation process



NLP processes manual annotations

If rich enough, then automatic selection of domain ontology

Visual Content Detector

Knowledge-Assisted Analysis using MM ontologies

Standing persons and faces detected. Learned faces recognized.

Person and Face detection and recognition

Content is classified: **indoor / outdoor**  
**natural / man-made**

Regions are labelled with concepts from the domain ontology

Multimedia Reasoning

Ambiguities removed. Regions merged. Final consistent semantic annotation

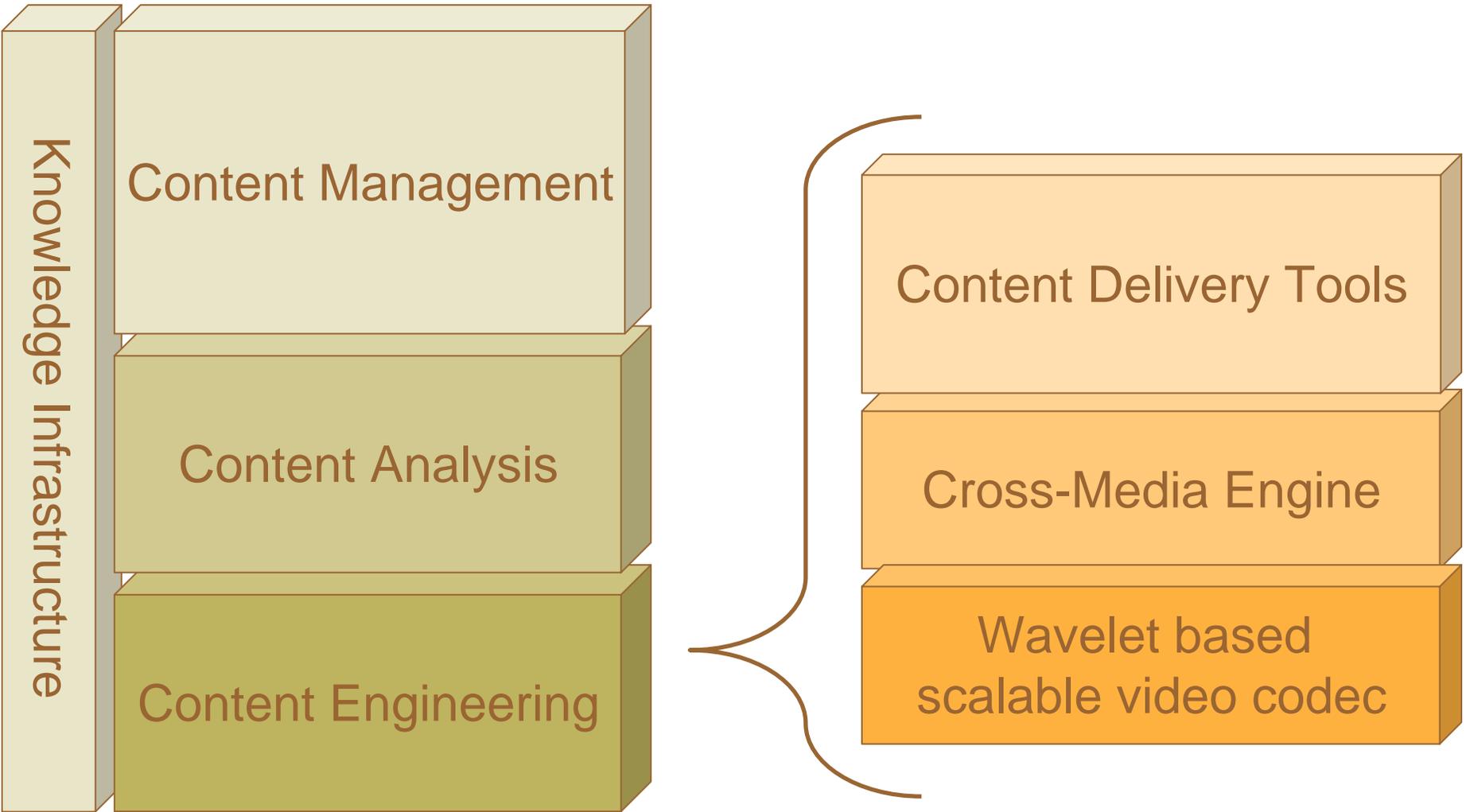




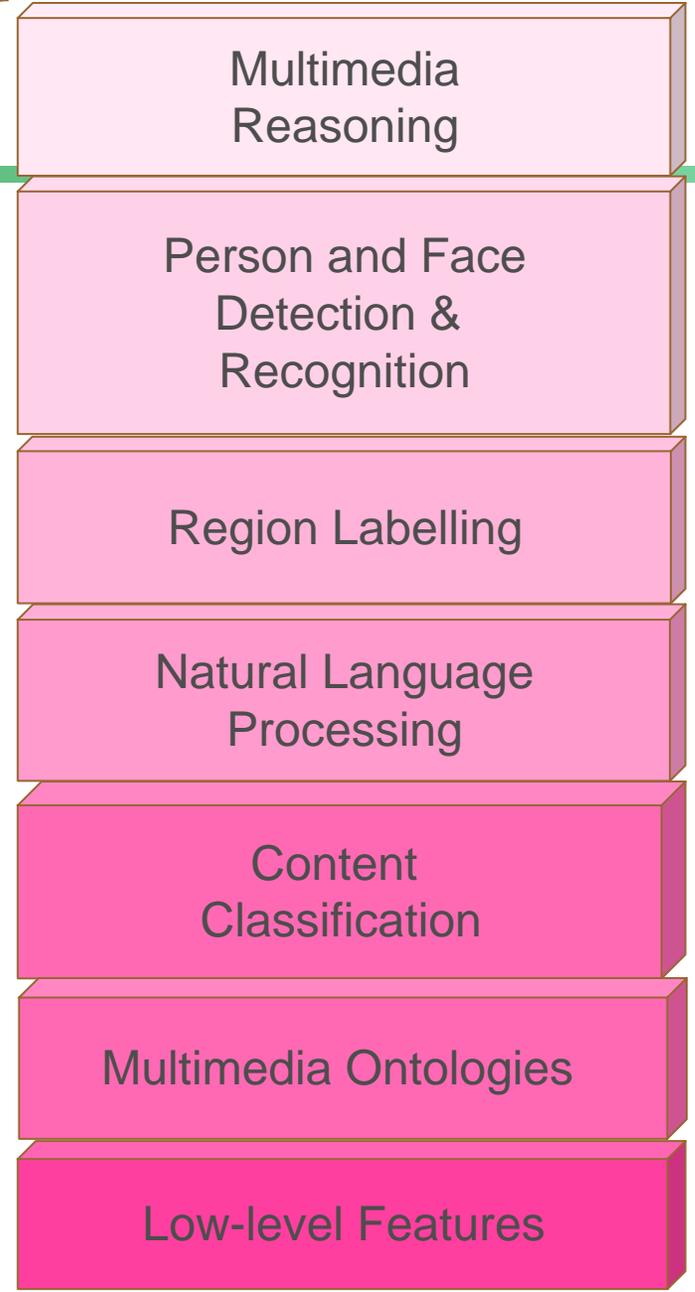
## aceMedia's structure

# aceMedia structure

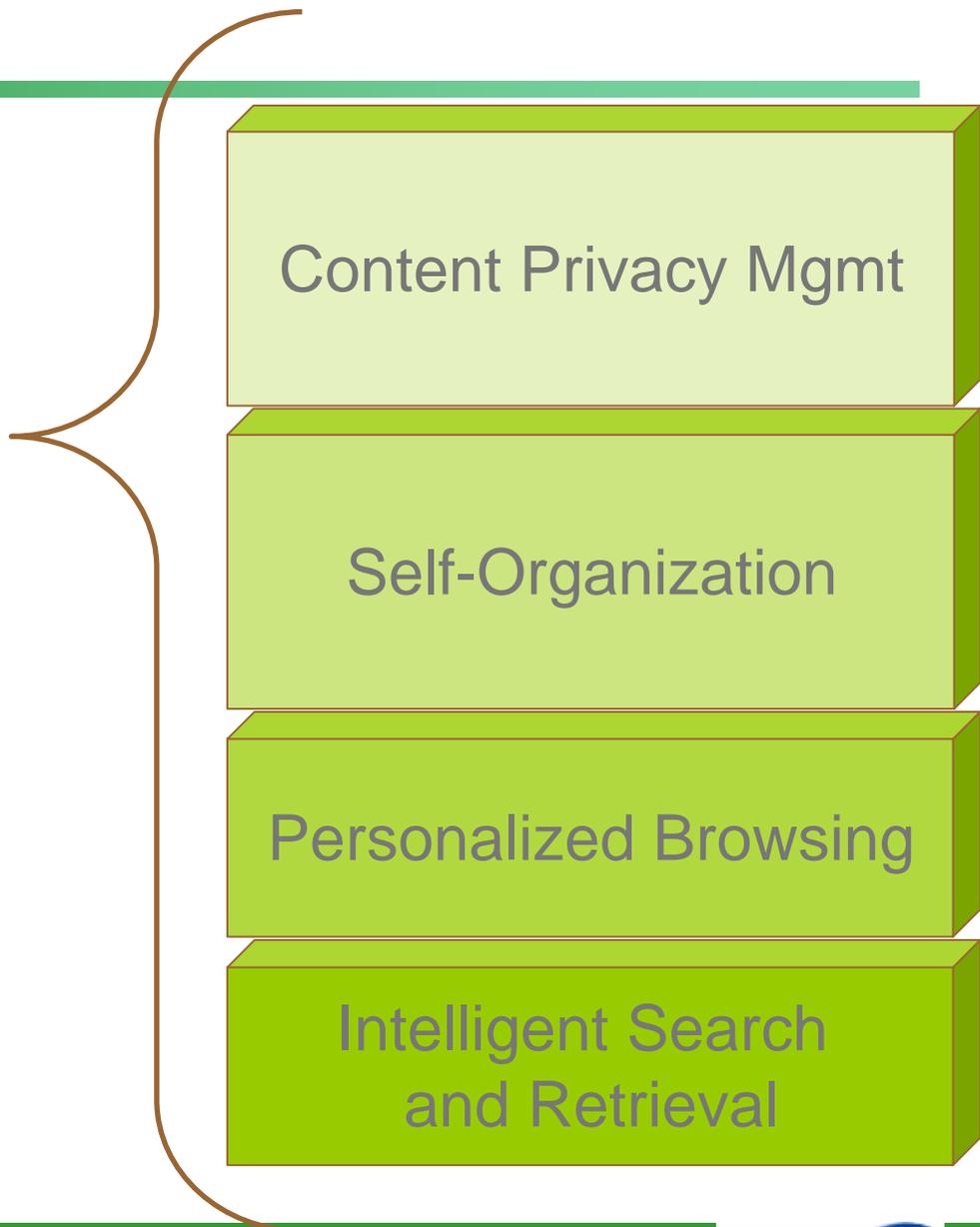
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# aceMedia structure



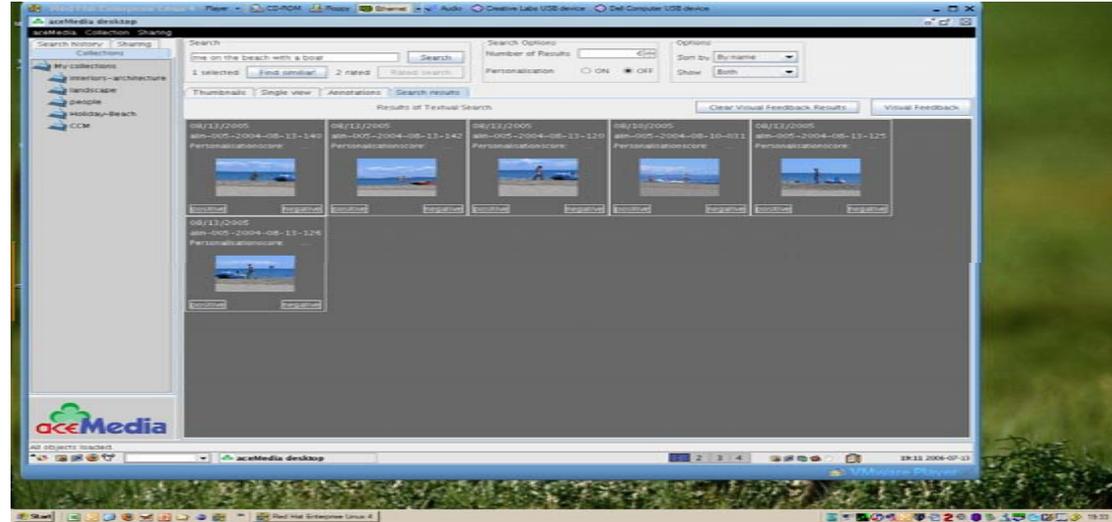
# aceMedia structure



# aceMedia applications

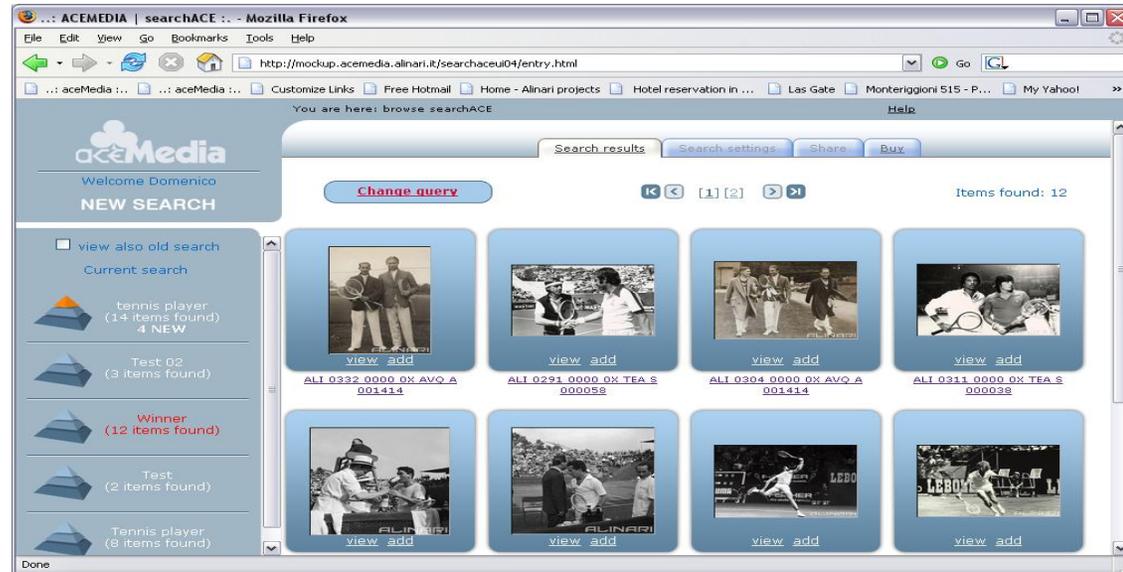


Standalone

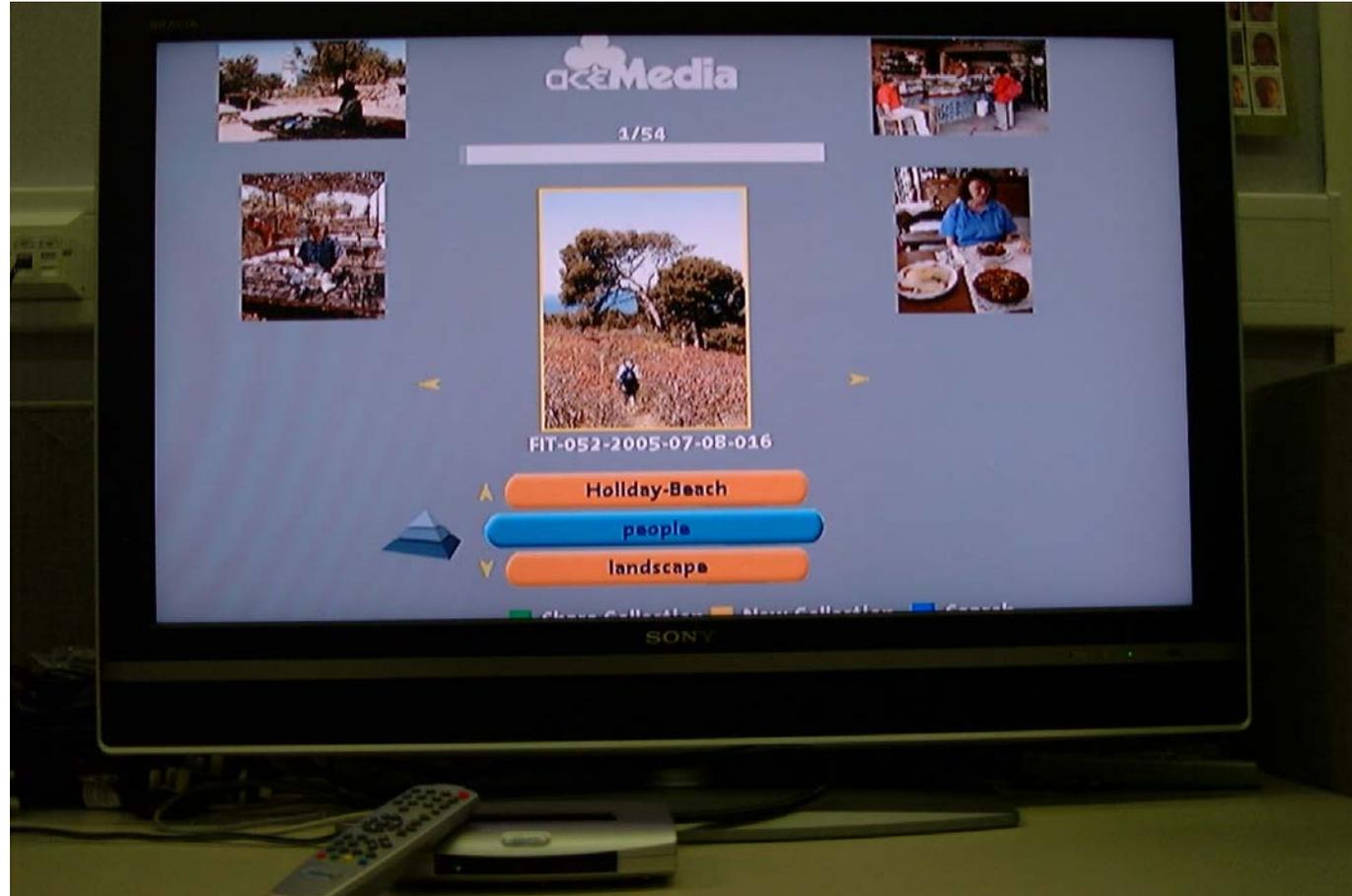


## aceMedia PC applications

Web-based



## aceMedia applications (2)



aceMedia running on an  
IP set-top-box