V4Design

Visual and textual content re-purposing FOR(4) architecture, Design and virtual reality games

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D8.1

V4Design website

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Abstract

The V4Design website is the face of the V4Design project to the world. This document describes the objectives of the website and presents its structure, the different sections and functionalities and how it is going to be used throughout the project's lifecycle to demonstrate the outcomes and the impact of the V4Design project.

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History

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Executive Summary

This document describes the project's website (Deliverable D8.1) that will be used by the consortium to present V4Design to the public. The website is intended for all people who are interested in getting information about the project and being updated with the latest project's news serving as the most comprehensive mean of dissemination for the project.

This document describes the overall purpose of the website, its structure and how it is going to be utilised to disseminate the project's news.

Abbreviations and Acronyms

DEC	DEC type indicates that the deliverable describes websites, patent fillings, videos, etc.
EU	European Union
VR	Virtual reality

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1 INTRODUCTION

The V4Design project aims to promote the re-use of (i) visual: movies, documentaries, paintings and images from other artwork and (ii) textual content: from textual documentations in films, critics, catalogues, museum guides, so as to be repurposed and be used for the inspiration of architecture and video game (VR) designing. Visual content analysis is performed through 3D reconstruction and modelling, localisation of objects in visual data, automated extraction of aesthetics/style information and language understanding from visual and textual data. 3D objects are also enhanced with semantics and explanatory text descriptions. By this way, V4Design will provide architects, video game creators and designers of any expertise with innovative tools necessary to enhance and simplify the creative phase of the designing process.

A Research and Innovation action like V4Design can only be successful and achieve an important impact, if it establishes good connections with interested researcher and user communities. This is important for exchanging information, keeping up to date with the latest developments and disseminating the results.

Nowadays, this can be best achieved through digital channels, such as traditional and social media but also through a website. The website has the advantage of being able to present information to a diverse group of people at the same time and on demand. It can not only provide basic information that is static e.g., the project's description and its envisioned outcomes, but also deliver reoccurring and constantly changing pieces of information such as progress reports, latest achievements or news reports produced during the project's lifetime.

The purpose of this document is to describe the V4Design website providing an abstract presentation along with insights of the V4Design website.

The V4Design website will be a core part of the project's communication and fulfil the objectives mentioned in section 2. Then, section 3 discusses the main goals of the website, while section 4 provides an overview of the website and presents its structure in detail. Finally, section 5 concludes this document.

2 **OBJECTIVES**

The project website serves as one of the main communication and dissemination means. It has several objectives:

1. The website has been designed to provide the project's overview and status update and point out project's highlights. It will present information about concepts, vision, objectives and (expected) outcomes of the V4Design project.

2. The focus lies on the website's main/landing page. There, the goals of the project will be described in a comprehensive way. Furthermore, the user will find there a collection of project's highlights, such as latest news, recently published reports, etc. providing a quick insight into project's status.

3. The website will give an overview on planned project's events, including e.g. user group meetings, open days, conferences and workshops. Also, it will offer links to other relevant websites and links to partners' websites.

4. Using Web 2.0 features (such as the search functionality), the website will enable users to look for specific content on this website. Furthermore, the project will establish a constant presence in relevant social media channels, which will be presented on the website.

5. All publicly available results of the project (such as public deliverables, presentations, publications, and resources including code snippets and datasets developed in the project) will be made accessible on the website.

6. V4Design website will also include contact details, in order to get in touch with the project's team.

7. The website will fulfil the needs of different target groups, such as VR specialised, the creative industries, private and public companies, the research community and the general audience

In general we envision the website as a dynamic platform that grows over time and meets the developed objectives.

3   MAIN GOALS OF V4DESIGN WEBSITE

The website http://v4design.eu/ will be the face of the V4Design project to the world. It is expected to work as a central point of attraction for everyone interested in the work of the consortium towards the project's objectives.

The main goals of the website are:

- **informing** an interested public about V4Design and its progress
- **attracting** an audience of people interested in V4Design
- **connecting** to the community of experts in the research field of V4Design

The website uses a **clear structure** and **common language** to describe the project. This facilitates the presentation of information regarding the envisioned goals, the current state, as well as the ongoing activities of the V4Design project. To display an example of the website's structure, a part of the home page is illustrated in Figure 1.

Figure 1: V4Design home page

The V4Design website will be maintained during the project lifetime and at least 2 years after the end of the project.

4 STRUCTURE OF THE WEBSITE

The website is subdivided into six different parts that focus on different content. In the following the single parts are described.

4.1 Overview and Home Page

At the top of every Web page on the website the user is offered a well-structured header/menu bar leading to Web pages with more detailed information as shown in Figure 2. The categories (Home; The Project; Partners; Results; News; Related Projects; Contact) shown give additional insights into the project and its partners, present the achievements of the consortium and offer a deeper understanding of what to expect from the project in terms of practical use. They also give an overview of latest news and provide links to other related projects and contact details in order to get in touch with the project's team. Moreover, a search icon is located on the right of the menu bar allows the user to conduct a text query to look for specific content on this website.

Figure 2: Header/Menu bar of the V4Design website

At the footer of each Web page (Figure 3), the user is given the option to subscribe to the newsletter of the project in order to keep up with the latest news and updates. Also, links are provided to social media related channels to this project.

The home page is always available to the user in three ways: by clicking on a) the V4Design logo, b) the "Home" option in the menu bar and c) the "home" icon, whenever it appears in the path below the logo and the menu bar.
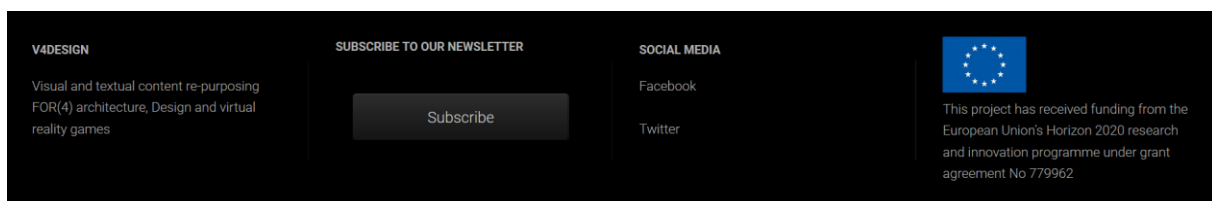
Figure 3: Footer of the V4Design website

In the home page, just below the menu bar, a short slide show plays to improve the page's aesthetic quality and to attract the users' attention. Below this slide show, the user is presented with a short description about the project, the logos of the consortium partners along with links to their official websites and short pieces of information (so called teasers) to the most recent page entries, trying to trigger the interest of our target group in reading more. All the content is prominently placed in a clear and easy-to-read structure. Content can include text, pictures, as well as videos. The combination of all three multimedia elements will be used to present information about the project in an interesting manner to

visitors. By clicking on the most recent entries, the user is offered additional details on the selected topic.

4.2 Project information

Clicking/Selecting "The Project" tab (Figure 4) the user can read details about the targets of the project ("Aims & Objectives") and finds a conceptual architecture image showing how the single work package is connected with each other. Additional information with respect to each work package separately is shown in the "Project Structure" Web page. "The Project" tab also offers an overview on the elements that comprise the expected outcome of the project ("Expected Results"), including a brief explanation.

In the "Pilots" Web page, the use cases on which this project will focus are outlined, providing hyperlinks from which the user can be directed to Web pages containing detailed information about the four project use cases, namely:

1. 3D-models of existing or historical buildings and their environments
2. 3D-models inspired by artworks, historic or stylistic elements
3. 3D-models of TV-series and videos for VR video game creation
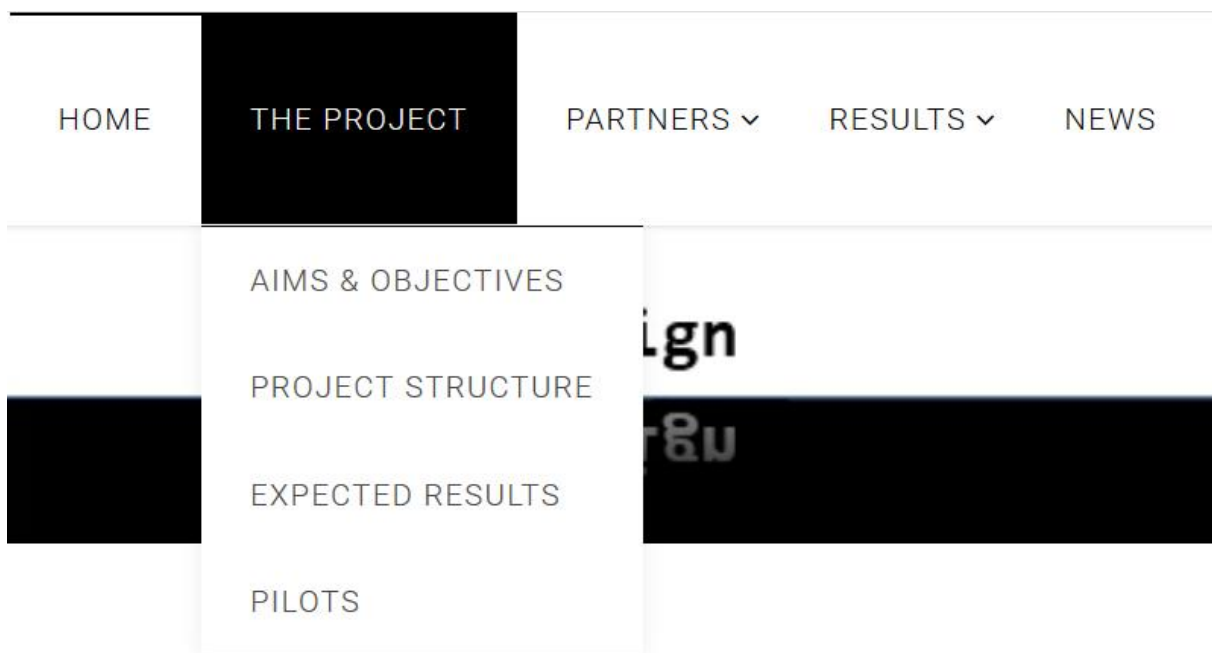4. 3D-models of news for VR (re-)living the date

Figure 4: "The Project" tab and its subentries

4.3 Partners

There are two options under the "Partners" tab (Figure 5). The first one leads to a Web page providing a brief presentation of the project partners ("Consortium") involved in V4Design. The second option ("User Group") leads to a Web page providing a brief presentation of organisations that are not partners of the V4Design consortium and wish to join the "V4Design User Group". The involvement of such organisations is described and a

registration form is provided for anyone who wants to express their interest in adding their organisations to the members of this group.
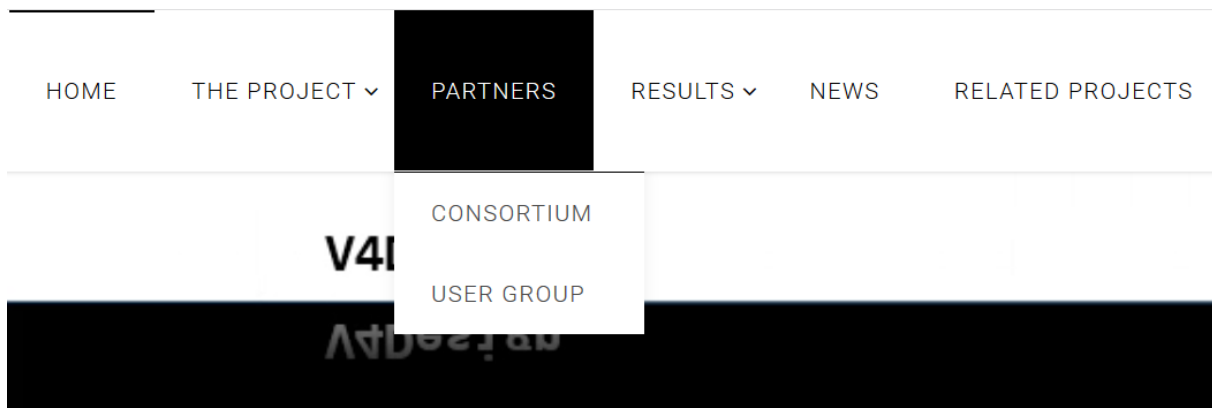

Figure 5: The "Partners" tab and its subentries

4.4   Results

In order to give the user a better understanding of the current state of V4Design we provide all project results that can be made public under the "Results" tab (Figure 6).

Here the project offers a list of all "Public Deliverables" that are available for download. Users can easily follow the project status and also get more information on every deliverable reached (currently there are no download links since no public deliverables are available yet).

The "Presentations" Web page will give access to the most important public presentations and demonstrators that will be developed within this project.

There is also a Web page for "Publications" deriving from the project's work. This includes all publications like academic papers on the project, press releases issued by the project team as well as media coverage on V4Design, such as interviews and reports in any form (text, audio and video) or project's reports. All information will be downloadable under Creative Commons license.

For people interested in reusing the results of the project, the website offers the download of "Resources", which refer to code (under Creative Commons license) as well as datasets produced/reused within the frame of V4Design. All code fragments and datasets that are foreseen to be publicly available can be found here, either directly or via links to code libraries (currently these Web pages are empty since no code and/or datasets are available yet).
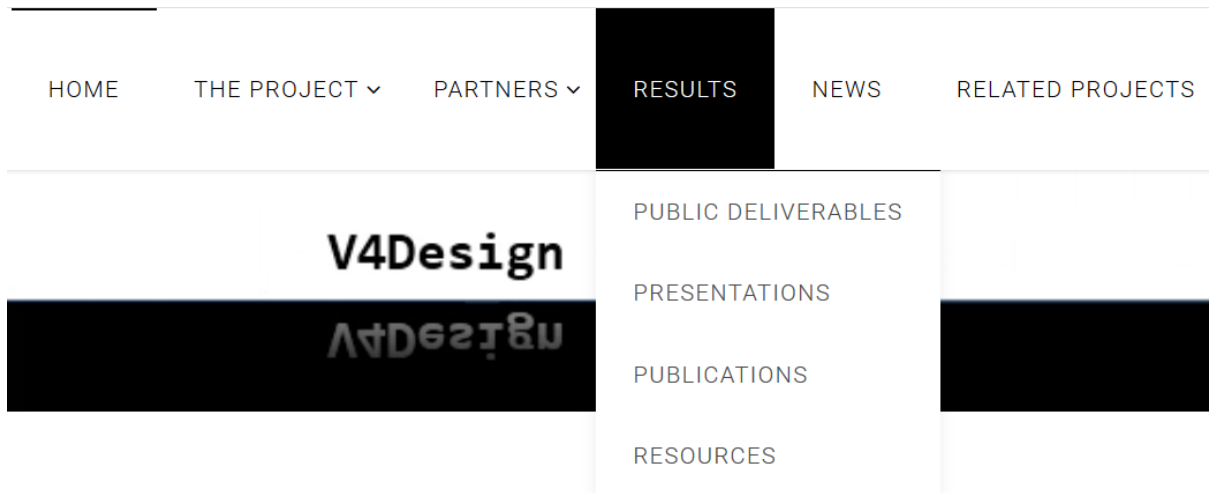
Figure 6: The "Results" tab and its subentries

4.5   News

The "News" tab consists of a single Web page. Any update related to the project will be added to this Web page. The intention of creating this Web page is to enable the users to keep track of the progress of the V4Design project. A preview of every news post is provided with the option of being navigated to a Web page with more details on the respective news. While this report had been prepared, one post was published on the "News" Web page of the website (Figure 7).
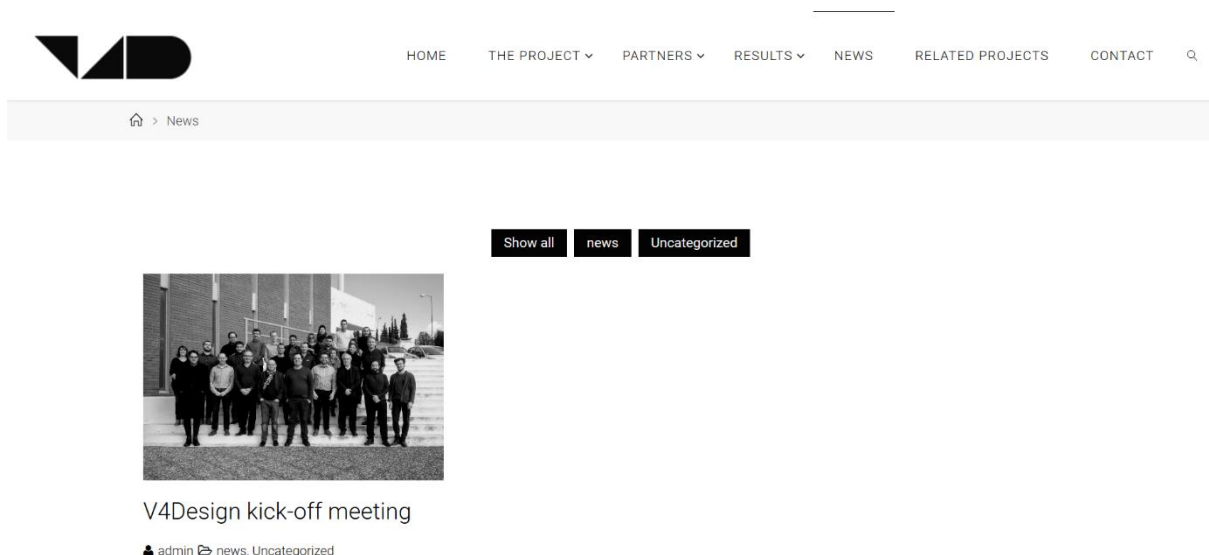

Figure 7: The "News" Web page and V4Design's first post

4.6   Related projects

V4Design is not the only EU project that is currently dealing with reusing and repurposing of textual and visual data. The "Related projects" tab lists projects dealing with similar research topics, including a) links to them, b) a short description on how the projects differ from

V4Design and c) the identified synergies (Figure 8). V4Design will stay in close contact with these projects to assure the reuse of projects' results wherever it makes sense. Furthermore, close collaborations will be established with these teams to gain from synergies and avoid interferences.
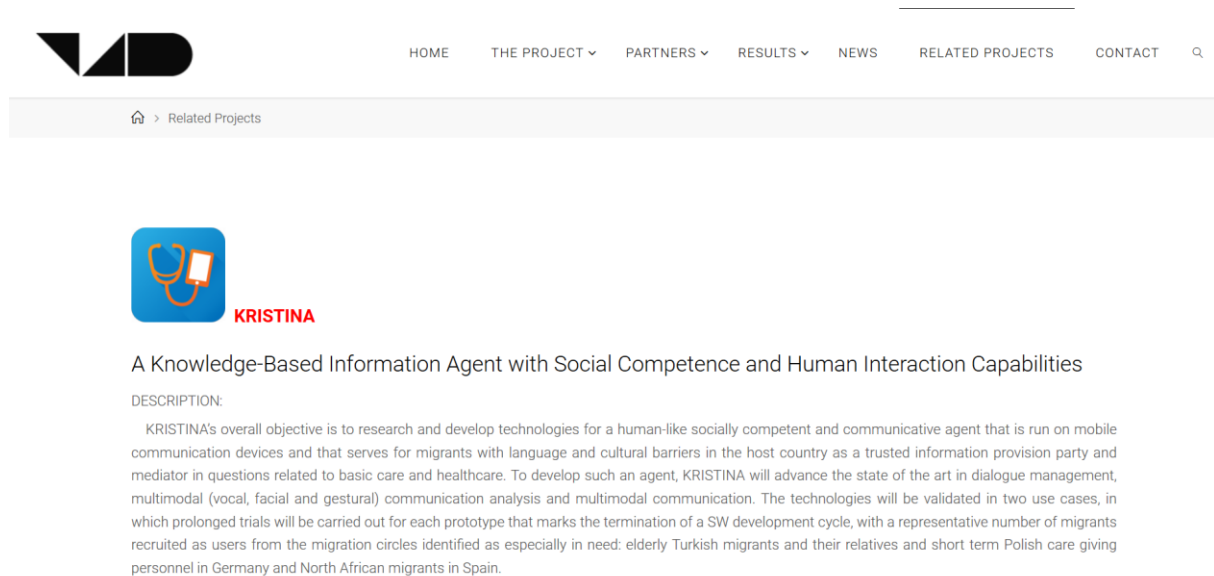

Figure 8: Overview of related EU projects

4.7   Contact

This Web page (Figure 9) provides the user with all the necessary contact information regarding the persons in charge of this project. Furthermore, a web form is available as a supplementary means of communication using emails.

⌂ > Contact

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e-mail

Subject

Message

Contact Us

Figure 9: The "Contact" Web page

5 CONCLUSIONS

The project website will help V4Design to keep in contact with the surrounding research, user and creative/VR industrial community. Its success will very much depend on the quality of the content and that it is constantly updated. It is therefore necessary to continuously provide status updates on the project's progress but also news and current topics discussed in the community.

Even though it will be only one of the several tools to inform people about V4Design, the website will play a very important role in disseminating the project's news.