



Web3D 2023
SAN SEBASTIAN - SPAIN



graphicsvision.ai

Mixed Reality, Language Models, Avatars and Web-based Metaverse

**Web3D Conference Workshop
San Sebastian, Spain**

Prof. Didier Stricker

Who we are

GraphicsVision.AI is an international network for the cooperation in applied research in AI, Graphics, Media and Vision Technologies,

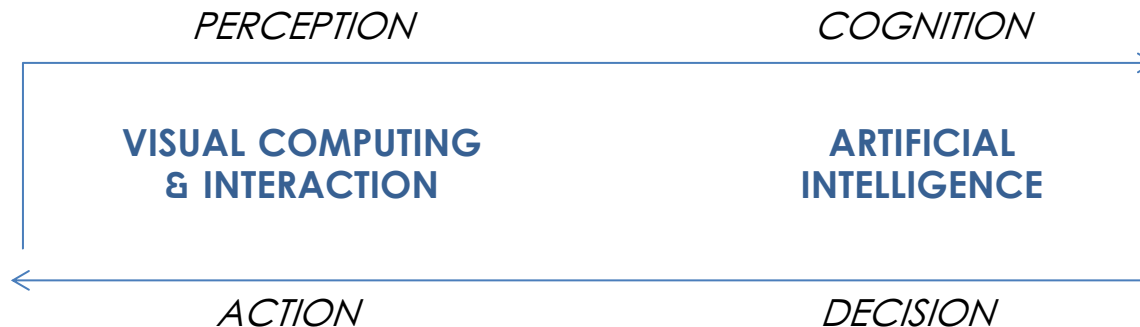
GraphicsVision.AI was established in December 2010 with headquarters in Kaiserslautern, Germany.

It is a non-profit company with a clear international dimension.

Partners



Scientific and technological excellence



Computer Graphics
 Computer Vision
 Visualisation & Simulation
 Digital Media
 Big Data, Point Clouds
 HMI, user perception, interaction
 Face/Body Tracking, Activity Recognition
 Robotics and sensors

Machine and Deep Learning
 Visual Analytics
 Data Intelligence
 Language Processing
 Safety, Digital Security
 Smart IoT
 Simulation
 Real-time decision support
 Autonomous systems

Mixed Reality, Language Models, Avatars and Web-based Metaverse

- Exploiting LLMs for XR (Arantza del Pozo, Montse Cuadros, VICOM)
- Vision-based Situation Awareness and Continual Learning for XR Environments (Zeshan Afzal, DFKI)
- Responsive Realistic Virtual Avatars for the Metaverse (Prof. Peter Eisert, HHI, Remote)
- Orchestration of next-generation XR media services (Mikel Zorilla, VICOM)
- Luis Magalhaes (CCG, Remote) Towards an Inclusive Metaverse

Thank you
Vielen Dank
Merci beaucoup
Muchas gracias
Eskerrik asko
Muito obrigado
谢谢