

Webinar II: Multimodal analysis and XR visualisation tool for performing arts archives



Organised in the context of the Premiere project, a new series of webinars is being launched to present the outcomes of the project.

Over the past three years, [Premiere project](#) has brought together researchers and artists to explore how AI and XR technologies can support the full creative lifecycle of performing arts ? from streaming and archiving to analysing and creating. The project has resulted in a range of innovative tools to browse archives, stream performances, transmit knowledge, and co-create dance works.

Learn more at [here](#).

The second event of this series, "**Multimodal analysis and XR visualisation tool for performing arts archives**" will take place online and free of charge on Friday **27th June from 14:00 to 15:00 CEST**: the aim of the webinar is showcasing the potential of semantic technologies and innovation in enhancing the archive browsing user experience through the combination of several state-of-the-art technologies for analysing performance videos, the tool streams recorded performances and provides access to a range of data derived from audiovisual analysis. During this webinar, users will be able to experience performances in VR and explore layers of information such as pose analysis, motion, trajectories, lighting, music, and text-related data within a three-dimensional environment.

To **register** to the webinar, follow [this link<<<<](#)].