

NEM – GA

February 2015

Contacts www.TWIST-CLUSTER.com

TWIST

Pierre COLLIN

Executive Manager

p.collin@twist-cluster.com

Join us on



ClusterTwist



Twisteurs

WHAT'S TWIST AGAIN?





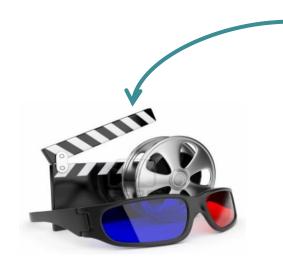


THE DIGITAL MEDIA CLUSTER IN WALLONIA

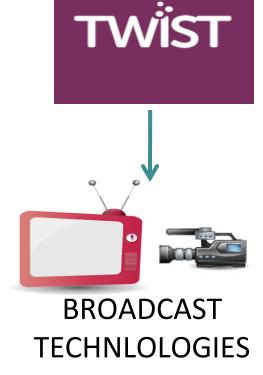




TWIST'S MARKETS



CINEMA/TV/ ANIMATION





RICH MEDIA



<u>Fp7</u>: Region of Knowledge

Budget: 2 Million Euros

Partners: TWIST (Belgium - Leader), Cap Digital (France), Barcelona

Media (Spain), Media Evolution (Sweden), Estonian Digital Center

(Estonia) & Prompt (Canada)



MAIN FIGURES

- 1. TWIST has +/_ 100 members including
 - √ 80% SMES (EVS, IRIS, Dcinex, etc.);
 - ✓ 5 TV channels (including RTBF, RTL Belgium, BeTV);
 - ✓ 6 universities & research centres;
 - ✓ 2 investment funds
- Turnover of the Sector: € 1 billion
- 2. Jobs: 5,000 direct jobs and 2,000 indirect jobs

UNIVERSITIES AND RESEARCH CENTERS









Applied R&D centre

50 ICT experts

Strong international network



Thématiques et expertises





PROCESS & PRODUCT QUALITY

OPTIMIZATION MODELLING SECURITY





SOFTWARE & SERVICES TECHNOLO GIES

FUTURE INTERNET

CLOUD COMPUTING
SEMANTIC WEB
BIG DATA
OPEN SOURCE & OPEN DATA







EMBEDDED &
COMMUNICA
TING

SYSTEMS

INTERNET OF THINGS

PROGRAMMABLE SYSTEMS
SMART OBJECTS
WIRELESS SENSOR NETWORK



CETIC - partners academic-Key Accounts

























University of Mons & Numediart Institute













> **2010**: Creation of the NUMEDIART Institut for Creative Technology



5 Faculties 13 departements 74 researchers

Audio, image, video, gesture, and biosignal processing, for applications in which man-machine interaction aims at creating emotions







The Regulatory Authority for AV media in Belgium





STUDIES & RESEARCH

- yearly prize of the best dissertation
- 3 mandates of research
- a documentation center =>library
- **internship** for students
- a yearly conference with universities
- + a research team





TOPICS: AUDIENCES / USES / PRACTICES



- All NRA's centers of interest
- All the studies that allow a better understanding of the media
- Convergence (from old to new media)
- New media, New uses, New regulation framework
- Etc.



> 2016-2022 USERMEDIA PROGRAMME











- 3 Universities
- 2 Research Centers
- 1 Portfolio of 10 R&D projects

- Industry driven short projects
- With results usable in 18-24 months



> 2016-2022 OVERVIEW OF USERMEDIA PROJECTS

3D Reconstruct

Re-creation of the world in 3D from user generated videos

3D Move

Gesture recognition 3D from smarphones front cameras

Insert

Insertion of Advertised Objects in Sports TV Stream

Motion

Obstacle and risk detection for mobiles in motion

N-view Codec

Compression of multiple videos removing redundancy in scene



> 2016-2022 OVERVIEW OF USERMEDIA PROJECTS

3D Comfort

Remove uncomfortable artifacts from 3D cinema scenes

Tele Co-Design

Remote collaboration around 3D models

3D Audio

Easy acquisition of surround sound on the go

Social Pedia

Automatic info gathering from videos shared on Facebook

3D Blind

Automatic surrounding description from depth-sensing smartphone cameras



