

PARTNERS



DIGITAL VIDEO



mixed reality lab



ALTERFACE



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WWW.INSCAPERS.COM

OUTLOOK

Upcoming Beta Release Public Delivery in September 2007



You are curious to see what INSCAPE can do for your interactive story?

You always find it difficult to not lose the overview between your file structure and your storyboard?

You are sick of explaining the status of the project to colleagues over and over again?

Find out if INSCAPE could be the missing link for your personal workflow and don't miss the Beta Publication in September 2007. Please inform colleagues to register for the Open Community in time before this date to be able to try out the INSCAPE vision and give your personal feedback to the developers.

PAST EVENTS

Storytelling with Director MX vs. INSCAPE story vision

The INSCAPE Open Community organised an Assessment Workshop about Director MX 2004 held by our Open Community Member Prof. Eku Wand from the University of Braunschweig. Eku works with interactive storytelling and narrative environments and is using Director for authoring since 1989.

Participants in this Workshop in Salzburg on June 1st 2007 got insight in authoring with Director MX 2004 and have been presented selected Pre-Beta INSCAPE features demonstrating the vision of storytelling with INSCAPE. The participants evaluated INSCAPE as interesting and fascinating new tool which "gently connects the stage to the storyboard", is "clear and well structured", "provides good implementation possibilities and linking of assets".

Discover it your own, at the next Open Community workshop.

Pre Beta Assessment Workshop

DV Premises, Naples - June 19th

The workshop was centered on 2D animation technologies and was meant to present the currently available solutions of such tools, when used for storytelling products (Morning, June 19th) thus giving rise to a discussion about the current limitations of the off the shelf technologies nowadays available.

In such context, the entire afternoon session was devoted to present the latest INSCAPE developments and to illustrate the specificities of INSCAPE as well as the advantages INSCAPE can provide.

The workshop was held at DV premises in Naples and has gathered a number of professionals from the 2D animation Industry.

UPCOMING EVENTS

SIGGRAPH

08/2007, San Diego, USA



The SIGGRAPH conference and exhibition is the leading international forum for disseminating ground-breaking, provocative, and important new work and products in computer graphics and interactive techniques.

INSCAPE will have an exhibitor's booth with the joint presence of several consortium partners to present the INSCAPE project to the main actors of the computer graphics industry.

<http://www.siggraph.org/s2007>

EUROPRIX Top Talent Festival And EADiM Academic Network Conference

11/2007, Salzburg, Austria



The Top Talent Festival showcases and promotes top students and young professionals and honours them for their outstanding achievements. This event frames the platform for networking, exchange of ideas, experiences and business contacts between the multimedia newcomers, instructors, the European IT-industry and IT-media editors and journalists.

There will be a public demonstration of the INSCAPE Beta Version and an Open Community workshop about the use of INSCAPE. Furthermore the Conference is among others asking for Academic papers about Teaching Interactive Storytelling.

<http://www.toptalent.europrix.org>

<http://www.eadim.org>

IBC

09/2007, Amsterdam, the Netherlands



IBC in Amsterdam is now Europe's most important media event, filling more than 11 halls at the RAI centre and last year attracted a record 42,500 attendees from all over the world. Originally focused on broadcasting, it now offers an exhibition and conference programme covering all aspects of modern digital media, and as such provides a unique opportunity to learn about the latest scientific and technical developments, see and use the latest technology and software at first hand, and meet the companies involved.

The conference programme this year will again have a special focus on IPTV which is of particular relevance to INSCAPE, since it is this market that will provide the primary market for interactive storytelling software in the television domain. Complementary themes involve mobile, HDTV, digital cinema and new tools for content production. Visiting IBC is an important way to maintain knowledge of state of the art, hear what technical developments are under way, understand the business issues and meet the main players. In addition, this year, IBC has also greatly increased its zone devoted to mobiles, enabling developers and industry players to meet and discuss developments in this interactive market which is also very relevant to INSCAPE. IBC is a unique opportunity to both experience the very latest about what is happening in media ITC world, and understand and represent INSCAPE's relevance.

INSCAPE will be displaying its latest developments with a booth at the New Technology Campus.

Paul Kafno will also present the project with a paper entitled "Authoring for the Interactive Content Revolution" (Sept. 6 at 2:00 PM).

<http://www.ibc.org>