

## A Step Towards Automating the Synthesis of a Scene Script

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**Abstract :** Generating 3D content is a task mostly done by hand. It requires specific knowledge not only on how to use the tools for the task but also on the fundamentals of a 3D environment. In this work, we show that automatic generation of content can be achieved, from a scene script, by leveraging existing tools so that non-experts can easily engage in a 3D content generation without requiring vast amounts of time in exploring and learning how to use specific tools. This proposal carries several benefits, including flexible scene synthesis with different levels of detail. Our preliminary results show that the automatically generated content is comparable to the content generated by users with low experience in 3D modeling while vastly reducing the amount of time required for the generation and adds support to implement flexible scenarios for visual scene visualization.

**Keywords :** 3D virtualization, multimedia, scene script, synthesis

**Conference Title :** ICCGTAT 2021 : International Conference on Computer Graphics Techniques, Applications and Technology

**Conference Location :** London, United Kingdom

**Conference Dates :** May 24-25, 2021