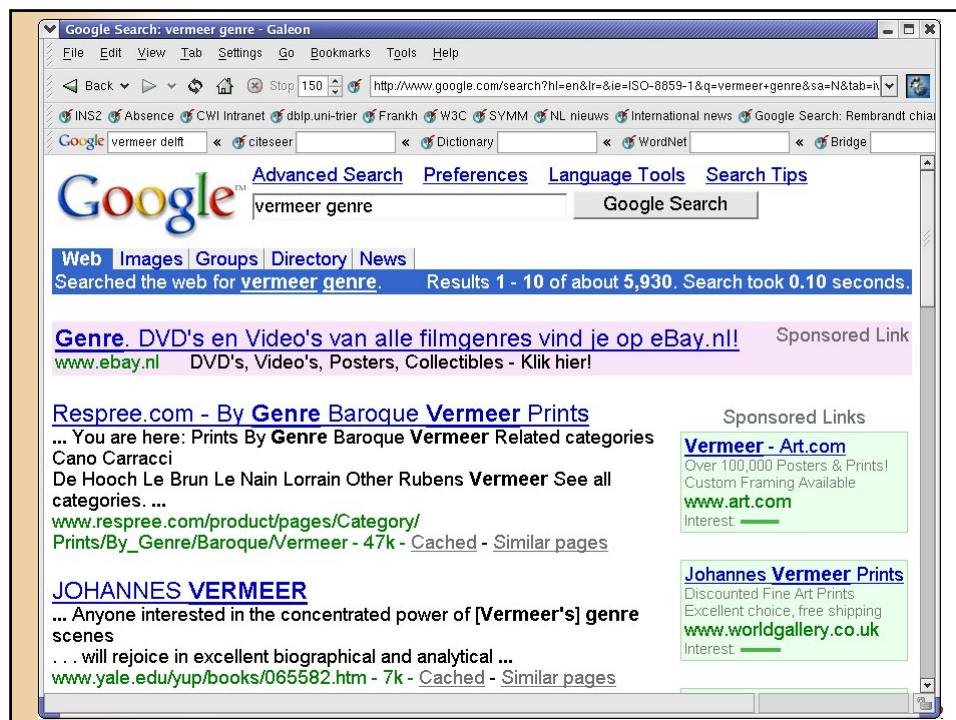
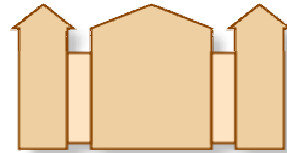
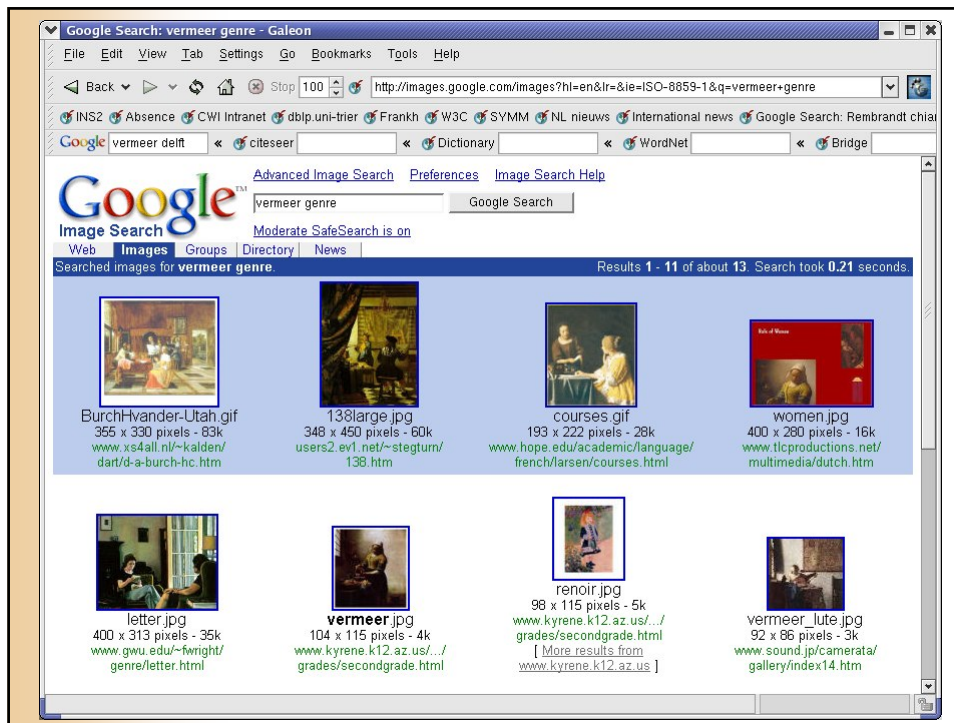


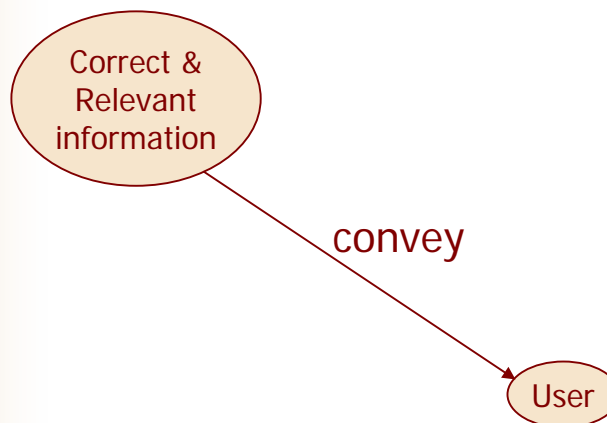
# Hypermedia Presentation Generation on the Web

Lynda Hardman  
Jacco van Ossenbruggen  
CWI Amsterdam





## Presentation Generation



# Tailored presentation

RealOne Player

media.cwi.nl/cocoon/cuypers/aria/selectform-process 1328kbps 0:00 / 0:50

## Genre painting and Johannes Vermeer

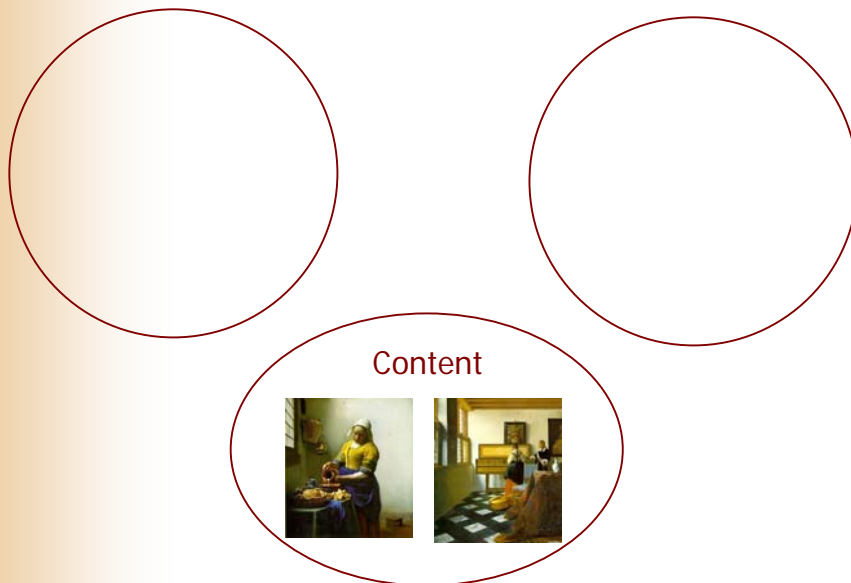


**Genre**  
Genre paintings, drawings or prints depict people in their everyday surroundings: at home, in a café or at work. They appear to be painted from life, but in reality were usually thought up in the artist's studio. Sometimes (but not always!) they contain a moral lesson. In some works the message is clear, in other cases the viewer has to make an effort to interpret the picture. Often, however, these household scenes are simply decorative paintings designed to entertain and amuse.

The Kitchen Maid (c. 1658)

5

# Three ingredients



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## Content of example



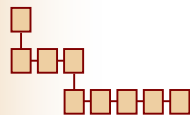
Genre paintings, drawings or prints depict people in their everyday surroundings: at home, in a café or at work. They appear to be painted from life, but in reality were usually thought up in the artist's studio. Sometimes (but not always!) they contain a moral lesson. In some works the message is clear, in other cases the viewer has to make an effort to interpret the picture. Often, however, these household scenes are simply decorative paintings designed to entertain and amuse.



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## Three ingredients

Presentation structure

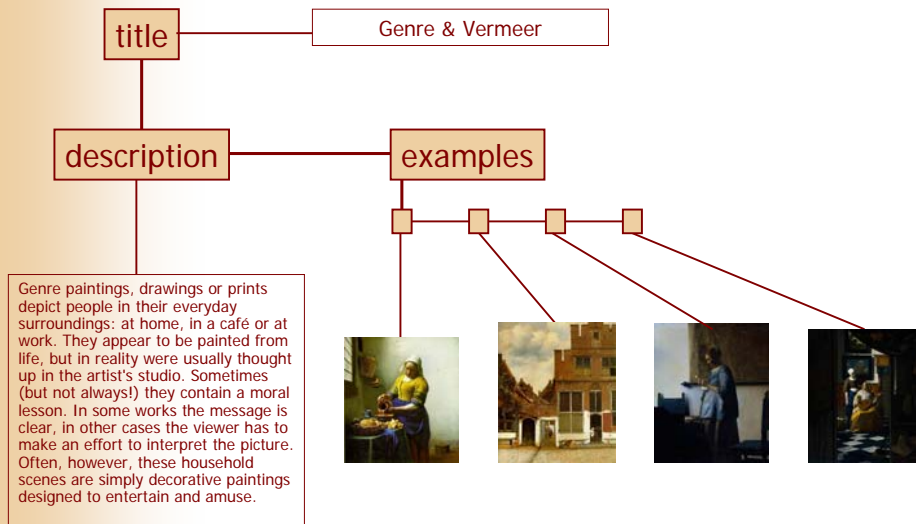


Content



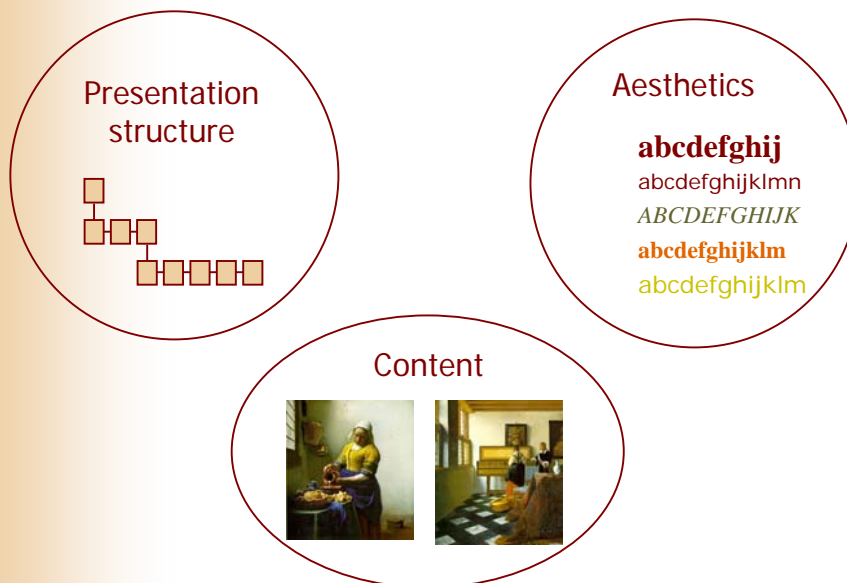
8

## Presentation structure of example



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## Three ingredients



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## Aesthetics of example


RealOne Player

media.cwi.nl/cocoon/cuypers/aria/selectform-process

Genre painting and Johannes Vermeer

Genre

Genre paintings, drawings or prints depict people in their everyday surroundings: at home, in a café or at work. They appear to be painted from life, but in reality were usually thought up in the artist's studio. Sometimes (but not always!) they contain a moral lesson. In some works the message is clear, in other cases the viewer has to make an effort to interpret the picture. Often, however, these household scenes are simply decorative paintings designed to entertain and amuse.



The Kitchen Maid (c. 1658)

Fonts

Layout

Colours

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## Tailored presentation

RealOne Player

media.cwi.nl/cocoon/cuypers/aria/selectform-process

Genre painting and Johannes Vermeer



The Kitchen Maid (c. 1658)

Genre

Genre paintings, drawings or prints depict people in their everyday surroundings: at home, in a café or at work. They appear to be painted from life, but in reality were usually thought up in the artist's studio. Sometimes (but not always!) they contain a moral lesson. In some works the message is clear, in other cases the viewer has to make an effort to interpret the picture. Often, however, these household scenes are simply decorative paintings designed to entertain and amuse.

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## One size *doesn't* fit all



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## What we need is...

Correct and relevant information  
presented to the user

- conveying underlying relations in the subject matter
- at a suitable level of detail
- in the time available to the user
- using appropriate media
- in an appropriate style
- making optimal use of the delivery context

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## Create models...

### Need

Convey underlying relations

Suitable level of detail

Time available to user

Appropriate media

Appropriate style

Device characteristics

### Knowledge of...

Domain

Discourse

User task

Media characteristics

Graphic design

Device capabilities

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## Encyclopaedia

**Presentation Player**  
**RIJKS MUSEUM**  
 amsterdam

Artists: Johannes Vermeer, Pieter de Hooch    Artefact: The Kitchen Maid    Genre: Genre piece

■ Artist   ● Artefact   ◆ Style   ▲ Genre   ▼ Technique

**The Kitchen Maid**



ca. 1658, Johannes Vermeer  
 Oil on canvas, 45,5 x 41 cm

With quiet concentration a woman pours milk into a bowl. With her left hand she supports the can she is pouring from. Around her are various objects: a loaf of bread, a stoneware jug, a basket and a brass bucket. The woman is standing near the window so she can see what she is doing. The light falls on her hands; her silhouette is dark against the white wall. There is a fascinating play of light and shadow in this painting.

**▲ Genre**  
 This is one of Johannes Vermeer's genre pieces in which he establishes an intensely intimate atmosphere. Although the artist observes his model from nearby, she continues with her work, totally unperturbed.

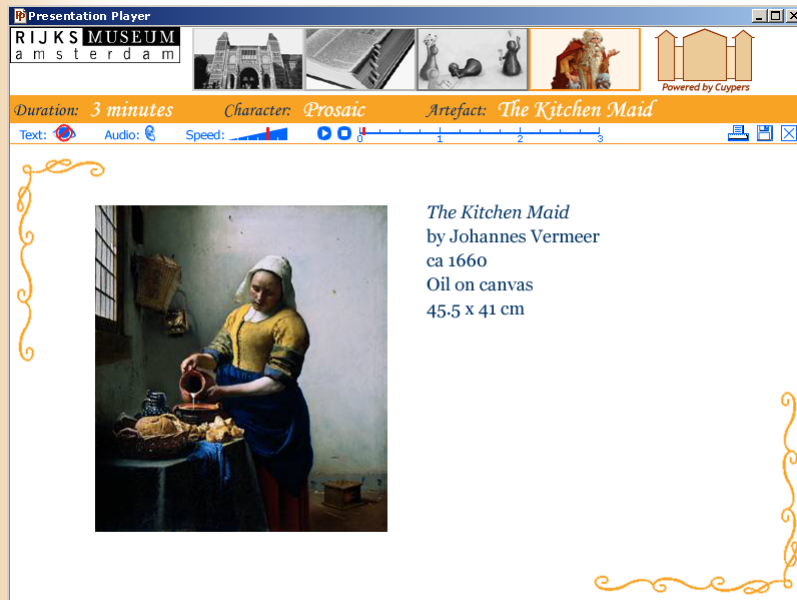
**▼ Technique**  
 Vermeer made use of light and perspective to create the intimate atmosphere. All lines of perspective lead to the right hand of the girl, which subtly accentuates the task of pouring milk in which she is completely engrossed. The horizon lies beneath her head, so that the viewer seems to look up

Classicism  
 Light and perspective  
 Street  
 Genre piece

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## Storyteller



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## Create models...

### Need

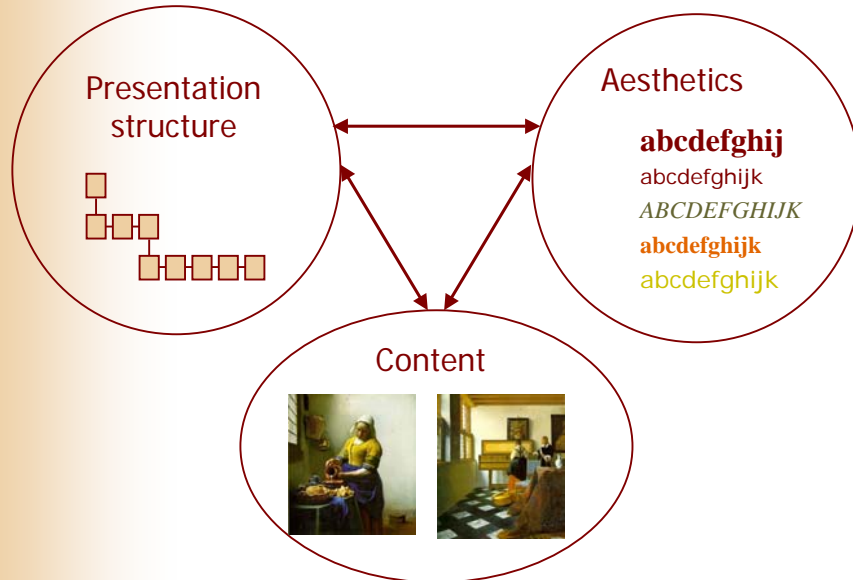
### Knowledge of...

Convey underlying relations	Domain
Suitable level of detail	Discourse
Time available to user	User task
Appropriate media	Media characteristics
Appropriate style	Graphic design
Device characteristics	Device capabilities

...to drive the creation of presentations

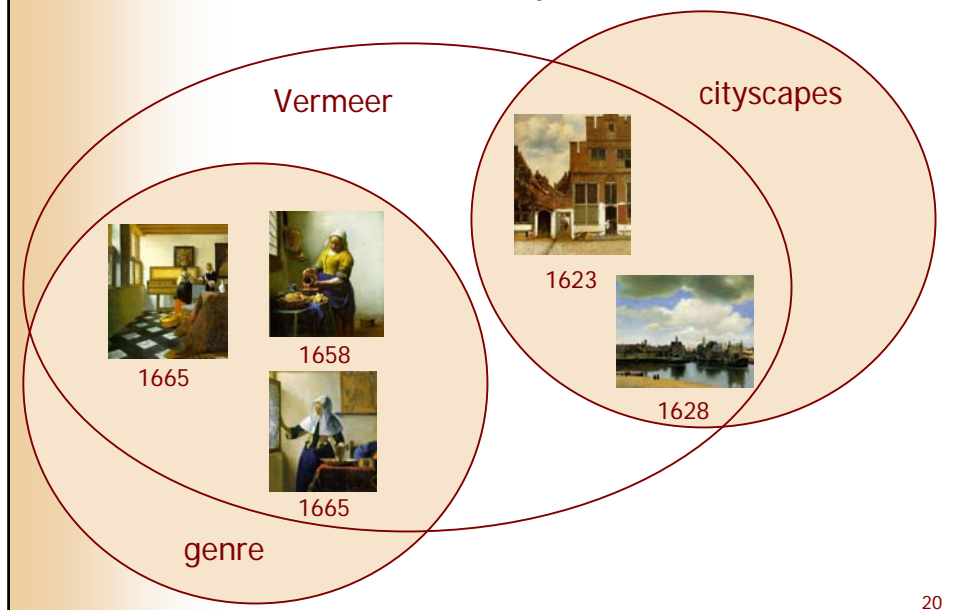
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## Design dependencies



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## Presentation structure depends on content



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## What is the Web?

A standard means of

- locating information (**URI**)
- describing documents (**HTML, XML**)
- transferring documents (**HTTP**)

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## What is Web Multimedia?

A standard means of

- locating media items (**URI**)
- describing multimedia documents (**SMIL**)
- including timing (**XHTML+TIME, SVG**)

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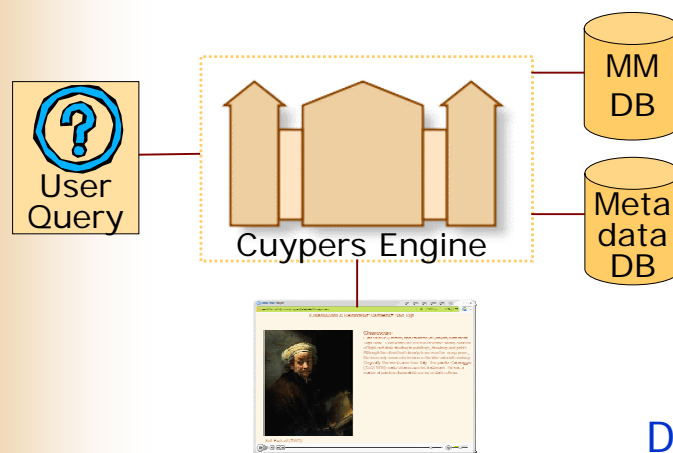
## What is the Semantic Web?

A standard means of

- labelling connections (**RDF**) among objects (**URI**)
- categorising objects and their connections (**RDF Schema**)
- specifying constraints on the connections and the objects (**OWL**)

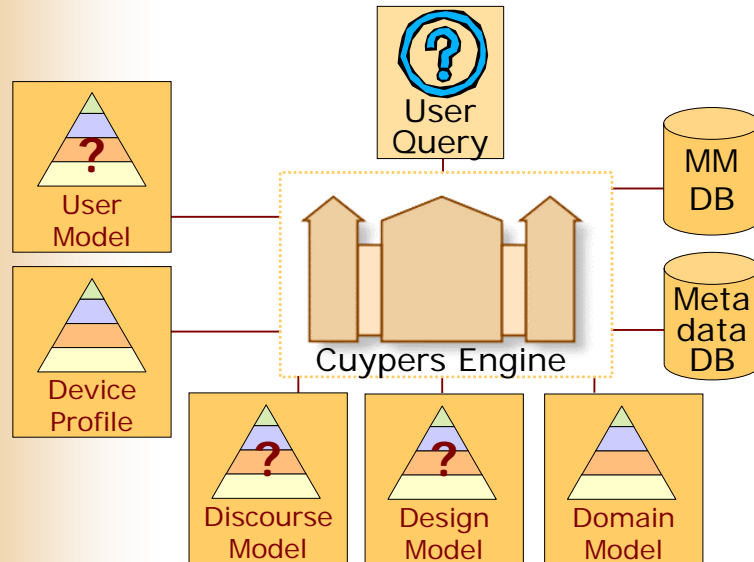
23

## Cuypers multimedia generation engine



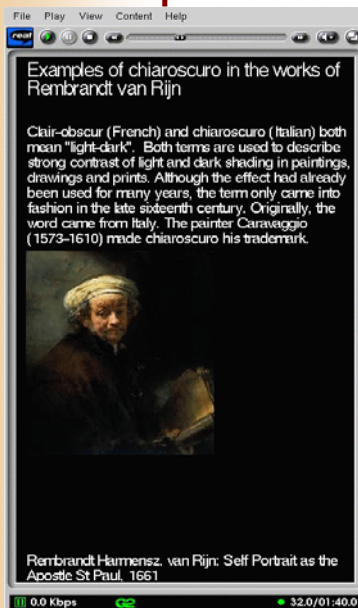
24

## Cuypers Knowledge Sources



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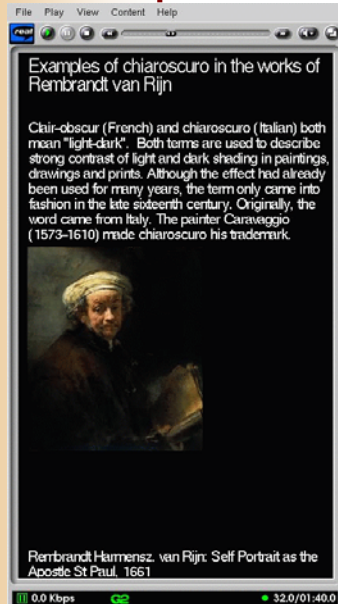
## Example scenario



- User is interested in Rembrandt and wants to know about about the "chiaroscuro" technique
- System responds with textual explanation of the technique and a number of example images of its application in Rembrandt's paintings

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## Example - Annotated SMIL



Combine

Content

text, images

Document structure

SMIL: timing, layout, links

"Message"

Rembrandt is-a painter

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## Using an existing ontology

See <http://www.cwi.nl/~media/semantics/>

```
<?xml version="1.0"?>
```

```
<!-- taken from
```

```
http://www.ics.forth.gr/proj/isst/RDF/RQL/rql.html
```

```
-->
```

```
<rdf:RDF xml:lang="en"
```

```
  xmlns:rdf="http://www.w3.org/1999/02/22-rdf-syntax-ns#"
  xmlns:rdfs="http://www.w3.org/TR/2000/CR-rdf-schema-20000327#"
  xmlns="">
```

```
  <rdfs:Class rdf:ID="Artist"/>
```

```
  <rdfs:Class rdf:ID="Artifact"/>
```

```
  <rdfs:Class rdf:ID="Museum"/>
```

```
  <rdfs:Class rdf:ID="Painter"/>
```

```
    <rdfs:subClassOf rdf:resource="#Artist"/>
```

```
  </rdfs:Class>
```

```
  <rdfs:Class rdf:ID="Painting">
```

```
    <rdfs:subClassOf rdf:resource="#Artifact"/>
```

```
  </rdfs:Class>
```

```
  ...
```

```
</rdf:RDF>
```

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## Embedding RDF in SMIL - I

```
<smil xmlns="http://www.w3.org/2000/SMIL20/CR">
  <head>
    <meta name="generator" content="CWI/Cuyppers 1.0"/>
    <metadata>
      <rdf:RDF xml:lang="en"
        xmlns:rdf="http://www.w3.org/1999/02/22-rdf-syntax-ns#"
        xmlns:oil="http://www.ontoknowledge.org/oil/..."
        xmlns:museum="http://ics.forth.gr/.../museum.rdf"

        <museum:Museum rdf:ID="Rijksmuseum" />

        <museum:Painter rdf:ID="Rembrandt">
          <museum:fname>Rembrandt</museum:fname>
          <museum:lname>Harmenszoon van Rijn</museum:lname>
          <museum:paints rdf:resource="#apostlePaul" />
        </museum:Painter>

        <museum:Painting rdf:about="#apostlePaul">
          <museum:exhibited rdf:resource="#Rijksmuseum" />
          <museum:technique>chiaroscuro</museum:technique>
        </museum:Painting>
      </rdf:RDF>
    </metadata>
    . . .
```

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## Embedding RDF in SMIL - II


```
<museum:Painting rdf:about="#apostlePaul">
  <museum:exhibited rdf:resource="#Rijksmuseum" />
  <museum:technique>chiaroscuro</museum:technique>
  <token:painting-by rdf:resource="#Rembrandt" />
</museum:Painting>
</rdf:RDF>
</metadata>
...
</head>
<body>
  <par>
    <text region="title" src="...query to MM DBMS..."/>
    <text region="descr" src="..."/>
    <seq>
      <par dur="10"> ... 1st painting+title ... </par>
      <par dur="10"> ... 2nd painting+title ... </par>
      <par dur="10"> ... 3rd painting+title ... </par>
      <par dur="10"> ... 4th painting+title ... </par>
      <par dur="10" id="apostlePaul">
        
        <text region="ptitle" src="..."/>
      </par>
    </seq>
  </par>
</body>
</smil>
```

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## Marked-up presentation

Examples of chiaroscuro in the works of Rembrandt van Rijn

Chiar-obscur (French) and chiaroscuro (Italian) both mean "light-dark". Both terms are used to describe strong contrast of light and dark shading in paintings, drawings and prints. Although the effect had already been used for many years, the term only came into fashion in the late sixteenth century. Originally, the word came from Italy. The painter Caravaggio (1573-1610) made chiaroscuro his trademark.



Rembrandt Harmensz. van Rijn: Self Portrait as the Apostle St Paul. 1661

```
<museum:Painting rdf:about="#apostlePaul">
  <museum:exhibited rdf:resource="#Rijksmuseum"/>
  <museum:technique>chiaroscuro</museum:technique>
>
</museum:Painting>
</rdf:RDF>
</metadata>
...
</head>
<body>
  <par>
    <text region="title" src="..." />
    <text region="descr" src="..." />
    <seq>
      <par dur="10"> ... </par>
      <par dur="10"> ... </par>
      <par dur="10"> ... </par>
      <par dur="10"> ... </par>
      <par dur="10" id="apostlePaul">
        
        <text region="ptitle" src=".." />
      </par>
    </seq>
  </par>
</body>
</smil>
```

## Cuypers – the bad news

Currently all our design knowledge is:

- implicit and hidden in the generation rules
- lost in the generated Web presentation
- not reusable for other Web applications/sites

We need the Semantic Web

# Topia

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## Conclusions

- Generating multimedia presentations requires
  - making design dependencies explicit
  - taking these dependencies into account
- Semantic Web has the potential to
  - encode knowledge we use
  - reuse knowledge already available
- Cuypers and Topia systems
  - provide experimentation platforms
  - using standard tools and languages as much as possible

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