

Target groups

REPLICATE will benefit many stakeholder groups:

- **Citizens**
- **Creative people** without prior 3D expertise
- **Creativity professionals**
- **Researchers in the humanities**



Contacts


Project Manager

Paul Chippendale

FBK - Bruno Kessler
Foundation
via Sommarive 18,
38123 Povo - Trento
Italy

 <http://replicate.fbk.eu>

 replicate-info@fbk.eu

 +39 0461 314512


Local partner contact

Andreas Hauser

Wikitude GmbH
Schranngasse 6
5020 Salzburg
Austria

 <http://replicate.fbk.eu>

 andreas.hauser@wikitude.com

 +43 662 243310

Partners

(1) Fondazione Bruno Kessler - Italy
www.fbk.eu

(2) Fraunhofer HHI - Germany
www.hhi.fraunhofer.de

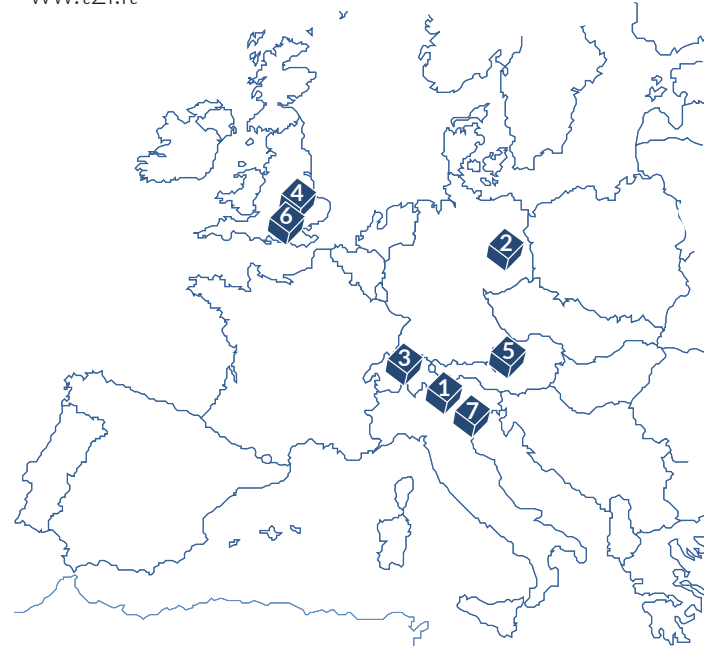
(3) ETH - Zurich Switzerland
www.vision.ee.ethz.ch

(4) Gameware Europe - UK
www.gamewareeurope.com

(5) Wikitude - Austria
www.wikitude.com

(6) Animal Vegetable Mineral - UK
www.animalvegetablemineral.tv

(7) t2i - trasferimento tecnologico
e innovazione - Italy
ww.t2i.it



Replicate

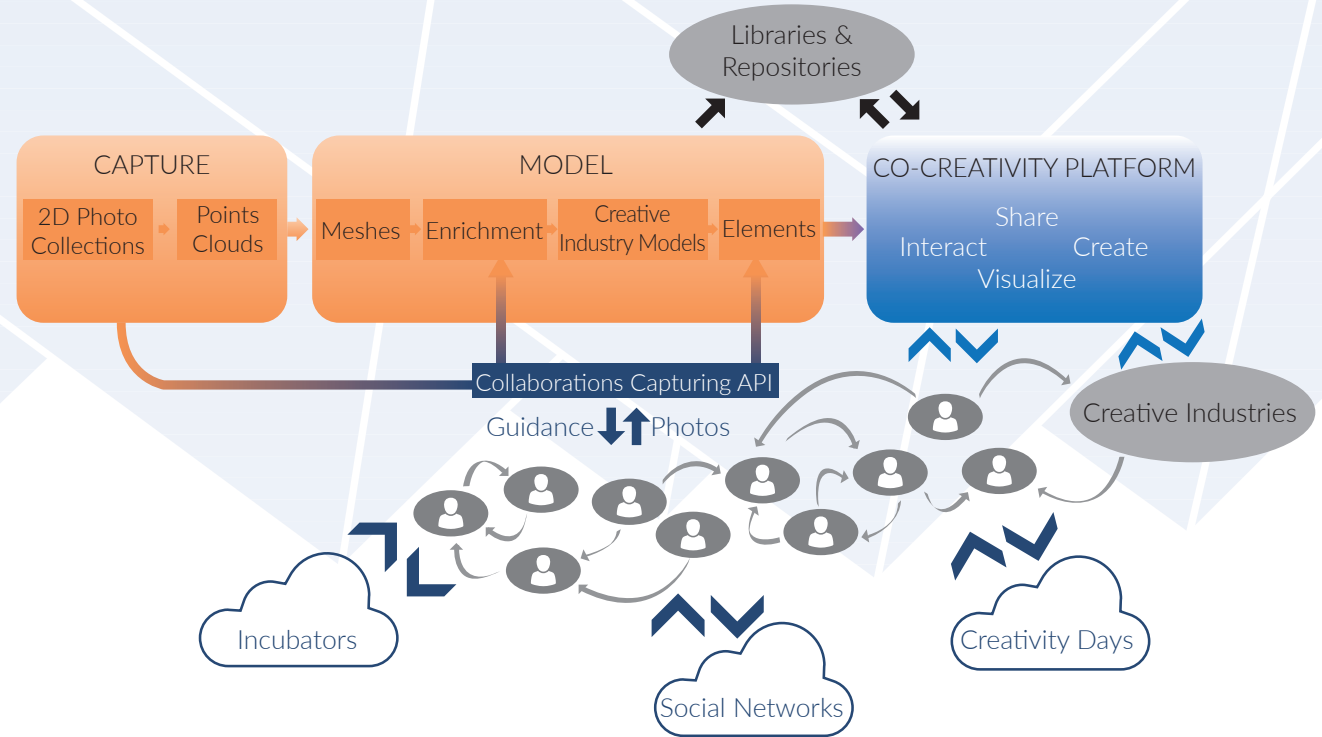
cReative-asset harvE sting PipeLine to Inspire
Collective-AuThoring and Experimentation

TAKE INSPIRATION FROM THE REAL WORLD!

Highlights

REPLICATE assembles a world-class team of creative thinkers from research and private sectors to benefit the **Creative Industries** through:

- The promotion of a **user-centric, mobile-based, 3D acquisition tool** to **transform real-world scenarios** into **new forms of creative-assets**.
- The development of **geometric** and **semantic decomposition tools** that can guide users through the process of **disassembling** and **reassembling sub-elements** of objects.
- The introduction of **new ways of content creation, access** and **reusability** through **crowd-sourcing** strategy and the implementation of **3 initial Creativity Incubators**.
- The enhancement of **creative process** in **cooperative** and **co-creative environments** through the integration of novel **Mixed Reality (MR) user experiences** and physical replicates via **rapid prototyping**.



REPLICATE at a glance

Who

REPLICATE has assembled a team of **research institutions, SMEs** and **intermediaries** involved in **emerging technologies** for creative digital representation of real world.

What

REPLICATE aims to use **Smartphones** and their **sensors** to deliver **3D reconstruction** of **objects** and their surroundings via **visual, tactile** and **haptic user interfaces**.

Where

REPLICATE will provide intuitive **mobile Apps** and **software platforms** for **co-creation** and **collaboration** among **creative people**, stimulating **crowd-sourcing experience**.

When

REPLICATE started in **January 2016**, and will deliver its final outputs in **December 2018**.

Why

REPLICATE aims to stimulate European Creative Industries in exploring **new ways of communication** and **sharing of ideas** and **assets creation**.

How

REPLICATE will employ emerging **mobile devices** for the development of a **ubiquitous** and **intuitive platform** to create **real-world-derived digital assets**, implemented in a **cooperative environment** where human inspiration can be harnessed utilizing **Augmented Reality/MR/VR**.