



Sigil3D

A Crowdsourcing Platform for 3D Interactive Content

Andrea Barillari

Daniele Bernardini

Prof. Pierluigi Crescenzi

Crowdsourcing

a new way to produce content

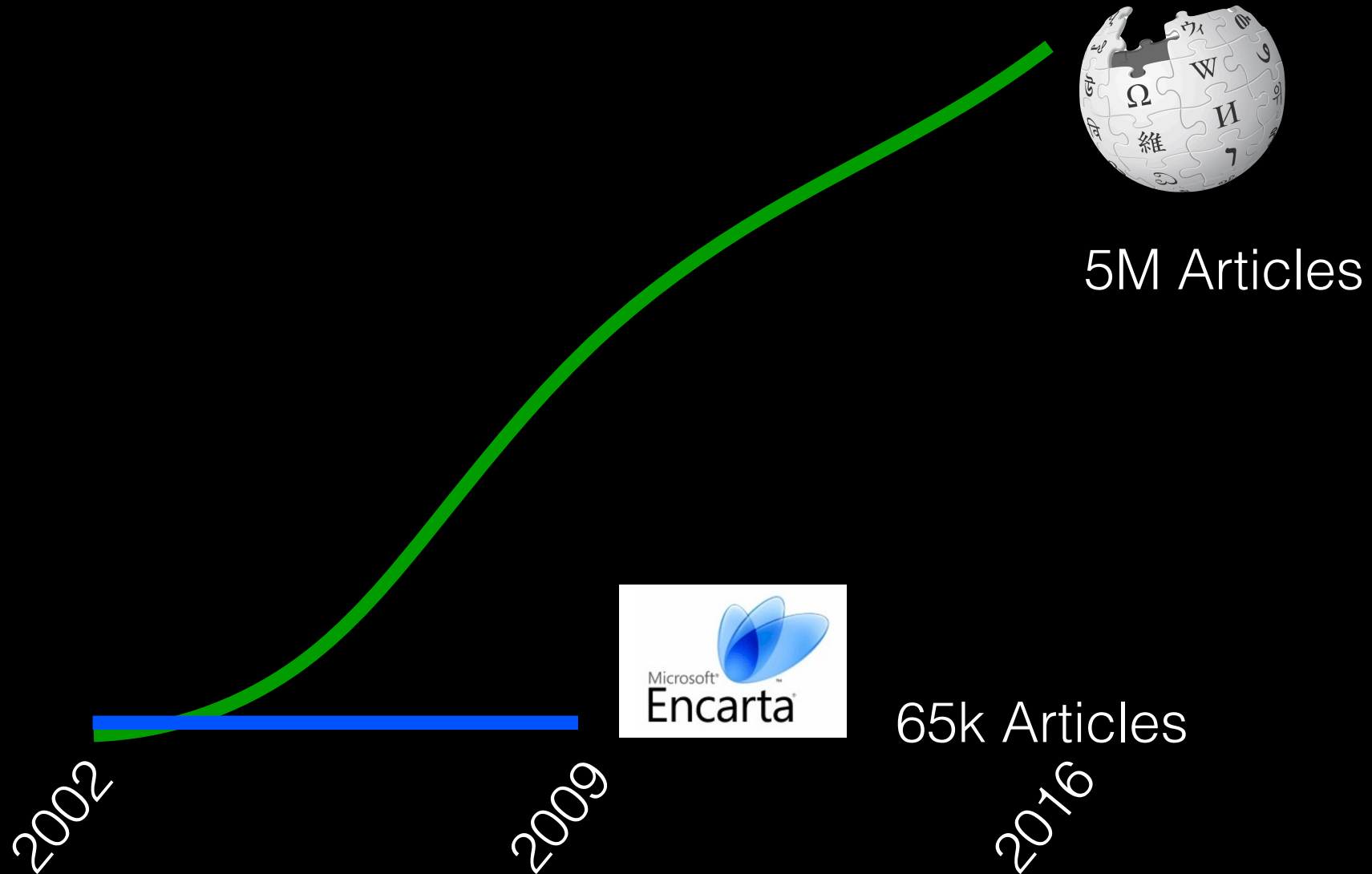


- Small Groups
- Close Coordination
- Highly Specialised



- Vast Groups
- Not Coordinated
- Not Necessarily Specialised

Closed Source vs Crowdsourced



Evolution of Crowdsourcing

2001

Knowledge



2004

Experience

facebook

2005

Video

You Tube

2008

Code

 stackoverflow

When is Crowdsourcing Possible?

- Large Author Community
- Easy Content Creation
- Easy Merging

Is Interactive 3D Content Viable for Crowdsourcing?

- Large Author Community?
- Easy Content Creation?
- Easy Merging?

Game Engines

1992



Sprites
2D Map

2002



Editor
Full 3D

2012



Visual Scripts
Physics

Active
Authors

100

10K

1M

Publishing

- Package one or more fully functional binary
- Design and develop the network stack
- Provision and deploy on server
- Maintain the server

Merging

?

Is Interactive 3D Content Viable for Crowdsourcing?

- Large Author Community ✓
- Easy Content Creation? ✓ except publishing
- Easy Merging? ✗

DEMO

Really Accessible to non Specialists?

- time consuming
- problems with textures and complex geometries

How to make it more Accessible

- Contribute Texture and Primitives
- Facilitate Collaboration
- Reuse Building Blocks across the System

Outlook

- Free for Education and Research
- Enable Eventually Commercial Application

Alpha Invites

info@intranetstandard.com

<http://sigil3d.co>