



KBM – Text and Image

Frank Nack

# Outline

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- Summary last lecture
- Text – a visual sign system
- Image – a different visual sign system

# Intro knowledge - summary

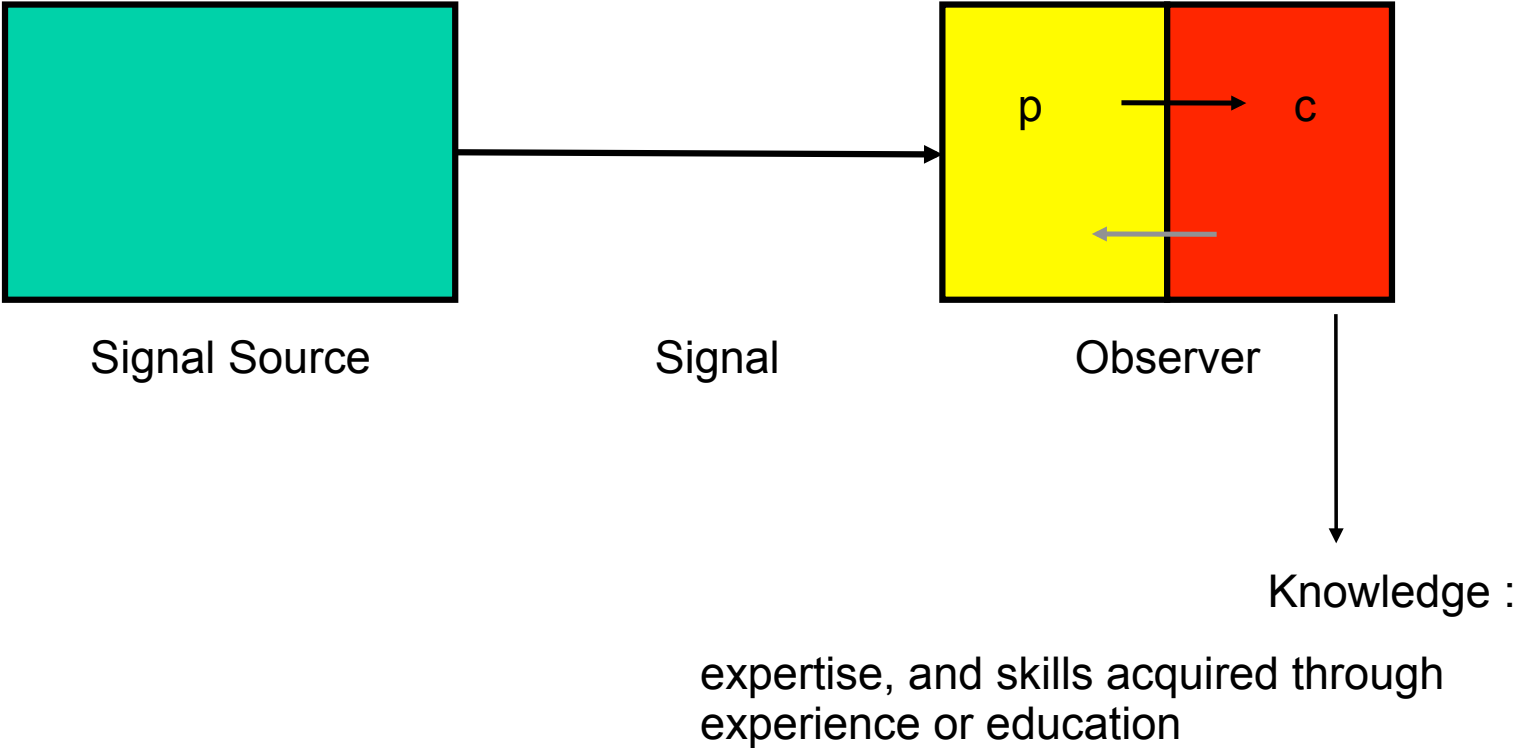
## Investigated

- The concept of context

## Findings

- The access of information depends on the personal, spatial and temporal context in which a user is situated.
- Context requires the synchronisation of several models (e.g. user, presentation, knowledge, location, etc).
- Modelling context requires a clear understanding of the tasks performed by the user, as it is them that determine the detail required in the content description of the media items => one approach towards restricting descriptions (reduce complexity).
- Keeping track of events in time is essential to allow a system to adapt to the user through learning (history model).

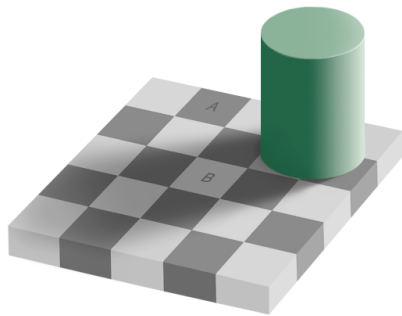
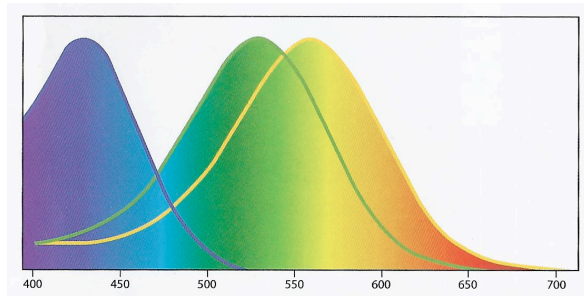
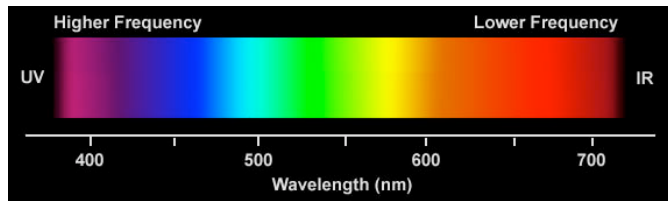
# Knowledge and symbolic communication



p = perceive  
c = conceive



# Knowledge example - Colour



## Colour

- Physical phenomenon
- Psychological phenomenon
- Social phenomenon

# Knowledge example - Colour

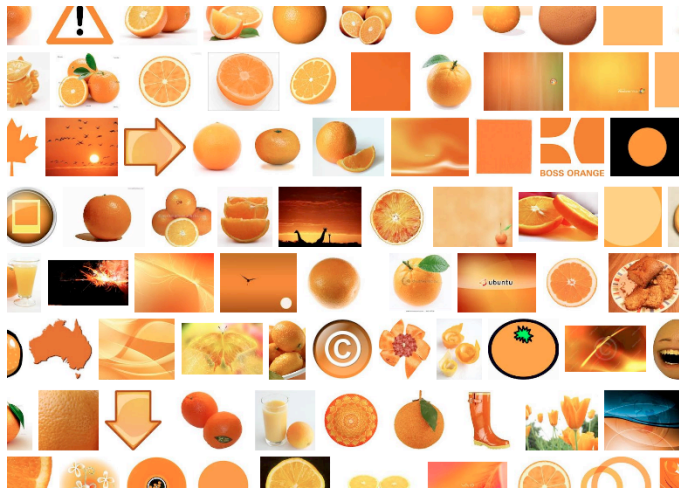
Sapir-Whorf Hypothesis: Connection between thought and language.

If you haven't got a word for it, you won't think about it (linguistic relativity).

If you don't perceive it as a concept, you won't invent a word for it.

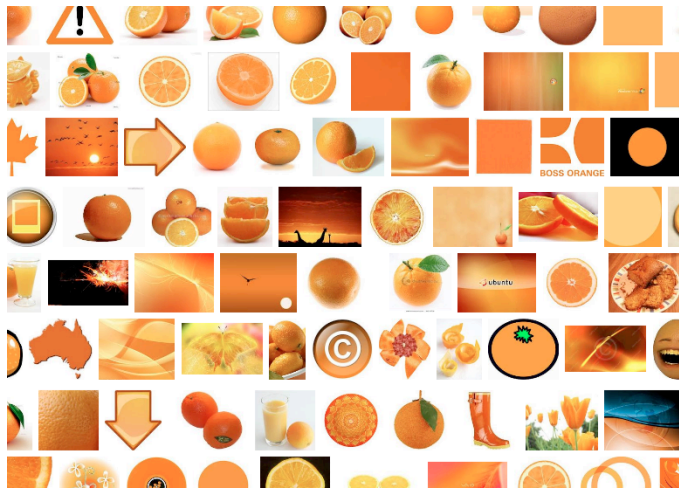
In English there are 11 basic colour names (that is, roughly speaking, words that we teach our children):

Red, orange, yellow, green, blue, purple, brown, pink, black, white, grey



Orange example provided by courtesy of Steven Pemberton

# Knowledge example - Colour



Orange example provided by  
courtesy of Steven Pemberton

So do you think that the colour orange is named after the fruit, or the fruit is so-called because of its colour (England)?

In fact there was no colour orange in English until the introduction of the fruit in the 16th century. Until then it was just a reddish-yellow.

The progression of the name was unsurprisingly gradual. After the introduction of the fruit, you find people talking of things having an "orange hue" (where "orange" still refers to the fruit), and it wasn't until around 1600 that people started using the word orange as a free-standing colour name.

## Knowledge example - Colour



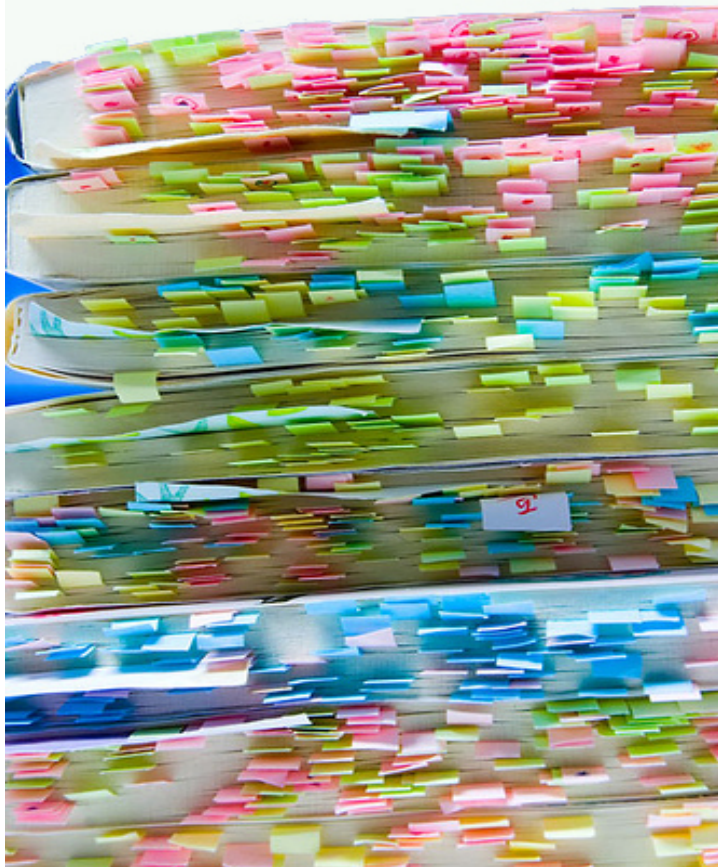
<http://www.boreme.com/posting.php?id=30670>

It turns out that how the colour spectrum gets divided into names is **largely cultural**

For instance **Ao** (青) is a Japanese color that covers English blue and green: in Japan, green traffic lights are *ao shingo*, blue skies are *ao zora*, and green apples are *ao ringo*.

The African Himba language and the Mexican Tzeltal language are examples of other languages that do the same.

# Knowledge and symbolic communication



Representing knowledge in media-based systems requires:

- Relevant conceptual models
- A language to represent the models
- Interpretation mechanisms

## Text – a visual sign system





# Approaching text

## A (Alphabet)

**Saussure, Ferdinand de** - (1857-1913) Swiss linguist. His *Course in General Linguistics* (1916, posthumous) is generally considered to be the foundation of modern linguistics. He envisaged the development of semiology as a science of signs.

**Peirce, Charles S.** - (1839-1914) American scientist and philosopher. One of the foremost philosophers of 'pragmatism' - no object or concept possesses validity or importance in its own right. Its significance lies only in the practical effects of its use or application. For Communication and Media students, his importance lies primarily in his development of semiotics.

## B (Logogram)

(別紙)

「あらゆる形態の人種差別の撤廃に関する国際条約」(抜粋)

### 第二条

1. 締約国は、人種差別を非難し、またあらゆる形態の人種差別を撤廃する政策及びあらゆる人種間の理解を促進する政策をすべての適当な方法により奨励なくとることを約束する。このため、

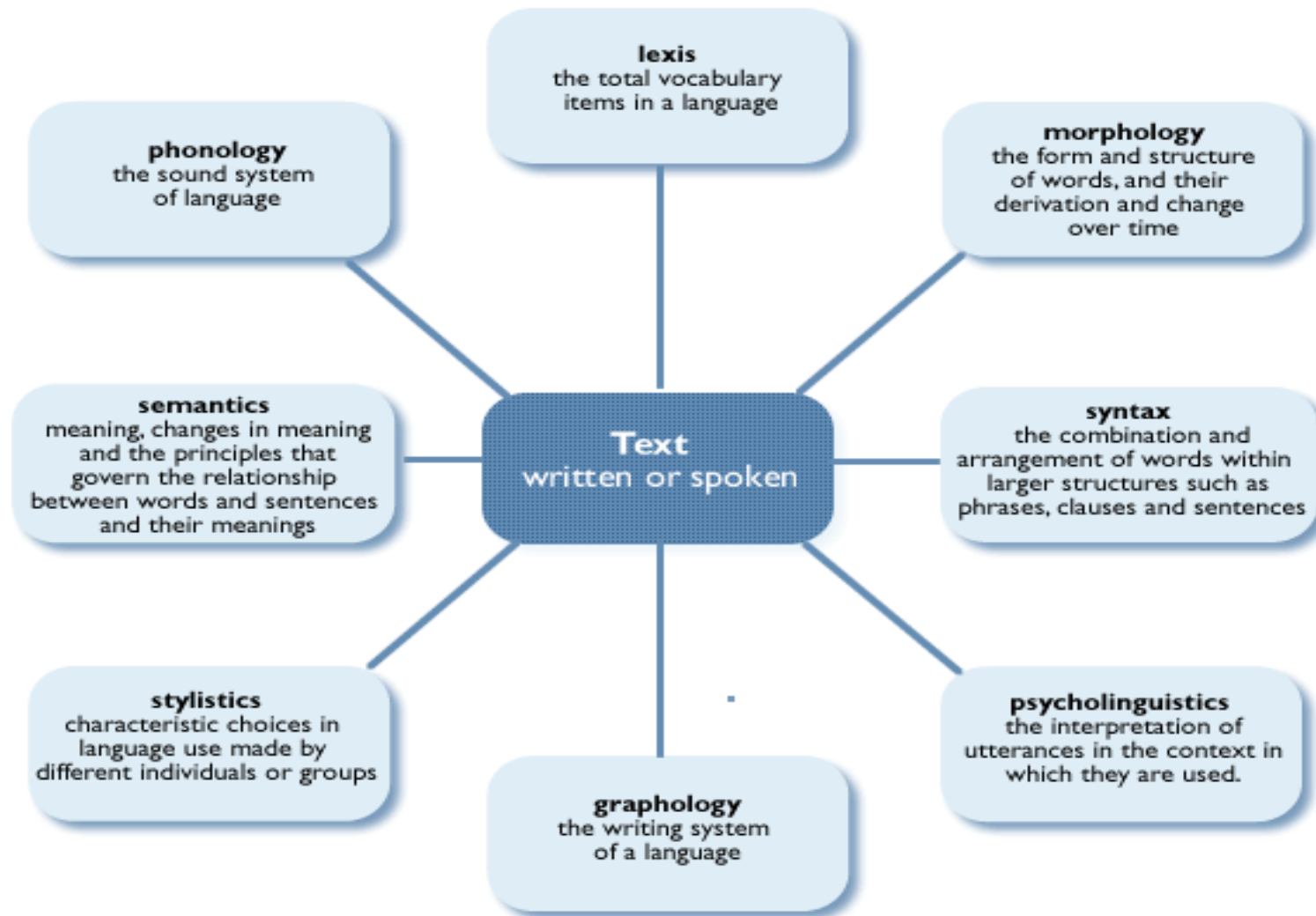
(b) 各締約国は、いかなる個人または団体による人種差別も後援せず、擁護せずまたは支持しないことを約束する。

(d) 各締約国は、すべての適当な方法(状況により必要とされるときは、立法も含む。)により、いかなる個人、集団または団体による人種差別も禁止し、終了させる。

### 第六条

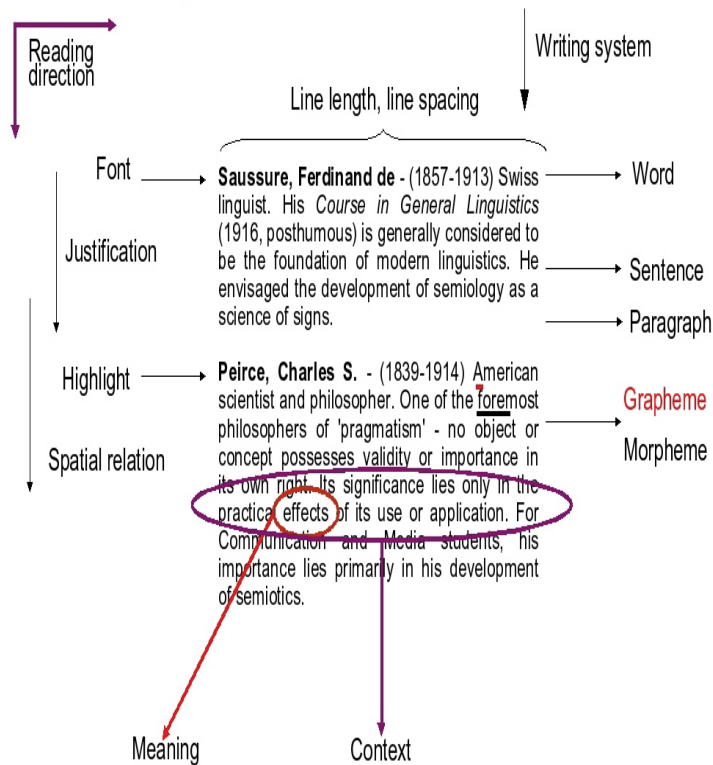
締約国は、自国に管轄の下にあるすべての者に対し、権限のある自国の裁判所及び他の国家機関を通じて、この条約に反して人権及び基本的自由を侵害するあらゆる人種差別の行為に対する効果的な保護及び救済措置を確保し、並びにその差別の結果として被ったあらゆる損害に対し、公正かつ適正な賠償または救済を当該裁判所に求める権利を確保する。

# Approaching text





# Text – a sign system I



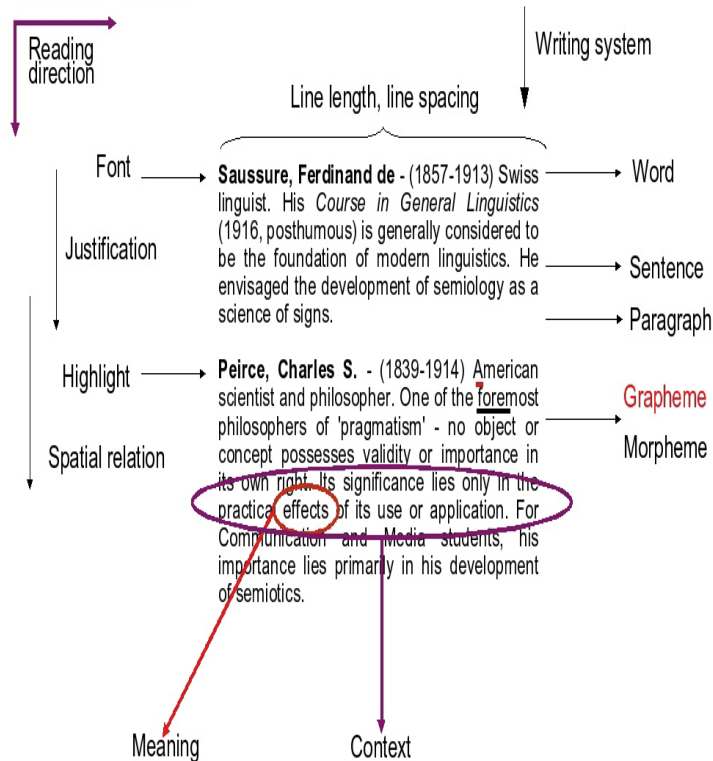
A code is a rule-governed system of signs, whose rules and conventions are shared amongst members of a culture, and which is used to generate and circulate meanings in and for that culture.

A set of **signs** that carry meaning.

A set of agreed **rules** for combining those signs together

- Perceptual (e.g. Typography)
- Syntagmatic (e.g. Grammar)
- Paradigmatic (e.g. Ontology)
- Social (e.g. Word use)

# Text – a sign system II



**Syntagms** are often defined as 'sequential' (and thus *temporal* - as in speech and music), but they can represent *spatial relationships*. The plane of the syntagm is that of the *combination* of 'this-and-this-and-this' (syntax).

**Example:**

shoes socks pants sweater scarf hat

A **paradigmatic** structure represents potential substitutions in which a range of candidates can take the place of a sign in the syntagmatic structure. The plane of the paradigm is that of the *selection* of 'this-or-this-or-this' (semantics).

**Example:**

knickers  
short  
shoes socks pants sweater scarf hat  
kilt  
tights

# Text – a sign system III

## Representation and Transformation mechanisms

### Syntagm

- **Spatial relations (horizontal and vertical axis, centre and margin)**
- **Logical order (grammar)**
- **Exposition (proposition, evidence, justification)**
- **Narrative space (exposition, retardation, digression, omission, redundancy)**
- **Narrative time (ellipses, compression, insertion, dilation)**

### Paradigm

- **clusters (e.g. synonyms)**
  - **doublets (e.g. oppositions)**
  - **proportional series ( e.g. a series of oppositional doublets such as *female - male, passive - active, etc.*)**
- => Taxonomy
- **hierarchies (ordered semantic units based on relations of inclusion or exclusion, e.g. *Pekinese/dog/animal/living thing*).**
- => *Thesaurus*

processes

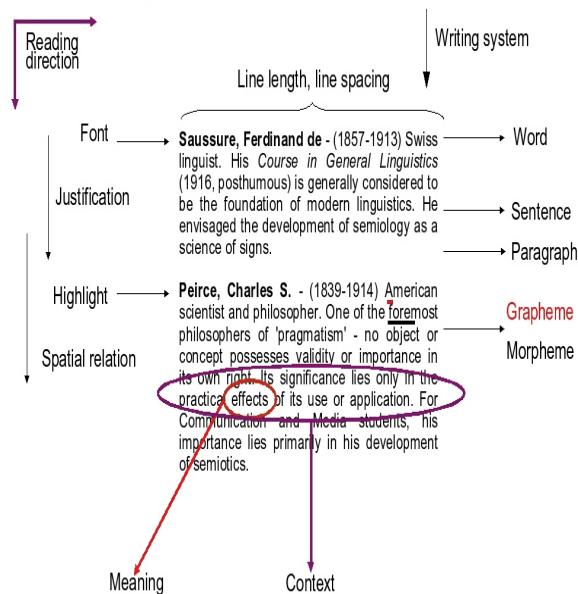
**Semantic field:** '...a conceptual structure which organises potential meanings in relation to others'  
=> Conceptual graph, semantic network, ontology

## Text – Description languages/mechanisms

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- **XHTML(5)** is a markup language that has the same depth of expression as HTML, but also conforms to XML syntax.
- **XHTML Basic** is an XML-based structured markup language primarily used for simple (mainly hand-held) user agents, typically mobile devices.
- **DATR** is a language for lexical knowledge representation. The lexical knowledge is encoded in a network of nodes. Each node has a set of attributes encoded with it.
- **CyCL** is a declarative language based on classical first-order logic, with extensions for modal operators and higher order quantification
- **RDF** a general method of modelling information, through a variety of syntax formats
- **RDFa** adds a set of attribute-level extensions to HTML, XHTML and various XML-based document types for embedding rich metadata within Web documents.
- **RDFS** is an extensible knowledge representation language, providing basic elements for the description of ontologies
- **OWL** is a family of knowledge representation languages for authoring ontologies that are based on Description Logics.
- **Dublin Core** is a standard for cross-domain information resource description. It provides a simple and standardised set of conventions for describing things online in ways that make them easier to find.
- **FOAF** is a machine-readable ontology describing persons, their activities and their relations to other people and objects

# Text – a sign system summary I



Text is a sign system strong on **arbitrariness**, proposing the autonomy of language in relation to reality.

Text emphasis on internal structures and thus does not 'reflect' reality but rather *constructs* it.

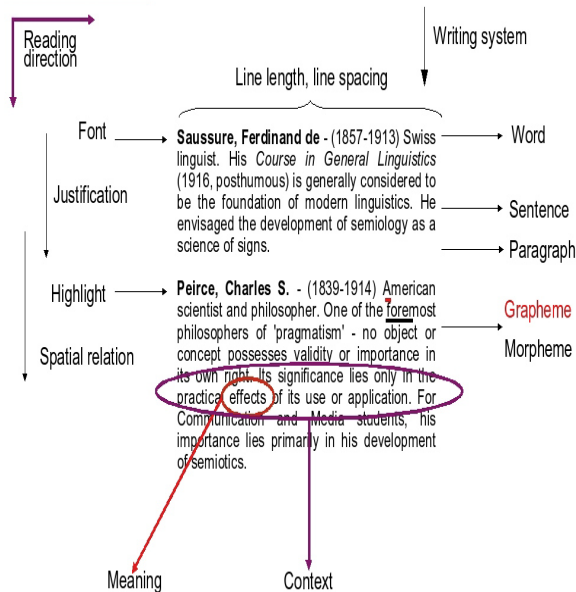
Text is **conventional** with an emphasis on the types **index** and **symbol**.

# Text – a sign system summary II

Representing Text in a media-based system:

Conceptual models for:

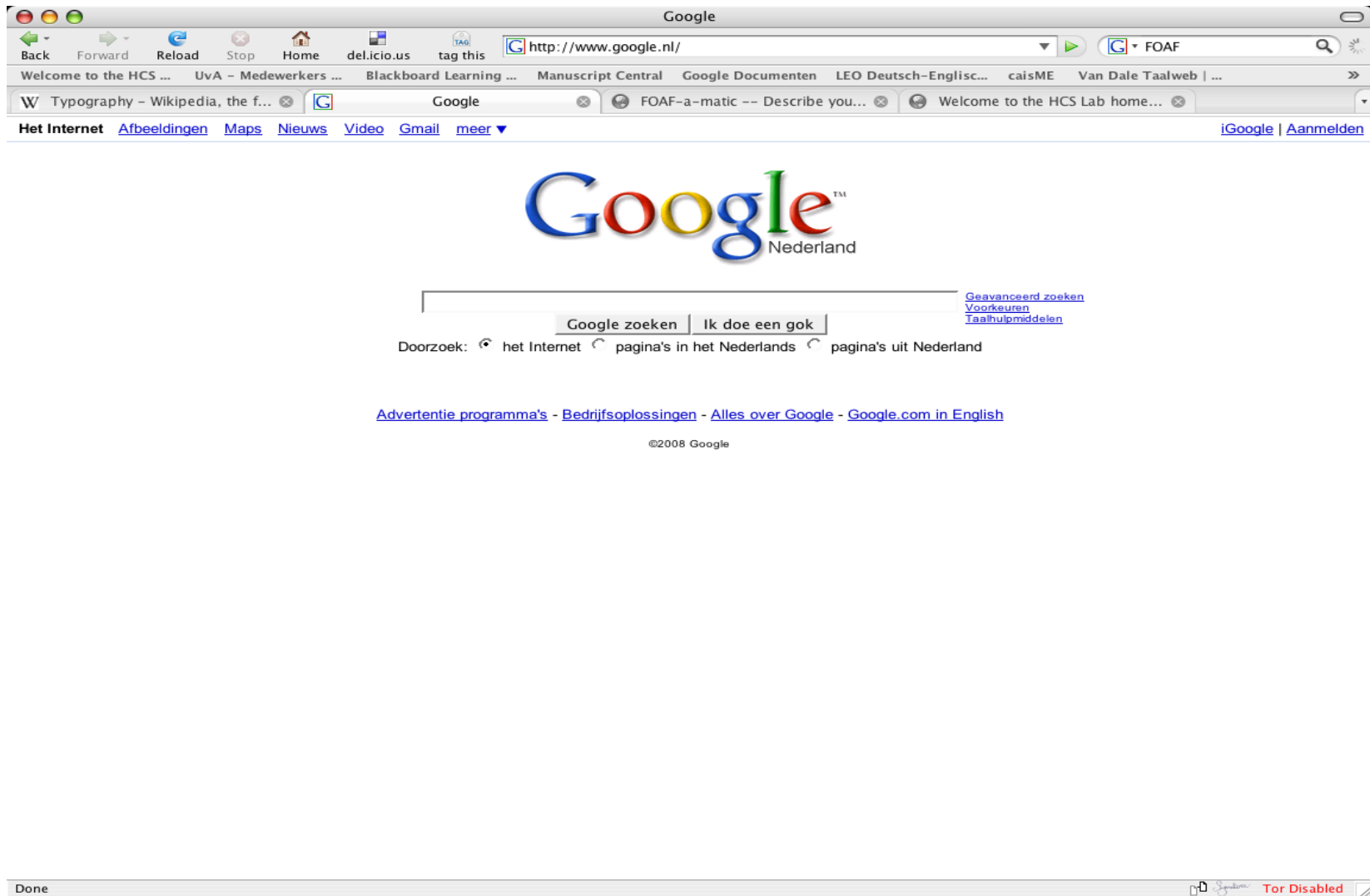
- Typography
- Layout
- Writing system (e.g. Alphabet)
- Syntax (e.g. grammar, markup languages, ....)
- Dictionaries
- Semantics (e.g. taxonomy, thesaurus, ontology, conceptual graph, etc.)
- Style (e.g. frame, template, script,....)
- Genre (e.g. template, conceptual graph)



Interpretation depends on the task:

- Search (e.g. text understanding, word matching and/or ranking)
- Generation (e.g. text understanding, question-answering, ....)
- Comparison (e.g. Syntax (pattern matching) or semantics (clustering, distance evaluation, etc.))

# Text – Applications I



# Text – Applications II

The screenshot shows the Wikipedia Main Page in a browser window. The browser's address bar displays the URL [http://en.wikipedia.org/wiki/Main\\_Page](http://en.wikipedia.org/wiki/Main_Page). The page features the Wikipedia logo, a navigation menu, and a search box. The main content area is titled "Welcome to Wikipedia, the free encyclopedia that anyone can edit." and lists 2,221,347 articles in English. The page is divided into several sections: "Today's featured article" (Peru), "In the news" (50th Annual Grammy Awards, José Ramos Horta, Egypt wins the 2008 Africa Cup of Nations, etc.), "On this day..." (February 11: National Foundation Day in Japan, 1808 - Anthracite coal, etc.), and "Did you know..." (fungus *Tricholoma pardinum*, 1907 mansion in Hollywood, California).

**Navigation:**

- Main Page
- Contents
- Featured content
- Current events
- Random article

**Interaction:**

- About Wikipedia
- Community portal
- Recent changes
- Contact Wikipedia
- Donate to Wikipedia
- Help

**Search:**

Go Search

**Toolbox:**

- What links here
- Related changes
- Upload file
- Special pages
- Printable version
- Permanent link

**Languages:**

- Simple English
- العربية
- Bahasa Indonesia
- Bahasa Melayu
- ????
- ????????????????

**Welcome to Wikipedia,**  
the free encyclopedia that anyone can edit.  
2,221,347 articles in English

**Today's featured article**

**Peru** is a country in western **South America**. It is bordered on the north by Ecuador and Colombia, on the east by Brazil, on the southeast by Bolivia, on the south by Chile, and on the west by the Pacific Ocean. Peruvian territory was home to the **Norte Chico civilization**, one of the oldest in the world, and to the **Inca Empire**, the largest state in **Pre-Columbian America**. The **Spanish Empire** conquered the country in the 16th century and established a **Viceroyalty**, which included most of its South American colonies. Since achieving **independence** in 1821, Peru has undergone periods of political unrest and fiscal crisis as well as periods of stability and economic upswing. Peru is a **presidential representative democratic republic** divided into **25 regions**. Its geography varies from the arid plains of the Pacific coast to the peaks of the **Andes** mountains and the tropical forests of the **Amazon Basin**. It is a **developing country** with a medium **Human Development Index** score and a poverty level around 50%. Its main economic activities include agriculture, fishing, mining, and manufacturing of products such as textiles. The Peruvian population is estimated at 28 million. The main spoken language is **Spanish**, although a significant number of Peruvians speak **Quechua** and other **native languages**. **(more...)**

Recently featured: **Xenon** – **Boeing 747** – **Golden plates**

**Archive** – **By email** – **More featured articles...**

**Did you know...**

*From Wikipedia's newest articles:*

- ...that fungus ***Tricholoma pardinum*** *(pictured)* was responsible for over 20% of cases of **mushroom poisoning** in **Switzerland** in the first half of the 20th century?
- ...that a **1907 mansion** in **Hollywood, California** known as **Jualita** was the location for scenes from the film ***Rain Man*** and the TV show ***The***

**In the news**

- The **50th Annual Grammy Awards** take place in **Los Angeles, USA**.
- President **José Ramos Horta** *(pictured)* of **East Timor** is wounded in an attack that leaves rebel leader **Alfredo Reinhad**o dead.
- In association football, **Egypt** wins the **2008 Africa Cup of Nations**, defeating **Cameroon** 1–0 in the final in **Accra, Ghana**.
- A fire on the **Turkish freighter *UND Adriyatik*** is extinguished, dispelling fears of an **oil spill** and **environmental damage**.
- Space Shuttle Mission STS-122** launches from **Kennedy Space Center** to deliver the **Columbus module** to the **International Space Station**.
- A **tornado outbreak** across the **Southern United States** kills at least 59 people and injures more than 100 others.

**Wikinews** – **Recent deaths** – **More current events...**

**On this day...**

**February 11: National Foundation Day** in **Japan**.

- 1808** – **Anthracite coal** *(pictured)* was first experimentally burned as a residential heating fuel by **Jesse Fell** in **Wilkes-Barre, Pennsylvania, USA**.
- 1858** – Fourteen-year old peasant girl **Bernadette Soubirous** reported the first of **eighteen Marian apparitions** in **Lourdes, France**, resulting in the town becoming a major site for **pilgrimages** by **Catholics**.
- 1929** – To settle the "**Roman Question**", **Italy** and the **Holy See** of the **Roman Catholic Church** signed the first **Lateran Treaty**, establishing




# Text – Applications III

Eastgate: Serious Hypertext

http://www.eastgate.com/





Welcome to the HCS ... UvA - Medewerkers ... Blackboard Learning ... Manuscript Central Google Documenten LEO Deutsch-Englisc... caisME Van Dale Taalweb | ...

W Typography - Wikipedia, the f... Eastgate: Serious Hypertext FOAF-a-matic -- Describe you... Welcome to the HCS Lab home...


 **Eastgate**

"...the primary source for serious hypertext" -- Robert Coover, *The New York Times Book Review*


At Eastgate, we create new hypertext technologies and publish serious hypertext, fiction and non-fiction: **serious, interactive writing.**


 <p>for Mac. for Windows. download today!</p>			<p><b>SERIOUS HYPERTEXT:</b> Eastgate publishes superb, original hypertext fiction, nonfiction, and poetry, and we create innovative tools for hypertext writers.</p> <p>These outstanding hypertexts are collected in libraries and studied in universities and schools throughout the world, and have been widely discussed in the research literature.</p>
<p>Storiespace is widely considered the tool of choice for hypertext writers.</p> <p>Whether your idea of an ideal writing environment is a snug cabin in the woods or your note-strewn desk, whether you write on a new laptop or a trusty old desktop, Storiespace will help keep your ideas linked together.</p> <p><a href="#">Download the demo today!</a></p>	<p>TEKKA is our subscription Web magazine about <b>enjoying new media</b> and <b>beautiful software.</b></p> <p>No kid stuff, no management fluff. Other magazines tell you what to buy; Tekka tells you what to build. Original hypertext fiction. Incisive, thoughtful criticism. Fresh perspectives on information architecture, software aesthetics, design, and art. <i>Just \$50/year.</i></p>	<p>Tinderbox is a personal content management assistant. It stores your <b>notes, ideas, and plans.</b> It can help you organize and understand them.</p> <p>And Tinderbox helps you share ideas through <b>Web journals and weblogs.</b></p> <p>Visual, smart, swift, and personal: Tinderbox is revolutionary new software.</p>	<p><b>Tools for Information Farming</b></p> <p>Eastgate offers a collection of wonderful tools for <b>information farming</b> -- gathering, analyzing, and sharing interlinked information. The collection ranges from elegant and durable Italian journals to a selection for Moleskine notebooks to exquisitely engineered laptop sleeves.</p> 

Shelley Jackson's brilliant, unforgettable hypertext novel **Patchwork Girl** is one of the great achievements of literary hypertext. What if Mary Shelley herself made the



**Cultures in Webs**, by Roderick Coover. A challenging and compelling study of new directions for cross-cultural media arts and film production. West African dance,



Done  Tor Disabled

# Text – Applications IV

Cycorp, Inc.

http://www.cyc.com/

Back Forward Reload Stop Home del.icio.us tag this

Welcome to the HCS ... UvA - Medewerkers ... Blackboard Learning ... Manuscript Central Google Documenten LEO Deutsch-Englisc... caisME Van Dale Taalweb | ...

W Typography - Wikipedia, the f... Cycorp, Inc. FOAF-a-matic -- Describe you... Welcome to the HCS Lab home...

company technology Cyc R&D applications OpenCyc contact us

**What's new at Cycorp:**

**Cyc Training**

The next **Cyc 101** training course will be held from **May 5<sup>th</sup> through 7<sup>th</sup>, 2008**. Training on advanced Cyc topics will be offered from **May 8<sup>th</sup> through 9<sup>th</sup>**. A course description and registration information are available [here](#). We also offer on-site training on semantic knowledge management and ontology development, tailored to your organization's needs; contact us at [cyc101 @ cyc.com](mailto:cyc101@cyc.com) for additional information.

**Cyc 1.0 is now available**

**OpenCyc 1.0** and **ResearchCyc 1.0** are now available and they're bigger and better than ever!

**Play to help Cyc learn**

Now everyone can participate in the global effort to develop the world's most comprehensive knowledge base!

Play **The FACTory**, a fun trivia game, and help improve Cyc's thinking.

**Computers and Common Sense?**

As statistics-based search engines become increasingly powerful, is there still a role for common sense knowledge and reasoning? [Watch a recent presentation](#) by Cycorp

**R&D in A.I.**

Cycorp was founded in 1994 to research, develop, and commercialize Artificial Intelligence. Cycorp's vision is to create the world's first true artificial intelligence, having both common sense and the ability to reason with it. [More...](#)

**Potential applications**

- Text Understanding
- Knowledge Management
- Question Answering
- Expert Systems
- Knowledge Extraction
- Intelligent Search
- Semantic Integration
- "Active" Menus and Forms
- Intelligent Search
- [More....](#)

**Cyc in the News**

"Entrepreneurs See a Web Guided by Common Sense"

**The Cyc Foundation**

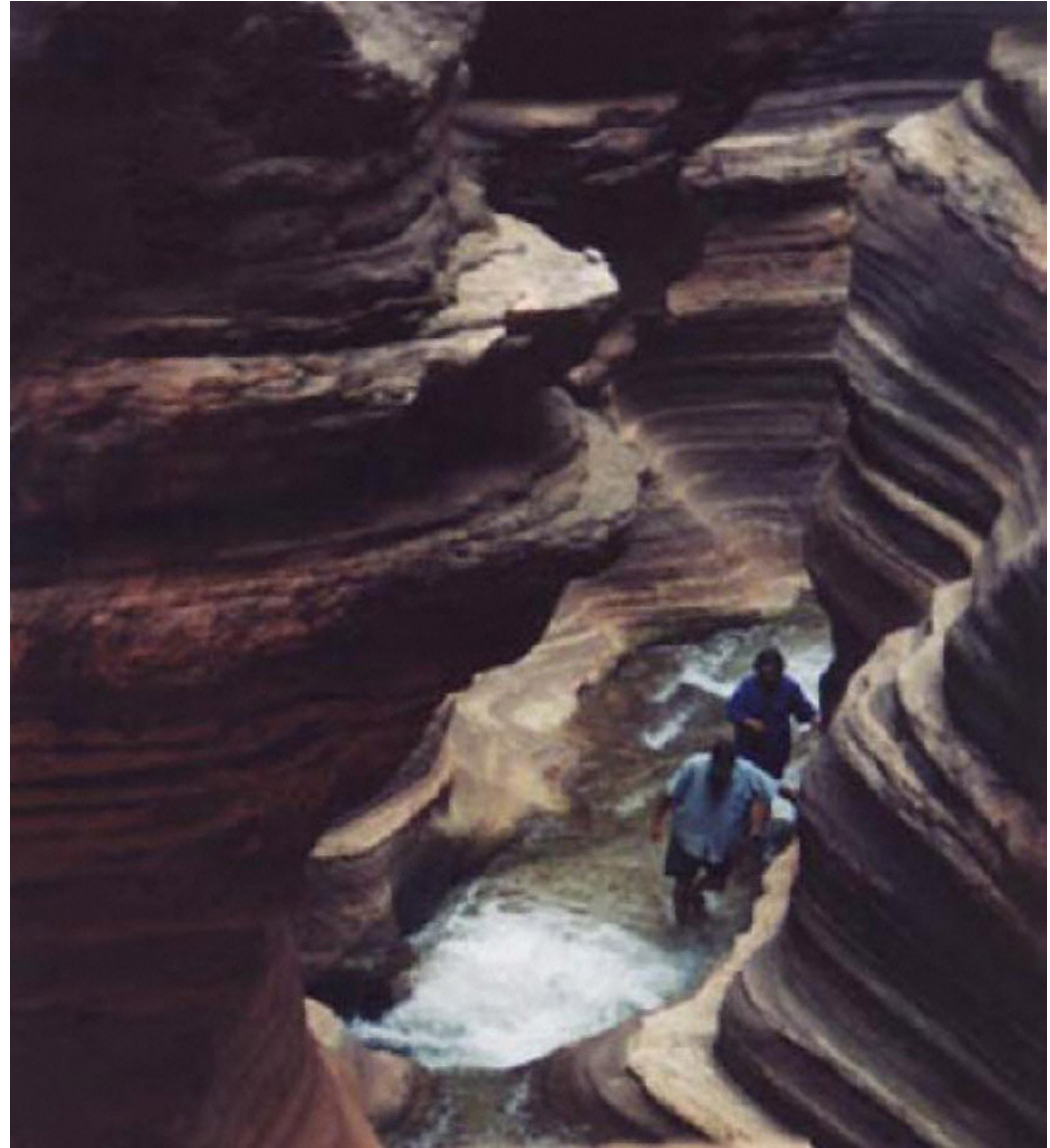
The Cyc Foundation, a nonprofit organization to manage and grow the OpenCyc ontology, has been launched! Please visit [www.cycfoundation.org](http://www.cycfoundation.org) to find out how you can participate.

**#\$Cyclify-Austin**

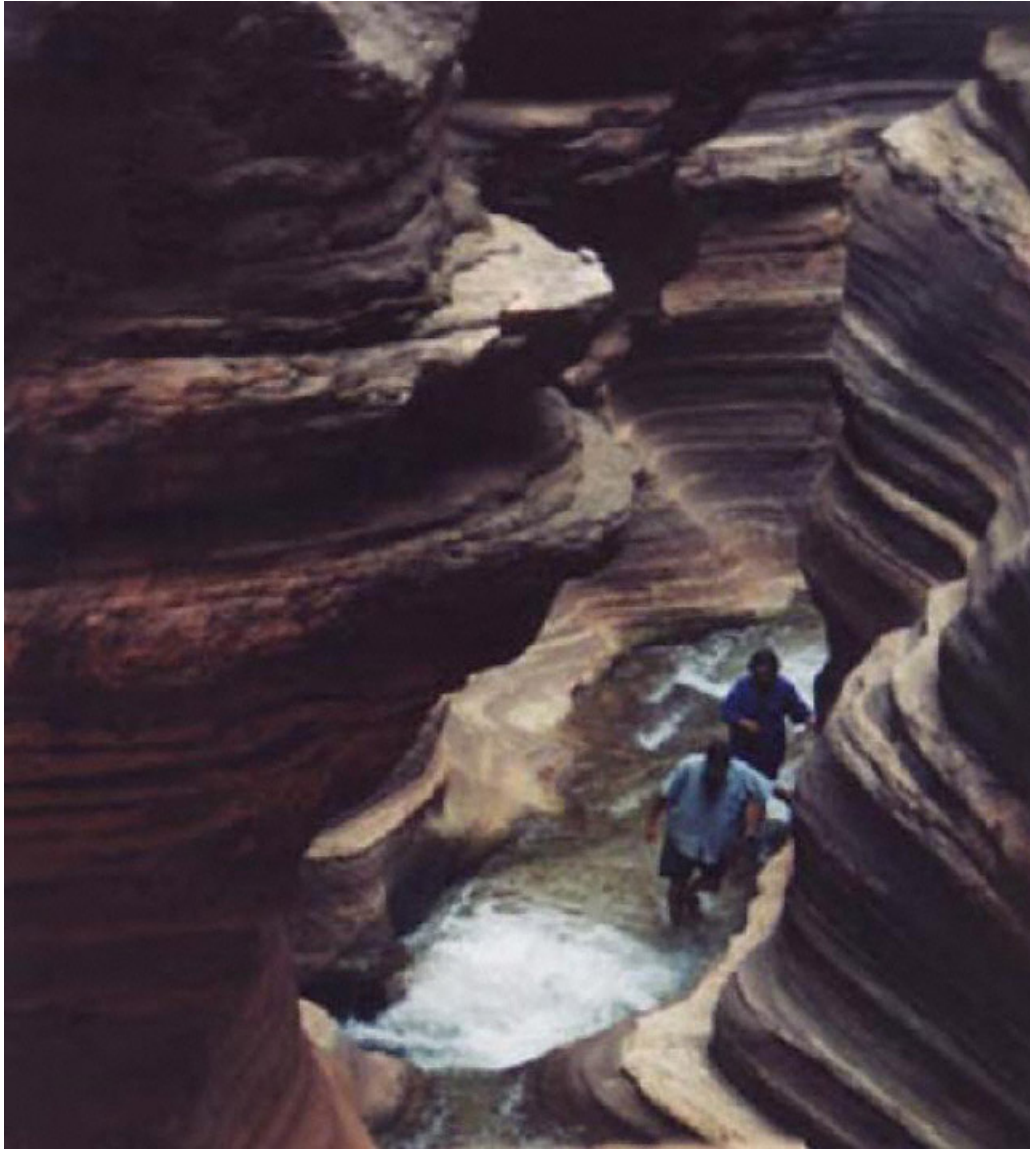
Cyclify Austin meets on the second Thursday of each month in Austin, TX. All are welcome. For details, contact us at [opencyc @ cyc.com](mailto:opencyc@cyc.com).

**What does Cyc know?**

## Image – a different visual sign system



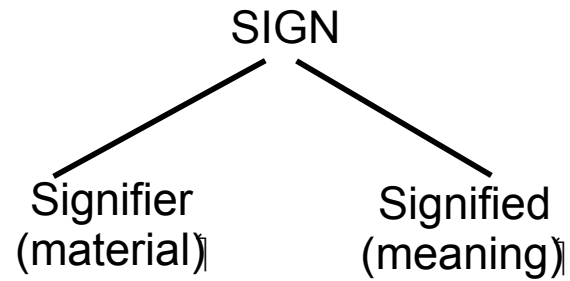
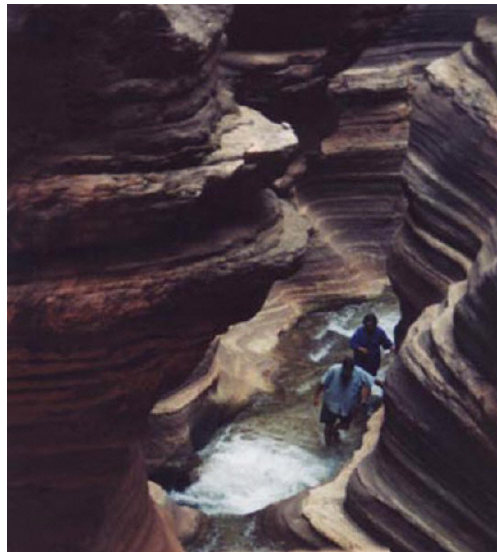
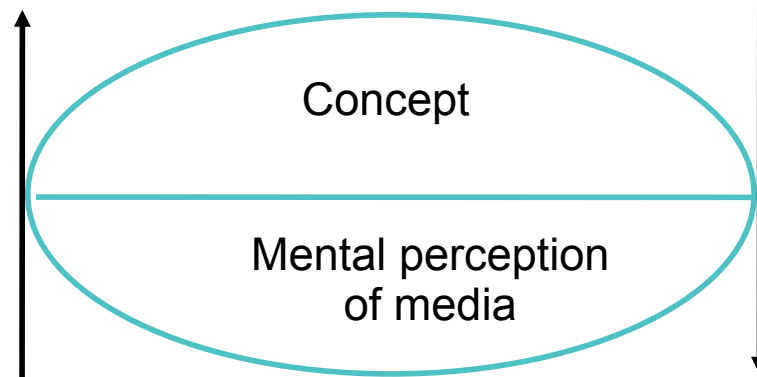
## Approaching an image



**" Legend of Orpheus & Eurydice ", 2001,  
The Werner Collection  
<http://www.wernercollection.com/WorldView1.htm>**



# Approaching an image

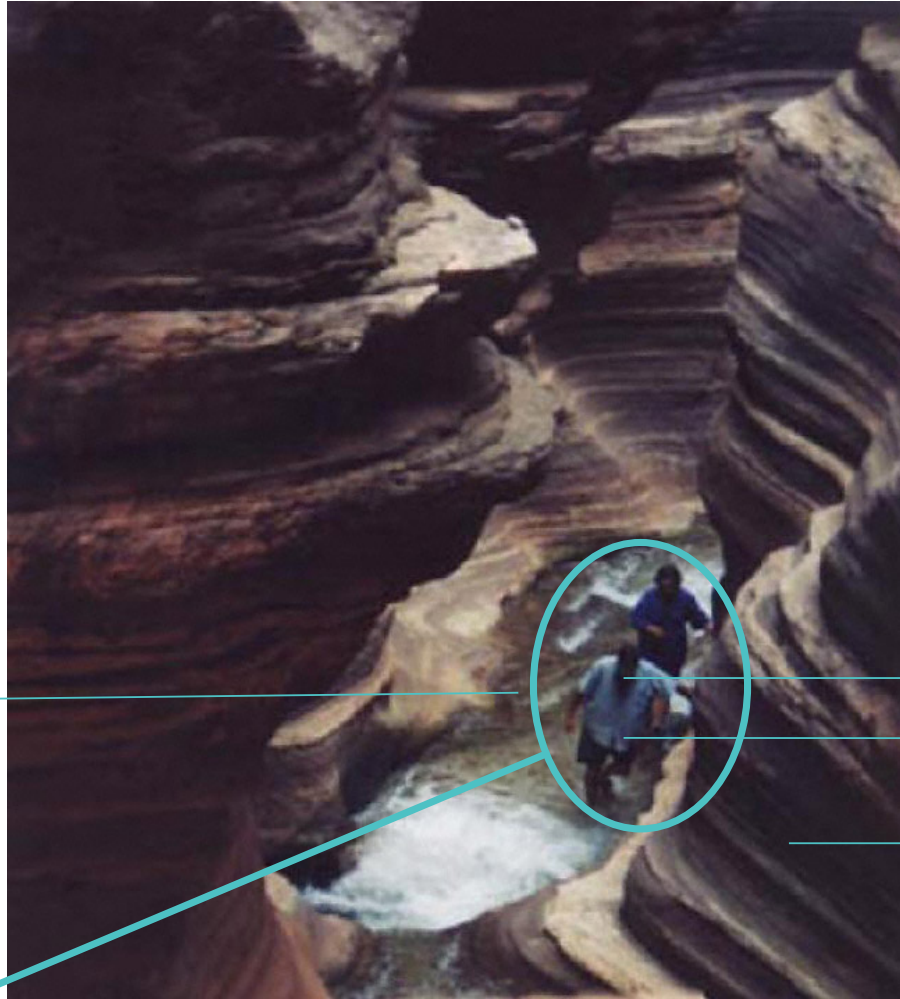


# Approaching an image

Mise en scene

Framing

Genre



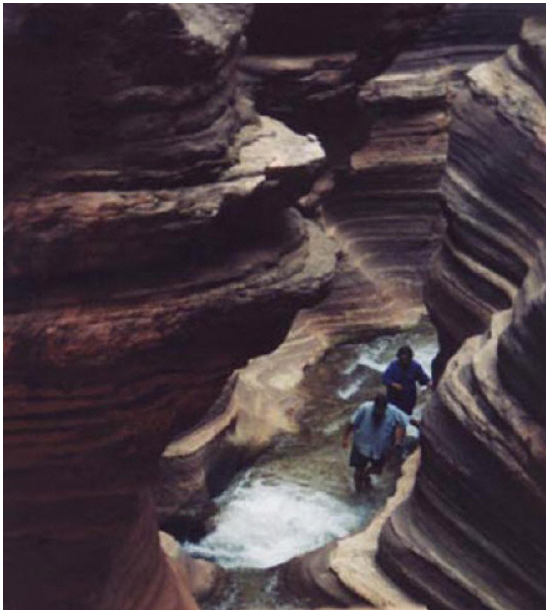
Distance  
(foreground - background)

Colour  
Object

Materiality

Meaning

# Image – a sign system I



## Perceptual codes

- *perceptive codes (establish the condition for effective perception)*
- *recognition codes which are blocks of signifieds we use to recognize objects*
- *transmission codes which construct the determining conditions for the perception of an image (dots that make up a newspaper image)*

## Textual codes

- *tonal codes address the prosodic features by connoting them with particular intonation of the sign*
- *Iconic codes (figures, signs, semes)*
- *Iconographic codes connote more complex and culturalized semes that are immediately identifiable and classifiable, such as "the four horsemen of the Apocalypse".*

# Image – a sign system II

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## Social codes

- *verbal language*
- *bodily codes* (bodily contact, physical orientation, gaze, gestures and posture);
- *commodity codes* (fashions, clothing, cars);
- *behavioural codes* (protocols, rituals, role-playing, games)
- *ideological codes* (encoding' and 'decoding' information by using theories such as individualism, liberalism, feminism, materialism, capitalism, socialism, etc.)

## Syntagmatic - paradigmatic codes

- *scientific codes*, including mathematics;
- *aesthetic codes* (poetry, drama, painting, sculpture, music, etc.)
- *genre, rhetorical and stylistic codes* (e.g. in narrative: plot, character, action, dialogue, setting, etc.),
- *mass media codes* (e.g. in photography, TV, film, radio, newspaper and magazine, etc)

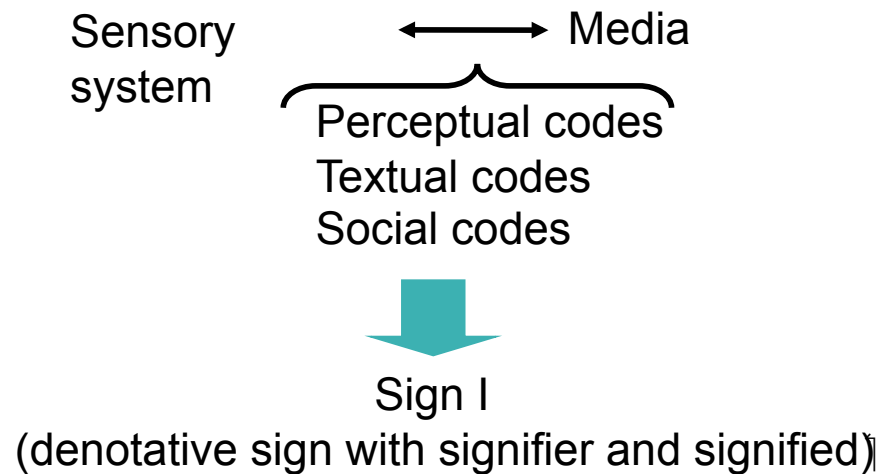


## Image – a sign system III

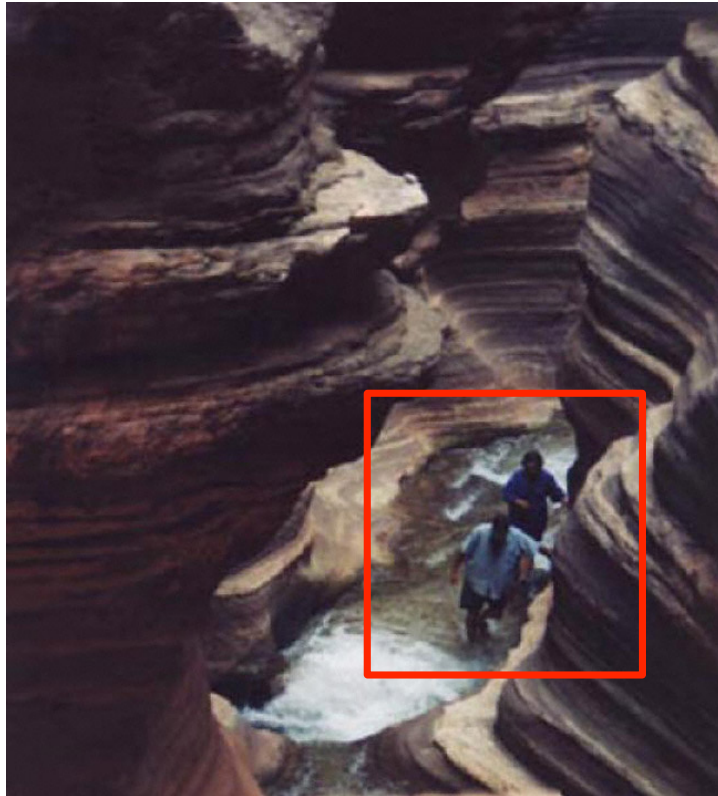


**Denotation** describes the 'literal' or 'obvious' meaning of a sign. Thus, denotation of a representational visual image is what all viewers from any culture and at any time would recognize the image as depicting.

Denotation is the first level of **signification**.

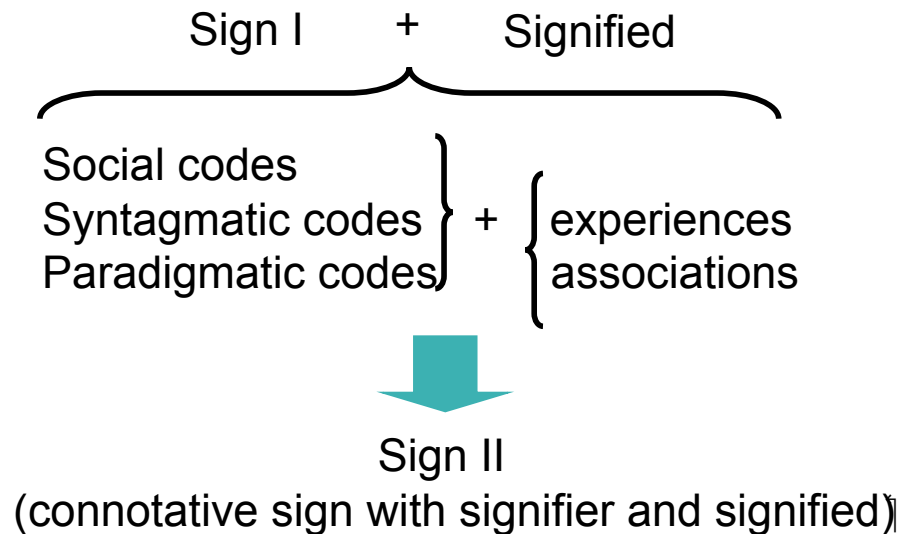


## Image – a sign system IV

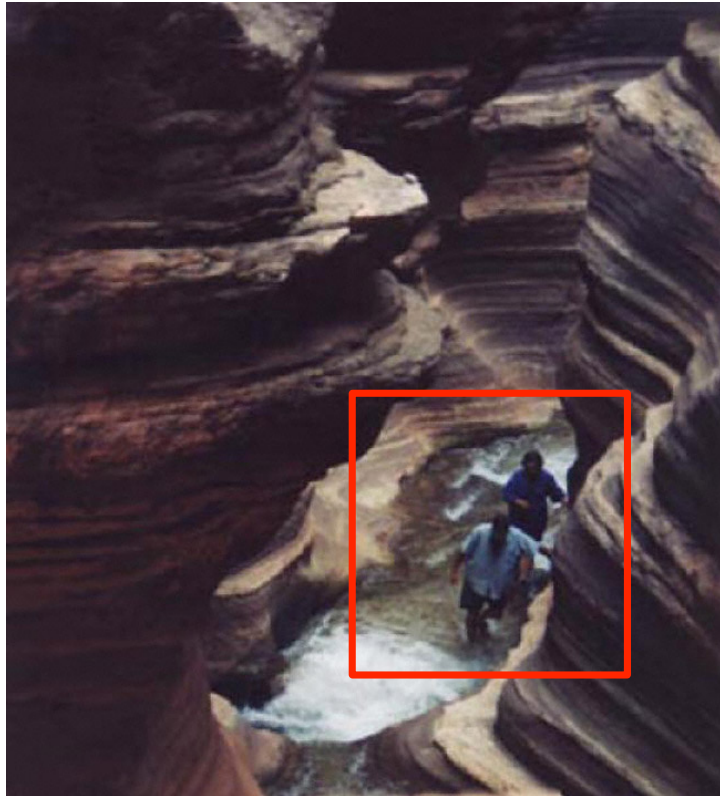


**Connotation** refers to the socio-cultural and 'personal' associations (ideological, emotional etc.) of the sign. These are typically related to the interpreter's class, age, gender, ethnicity and so on.

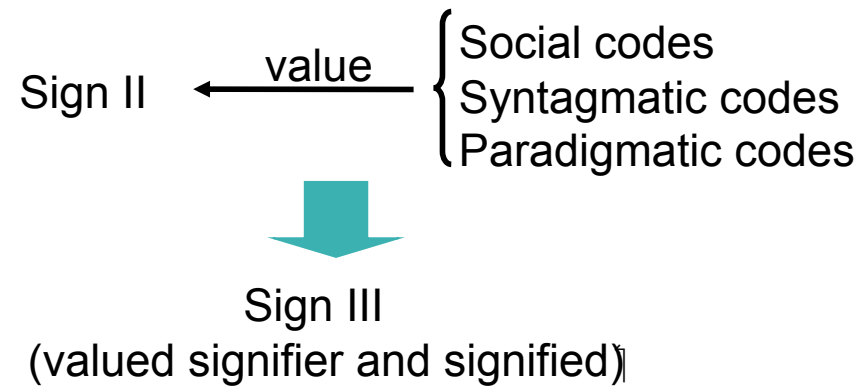
Connotation is the second level of **signification**.



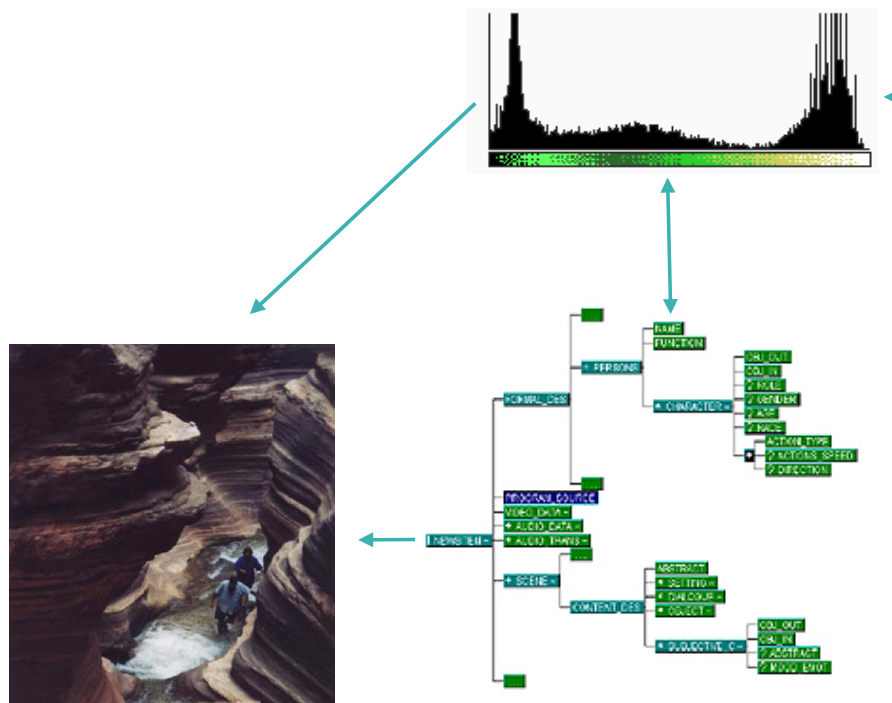
# Image – a sign system V



The third level of **signification**.

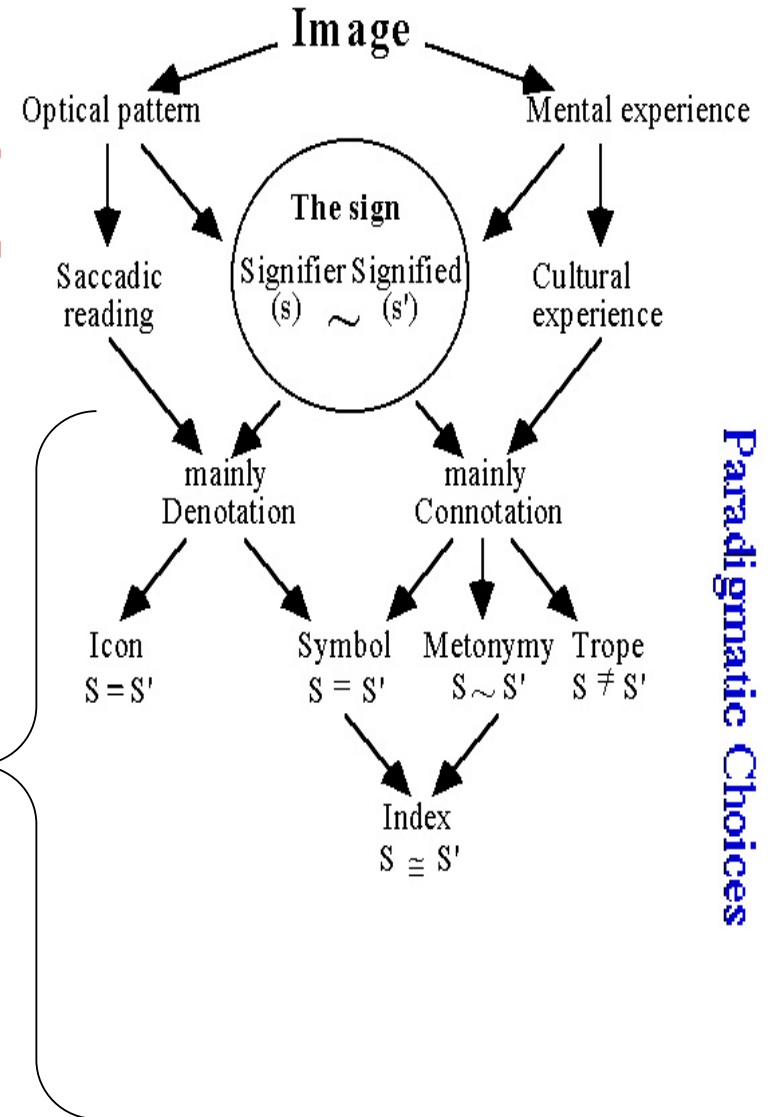


# Image – Description methods



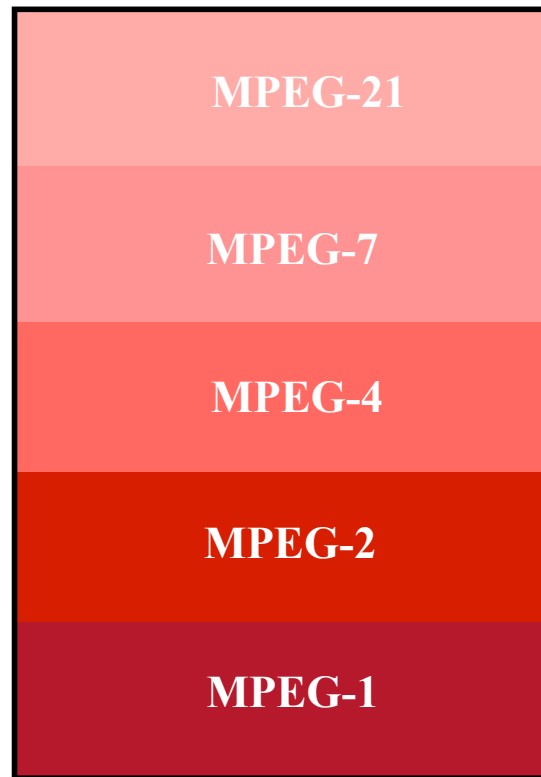
" Legend of Orpheus & Eurydice ", 2001, The Werner Collection

Image System

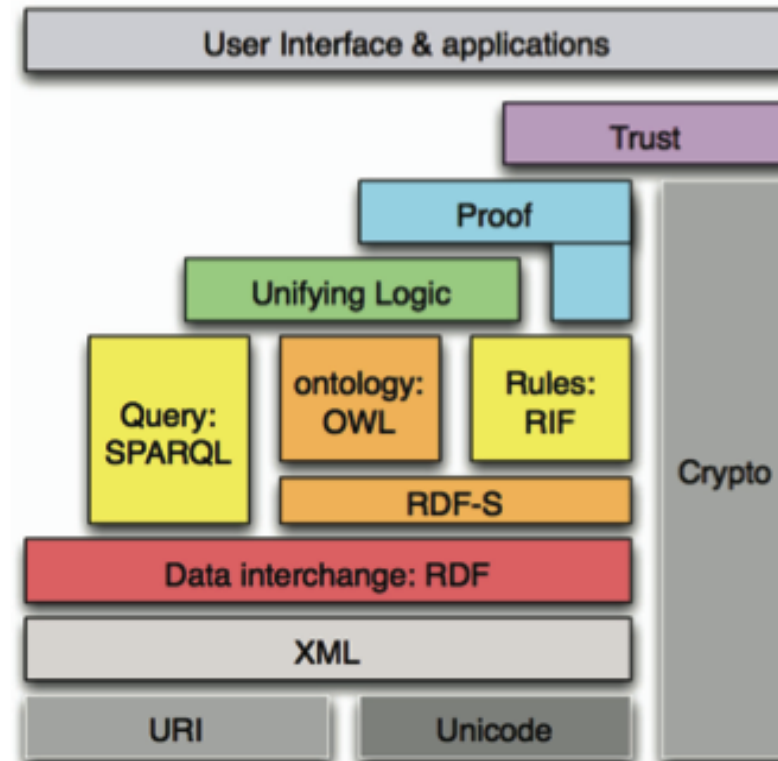


Paradigmatic Choices

# Image – Description methods



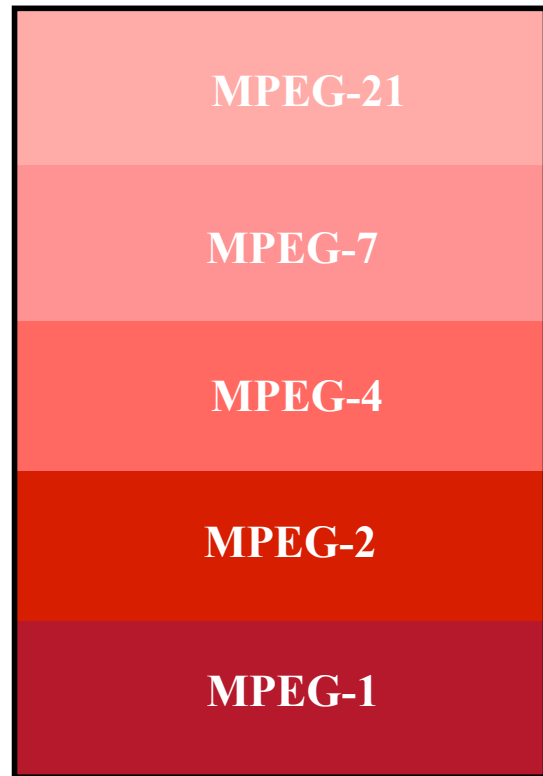
ISO



W3C

# Image – Description methods

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ISO

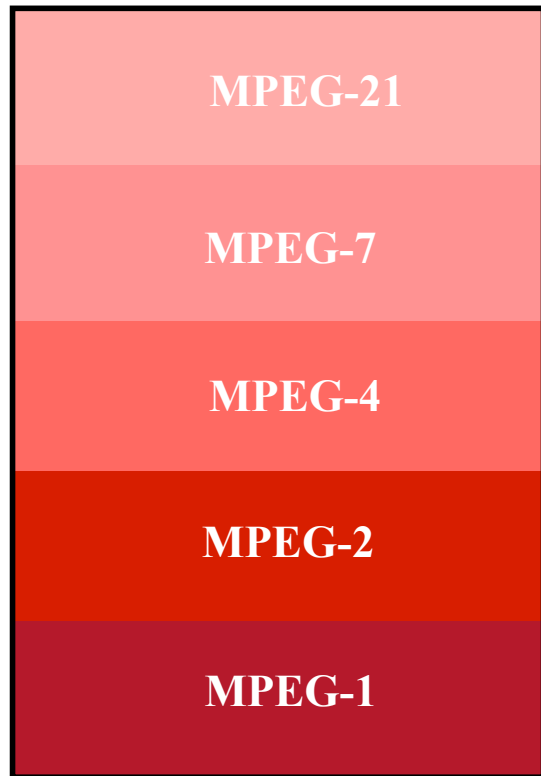
The **Moving Picture Experts Group**, commonly referred to as simply MPEG, is a working group of ISO/IEC charged with the development of video and audio encoding standards.

Support video/audio "objects", 3D content, low bitrate encoding and Digital Rights Management. Several new higher efficiency video standards.

Transport, video and audio standards for broadcast-quality television.

Initial video and audio compression standard. Later also the standard for Video CD, and MP3.

## Image – Description methods

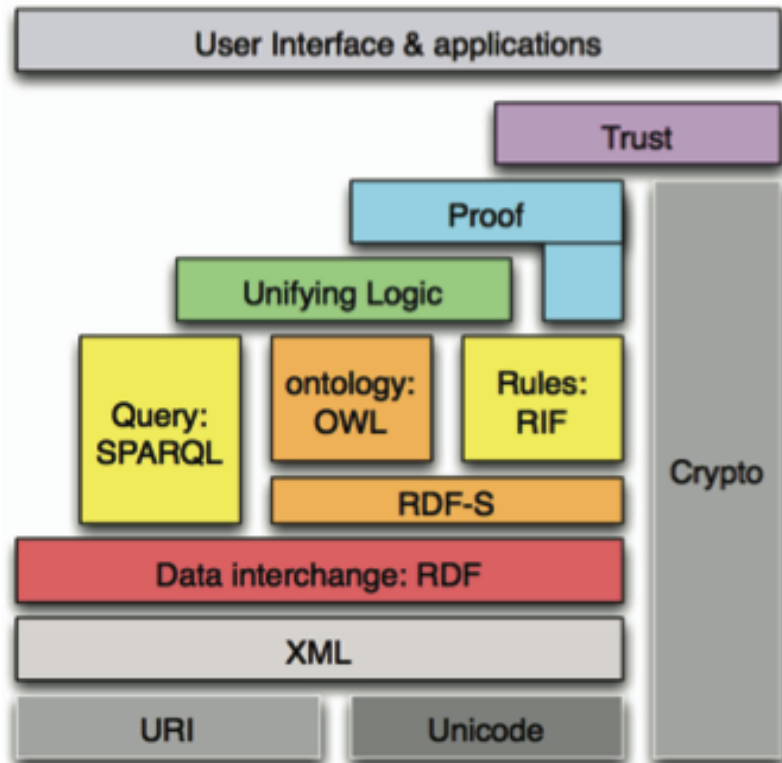


ISO

MPEG describes this standard as a multimedia framework.

A multimedia content description standard.

# Image – Description methods



W3C

The goals of the [Multimedia Semantics Incubator Group](http://www.w3.org/2005/Incubator/mmsem/) is to explain the advantages of using Semantic Web languages and technologies for the creation, storage, manipulation, interchange and processing of image metadata.

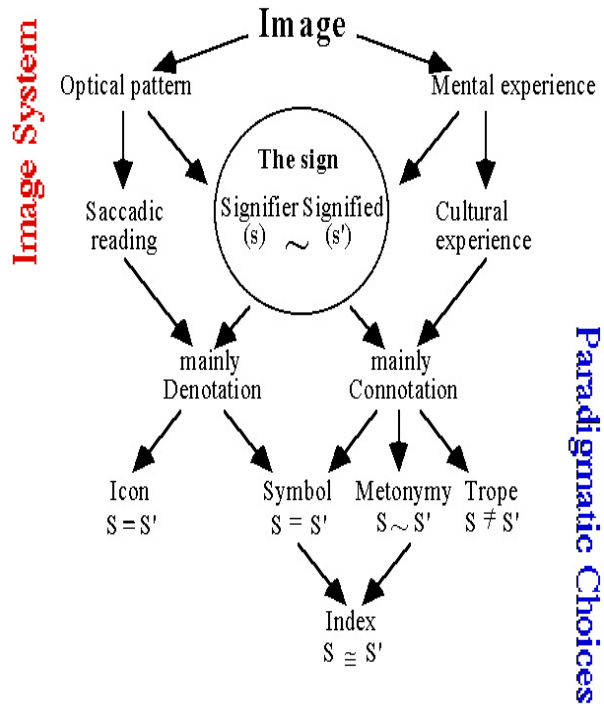
In addition, it provides guidelines for Semantic Web-based image annotation, illustrated by use cases.

Relevant RDF and OWL vocabularies are discussed, along with a short overview of publicly available tools.

<http://www.w3.org/2005/Incubator/mmsem/>



# Image – a sign system summary



An image is a a dominantly **iconic** sign system, proposing a union in relation to reality.

The **denotative** power of an image, the optical pattern, communicates a precise knowledge, which releases the audience from the process of decision making but leaves a **problem of interpretation** (signification process).

# Image – a sign system summary II

Representing an Image in a media-based system:

Conceptual models for:

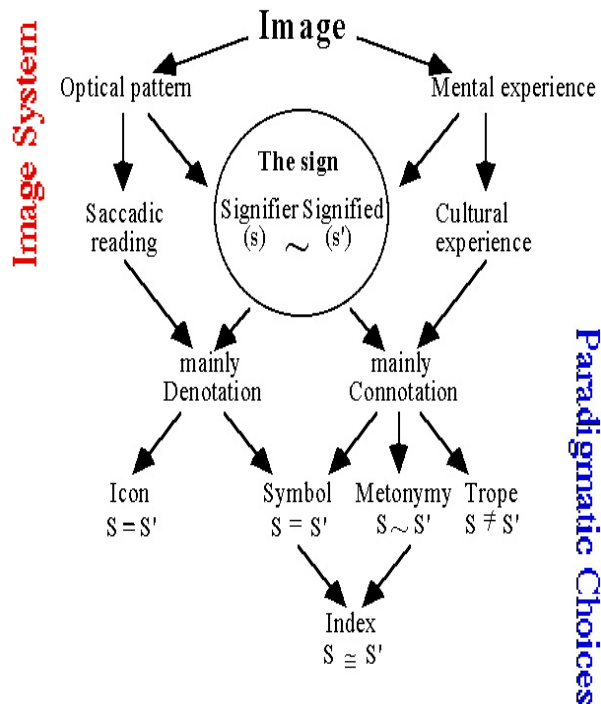
- quantitative or qualitative characterization of optical pattern (feature extraction (colour, texture, light, angle, etc.), pattern recognition (line, shape region, etc.), multi-scale signal analysis, ...)
- Spatial dimensions

=> textual metadata

- Semantics (e.g. taxonomy, thesaurus, ontology, etc.)
  - Semantic markers (key word, tag, schema, ....)
- to express higher semantics , such as forms, styles, genres, aesthetics, social codes.

Interpretation depends on the task:

- Search (e.g. retrieval by example)
- Generation (e.g. Qualitative support on features and higher semantics)
- Presentation (e.g. browsing through collage)
- Automatic art generation



# Image – Applications I

The screenshot shows a Google Images search interface. The search bar contains the text "Orpheus and Eurydice". Below the search bar, there are 18 image thumbnails arranged in a 3x6 grid. Each thumbnail is accompanied by a caption and a source link. The captions include: "Orpheus and Eurydice, Michael", "Orpheus and Eurydice (Getty)", "Orpheus Leading Eurydice", "with Orpheus and Eurydice.", "orpheus in de onderwereld,", "Orpheus and Eurydice is an", "Orpheus Leading Eurydice from", "Orpheus en Eurydice (zie", "Orpheus and Eurydice", "of Orpheus and Eurydice", "Orpheus and Eurydice, Frederic", "Orpheus was the son of", "Legend of Orpheus & Eurydice", "Orpheus and Eurydice guided", "Orpheus and Eurydice, ca.", "Orpheus and Eurydice 1807.", "Orpheus and Eurydice", and "'Orpheus and Eurydice' is at". The source links include: mlahanas.de, getty.edu, rosicrucian.org, robertarood.wordpress.com, rastko.org.yu, world-market-portraits.blogspot..., zazzie.com, frankyaelbrecht.blogspot.com, marilynkinsella.org, kevjenkins.co.uk, miahanas.de, musesrealm.net, wernercollection.com, intaglio-fine-art.com, metmuseum.org, 1st-art-gallery.com, otapowicz.com, and seattletimes.nwsourc.com. At the bottom of the page, there is a search bar with the text "Orpheus and Eurydice" and a "Afbeeldingen zoeken" button. Below the search bar, there is a link to "Google Afbeeldingen Startpagina - Help".

Orpheus and Eurydice – Google Afbeeldingen

http://images.google.nl/images?hl=nl&client=firefox-a&rls=org.mozilla:en-GB:official&hs=vkn&um=1&q=Orpheus

Werner collection

Het internet Afbeeldingen Video's Maps Nieuws Discussiegroepen Gmail meer

Aanmelden

Google afbeeldingen Orpheus and Eurydice Afbeeldingen zoeken Geavanceerd zoeken naar afbeeldingen Voorkeuren SafeSearch Gemiddeld

Afbeeldingen Opties weergeven... Resultaten 37 - 54 van ongeveer 45.700 (0,06 seconden)

Orpheus and Eurydice, Michael  
596 x 750 - 29 kB - jpg  
mlahanas.de

Orpheus and Eurydice (Getty  
236 x 240 - 16 kB - jpg  
getty.edu

Orpheus Leading Eurydice  
503 x 418 - 219 kB  
rosicrucian.org

with Orpheus and Eurydice.  
1158 x 719 - 143 kB - jpg  
robertarood.wordpress.com

orpheus in de onderwereld,  
800 x 1098 - 104 kB - jpg  
rastko.org.yu

Orpheus and Eurydice is an  
464 x 500 - 196 kB - jpg  
world-market-portraits.blogspot...

Orpheus Leading Eurydice from  
400 x 400 - 39 kB - jpg  
zazzie.com

Orpheus en Eurydice (zie  
240 x 284 - 22 kB - jpg  
frankyaelbrecht.blogspot.com

Orpheus and Eurydice  
1049 x 945 - 161 kB - jpg  
marilynkinsella.org

of Orpheus and Eurydice  
425 x 319 - 34 kB  
kevjenkins.co.uk

Orpheus and Eurydice, Frederic  
374 x 500 - 35 kB - jpg  
miahanas.de

Orpheus was the son of  
503 x 418 - 83 kB - jpg  
musesrealm.net

Legend of Orpheus & Eurydice  
649 x 720 - 111 kB - jpg  
wernercollection.com

Orpheus and Eurydice guided  
512 x 600 - 82 kB - jpg  
intaglio-fine-art.com

Orpheus and Eurydice, ca.  
300 x 385 - 55 kB - jpg  
metmuseum.org

Orpheus and Eurydice 1807.  
465 x 600 - 38 kB - jpg  
1st-art-gallery.com

Orpheus and Eurydice  
714 x 600 - 30 kB - jpg  
otapowicz.com

"Orpheus and Eurydice" is at  
296 x 623 - 14 kB - jpg  
seattletimes.nwsourc.com

Googooooooooooooole

Vorige 1 2 3 4 5 6 7 8 9 10 11 12 Volgende

Orpheus and Eurydice Afbeeldingen zoeken

Google Afbeeldingen Startpagina - Help

Done Tor Disabled

# Image – Applications II

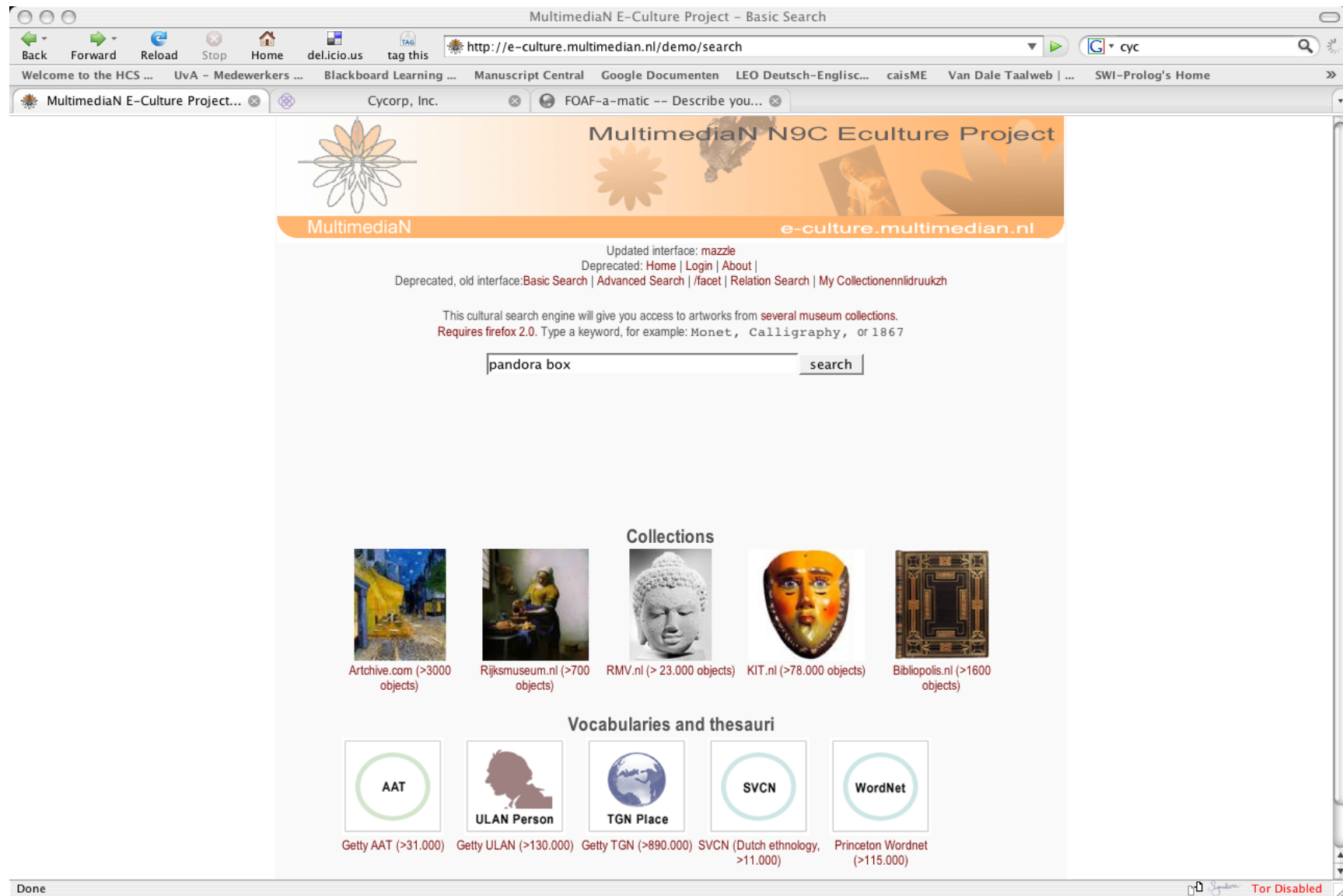
The screenshot shows a web browser window displaying a Flickr search results page. The browser's address bar shows the URL: <http://www.flickr.com/search/?q=Orpheus+and+Eurydice&z=t>. The page features the Flickr logo and navigation links (Home, The Tour, Sign Up, Explore). The search bar contains the text "Orpheus and Eurydice" and a "SEARCH" button. Below the search bar, there are options for "Everyone's Uploads" and "Full Text | Tags Only | Advanced Search".

The search results are displayed in a grid of 80 small image thumbnails, arranged in 8 rows and 10 columns. Each thumbnail is accompanied by a small caption indicating the user who uploaded it. The thumbnails show various artistic interpretations of the mythological figures Orpheus and Eurydice, including classical sculptures, modern paintings, and photographs.

On the right side of the page, there is an advertisement for "FuelSave-calculator" featuring a Shell logo and a piggy bank. Below the advertisement, there are sections for "Groups", "Photographers", "Tag Clusters", and "Places", each with a "more..." link. The "Groups" section lists "Bryn Mawr of Minneapolis" and "Statues and Sculptures". The "Photographers" section lists "Chosetec - boston, ma, USA" and "bryanbope - minneapolis, united flakes of america". The "Tag Clusters" section lists "Photos with tags like museum, sculpture and mythology" and "Photos with tags like neworleans, mardigras and parade". The "Places" section lists "Universal City, California" and "New York, NY".

The browser's status bar at the bottom shows "Done" and "Tor Disabled".

# Image – Applications III





# Image – Applications VI a

Media Streams: Representing Video for Retrieval and Repurposing

http://acg.media.mit.edu/people/golan/mediastreams/

## Media Streams

Video annotation and editing system  
By Marc Davis, Brian Williams, and Golan Levin

*[Personal note: Media Streams was conceived by Marc Davis and developed between 1991 and 1997 at the Machine Understanding Group of the MIT Media Laboratory and at Interval Research Corporation by Marc Davis, Brian Williams, and Golan Levin [myself]. I was involved from the project's inception as the principal designer of its iconic visual language and as a contributing designer of its interface and interaction.]*



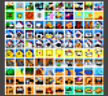
**Media Streams** is a system for annotating, retrieving, repurposing, and automatically assembling digital video. It uses a stream-based, semantic representation of video content with an iconic visual language interface of hierarchically structured, composable, and searchable primitives. Media Streams addresses problems of annotation convergence and human-computer communication by creating a standardized, computationally readable and writable visual language for representing consensual interpretations of video content.

The Media Streams video content annotation system uses a vocabulary of more than 6000 icons to represent the characters, objects, behaviors and settings of the broadcast universe. Because they are combined in a grammar with a syntax and semantics—permitting meaningful combinations numbering in the hundreds of millions—the Media Streams icons are not merely an iconography but a true visual language. This generative and searchable language supports gestalt information visualization, quick recognition and browsing of annotations, the potential for global use, and the representation of semantic, relational and temporal video content. Creating the Media Streams lexicon involved knowledge-engineering a sensible relational hierarchy of thousands of concepts, and inventing a consistent and readable set of recombinable sub-iconic graphic elements.

The Media Streams iconic annotation language has numerous advantages over traditional keyword annotation systems, including its ability to describe relations between descriptions, its ability to clearly render overlapping and contained actions, its ability to refer more directly to the intrinsic visual qualities of the video medium, and its ability to serve as a "consensus" language for multimedia professionals.

[More information on Media Streams can be found here.](#)

Detailed images and descriptions of the Media Streams user interface and visual language can be accessed from the links below:

-  [\[Link\]](#) The Media Streams *Media Timeline*, on which iconic annotations of video are temporally indexed. Each stream in the Media Timeline contains annotations about a unique aspect of video content, such as settings, characters, objects, actions, camera motions, etcetera.
-  [\[Link\]](#) The Media Streams *Icon Space*, an atemporal, hierarchically-indexed "dictionary" of iconic descriptors. The Icon Space incorporates utilities for icon construction and search.
-  [\[Link\]](#) A small but representative selection of icons from the Media Streams visual annotation lexicon. In the interest of space, the icons displayed here have not been arranged to reflect the grammars or knowledge hierarchies into which they are ordinarily structured.


A *Media Streams* bibliography:

Davis, Marc. "Media Streams: An Iconic Visual Language for Video Annotation." *Elektronikk* 4.93 (1993a): 59-71.

Davis, Marc. "Media Streams: An Iconic Visual Language for Video Annotation." In: *Proceedings of 1993 IEEE Symposium on Visual Languages in Bergen, Norway*, IEEE Computer Society Press, 196-202, 1993b.

Davis, Marc. "Knowledge Representation for Video." In: *Proceedings of Twelfth National Conference on Artificial Intelligence (AAAI-94) in Seattle, Washington*, AAAI Press, 120-127, 1994.

Davis, Marc. "Media Streams: An Iconic Visual Language for Video Representation." In: *Readings in Human-Computer Interaction: Toward the Year 2000*, ed. Ronald M. Baecker, Jonathan Grudin, William A. S. Buxton, and Saul Greenberg, 854-866, 2nd ed.

Done 

# Image – Applications IV b



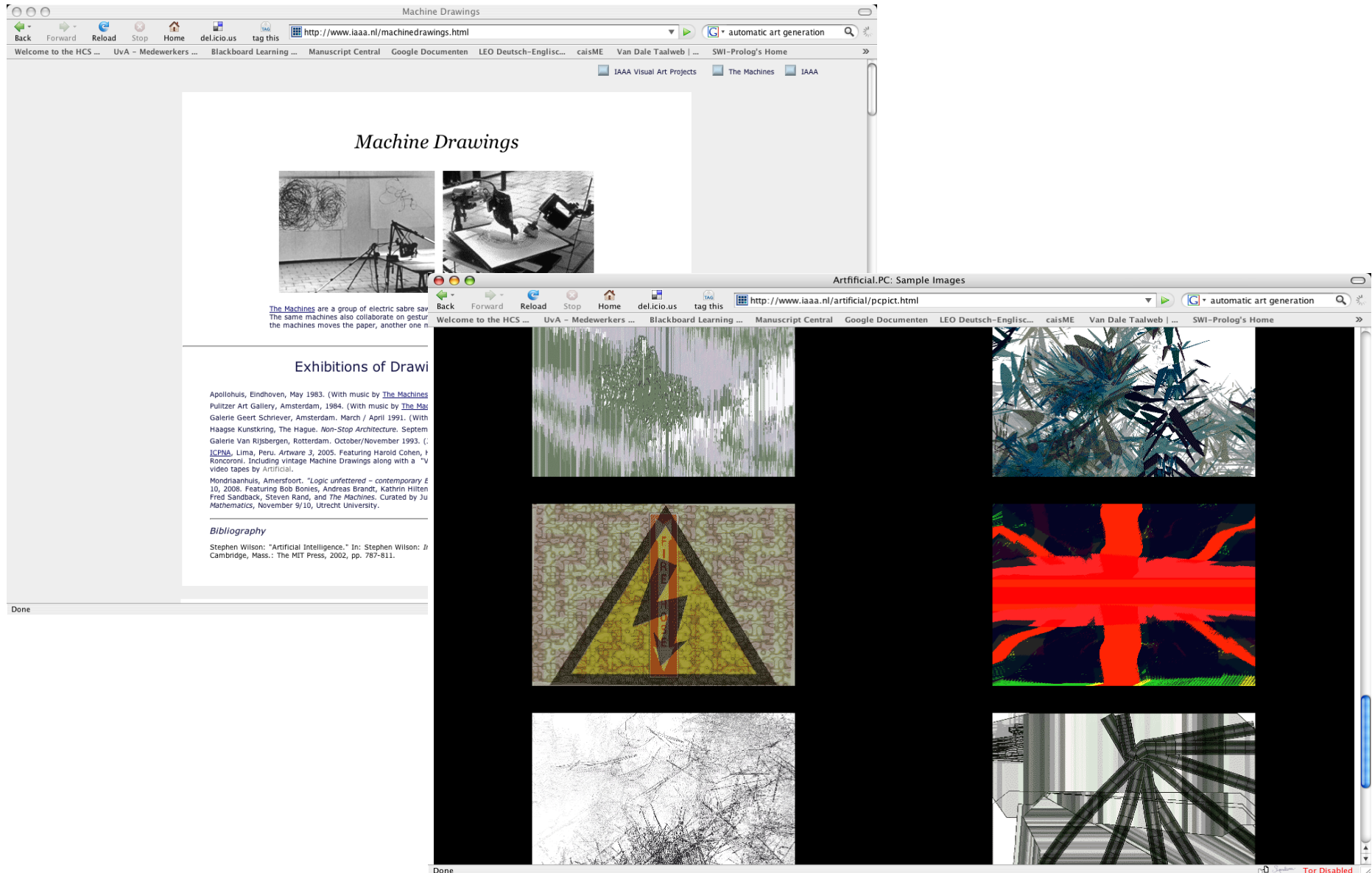
<http://acg.media.mit.edu/people/golan/mediastreams/>

# Image – Applications V a





# Image – Applications V b



## Text and Image – summary



Both text and images refer to the same modality and domain knowledge but they establish different sign systems.

Both differ on the denotative level of signification.

Both differ on their paradigmatic processes.

Text can be used for text to provide metadata (semantic representations) in automatic processes.

Images rely on textual metadata to facilitate automatic processes on the 2<sup>nd</sup> and 3<sup>rd</sup> level of signification => mixed processes and representation structures.