

METaverse

Open Source

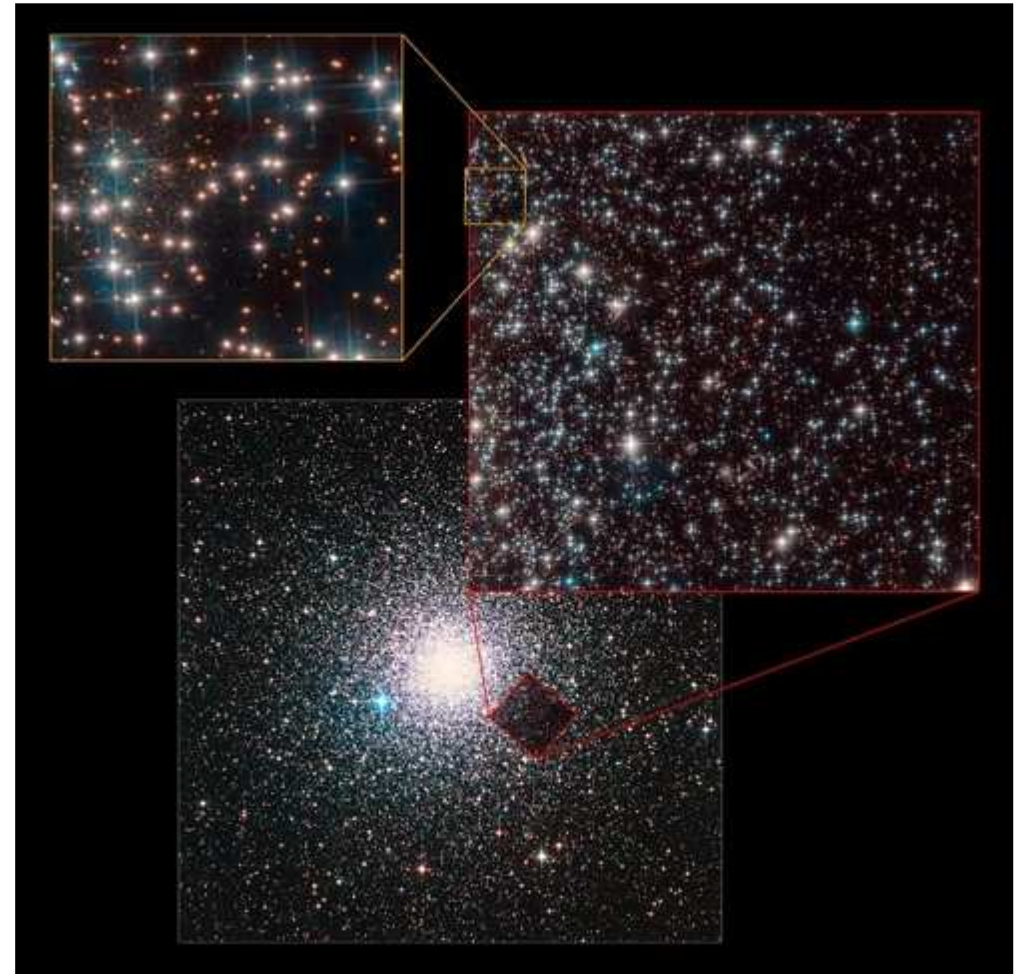
현욱 (whyun@etri.re.kr)

표준 & 오픈소스

- Interoperability is All You Need!

목차

- Open sources for
 - Metaverse Platforms
 - Content (*format*)
 - Avatar
 - Identity (*TBD*)
 - Digital Asset (*TBD*)
 - AI



Open Sources for

Metaverse Platform

Mozilla Hub

Watch

92

Fork

1.4k

Star

2.1k

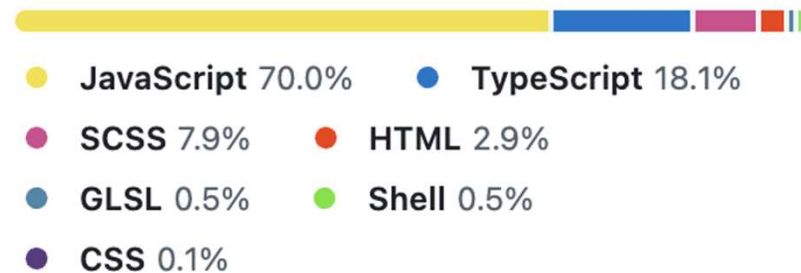
<https://github.com/Hubs-Foundation/hubs>

Duck-themed multi-user virtual spaces in WebVR. Built with A-Frame.



가상 협업 플랫폼, 2024년 5월 31일부로 모질라의 지원 종료
현재는 허브 재단이 코드베이스를 관리, 오픈 소스 프로젝트로
개발 지속 중

- A-Frame: 가상현실(VR)과 증강현실(AR) 환경을 쉽게 구축할 수 있도록 돕는 오픈소스 프레임워크



Mozilla Spoke

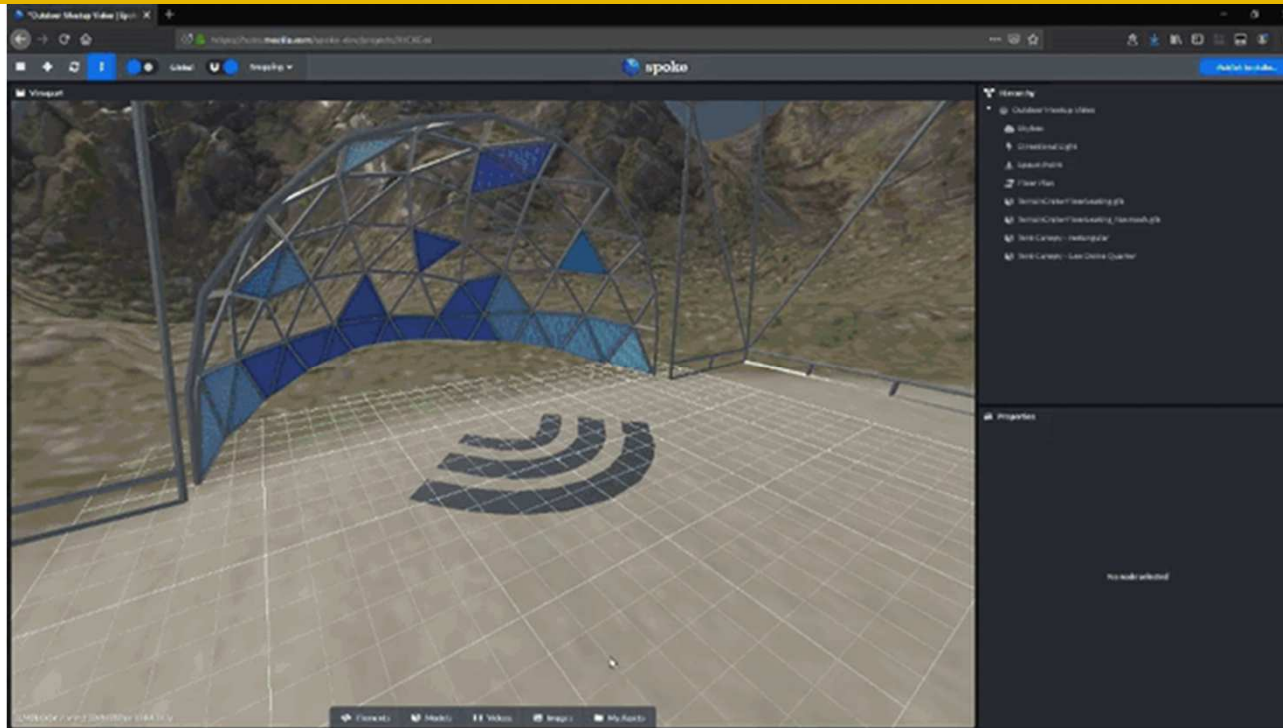
<https://github.com/Hubs-Foundation/spoke>

Watch 50

Fork 255

Star 653

Easily create custom 3D environments



모질라 허브를 위한 3D 월드 제작 도구
스포크를 통해 제작된 씬과 아바타는 허브에서 사용 가능

JavaScript 99.3% Other 0.7%

Vircadia

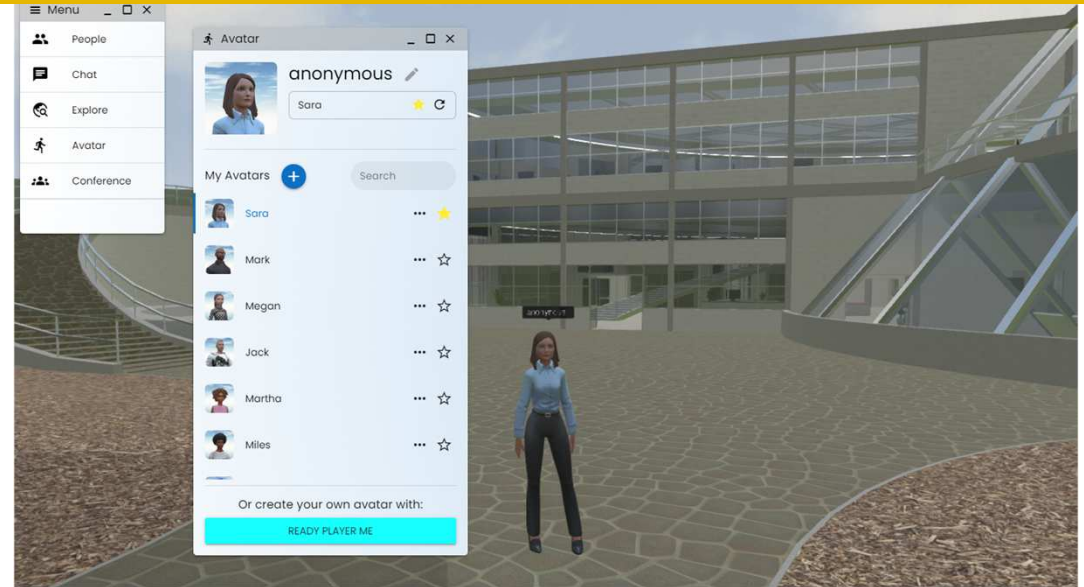
Watch 28

Fork 175

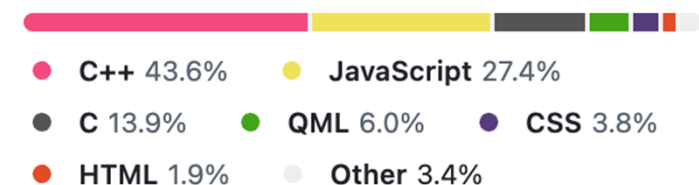
Star 531

<https://github.com/vircadia>

Vircadia open source agent-based metaverse ecosystem.



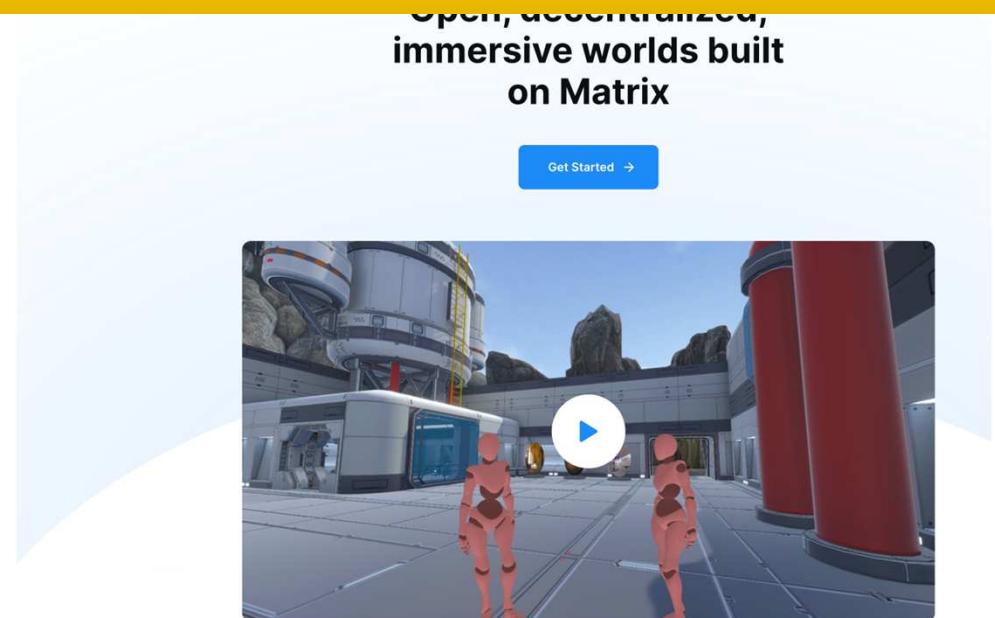
VR과 데스크탑 환경에서 3D 가상 경험 제공
사용자 아바타로 공간 탐험과 상호작용 가능
실시간 음성·비디오 채팅과 스크립팅 지원



Third Room

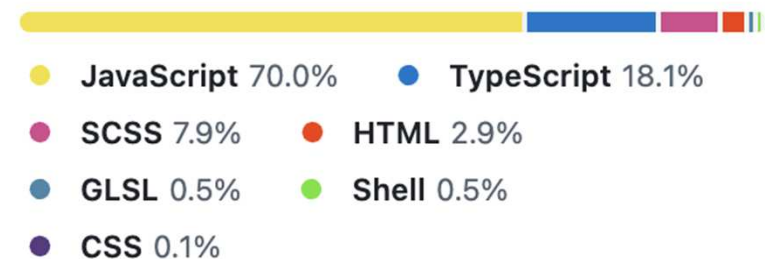
<https://github.com/matrix-org/thirdroom>

Vircadia open source agent-based metaverse ecosystem.



Matrix 프로토콜 기반의 가상 세계 분산형 플랫폼, 자체 호스팅 가능
개방성과 사용자 데이터 소유권을 중시

- Matrix Protocol: 탈중앙화된 커뮤니케이션 표준. 실시간 메시징, VoIP, 그리고 데이터 동기화를 다양한 서버에 걸쳐 안전하게 처리할 수 있도록 설계된 오픈 프로토콜



Third Room

<https://github.com/matrix-org/thirdroom>

Web Scene Graph: The DOM API for 3D

Use the Web Scene Graph (WebSG) API to add interactions and behaviors to Third Room worlds. You can write scripts in any language that compiles to WebAssembly, including JavaScript via QuickJS. WebAssembly provides a fast, safe and interoperable runtime for user generated content.

[WebSG Documentation](#) →

```
#include <string.h>
#include "websg.h"

node_id_t light_switch;
node_id_t light_node;
int light_active;

export void websg_load() {
    const char *light_switch_name = "LightSwitch";
    light_switch = world.find_node_by_name(light_switch_name, strlen(light_switch_name));

    let lightSwitch, lightNode;
    let lightActive = true;

    onload = () => {
        lightSwitch = world.findNodeByName("LightSwitch");
        lightNode = world.findNodeByName("Light");
    };

    onupdate = (dt, time) => {
        if (lightSwitch.interactable.pressed) {
            lightActive = !lightActive;
            lightNode.light.intensity = lightActive ? 1.0f : 0.0f;
        }
    }
}
```



Third Room

<https://github.com/matrix-org/thirdroom>

Create and render photorealistic graphics

Harness the power of Unity's editor and Third Room's high performance WebGL engine.

Third Room Unity Exporter



Colliders and Physics



Spatial Audio



HDR Lightmaps and Reflection Probes



Exports as glTF 2.0

[Exporter Documentation](#) →

Manifold Engine



Customized Three.js Renderer



WebRTC Networking

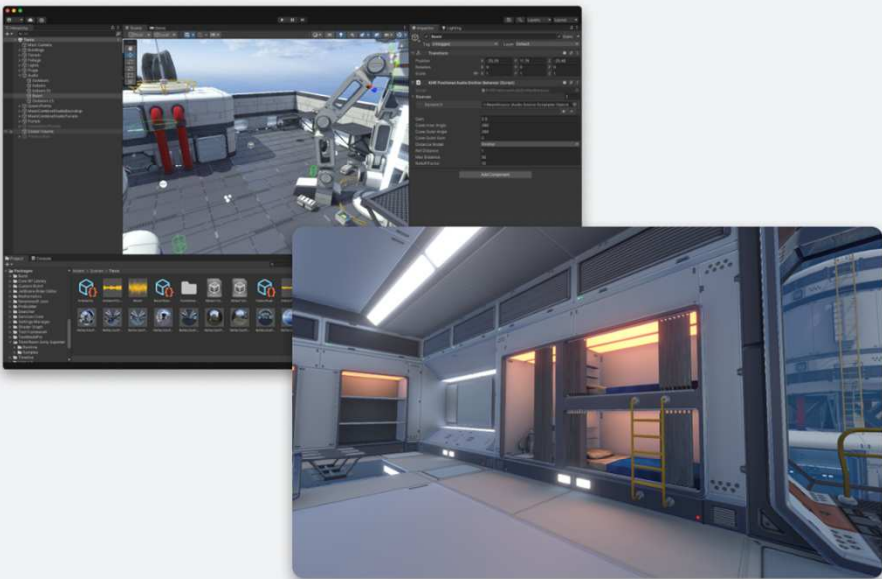


Multithreaded Engine Architecture



Rapier Physics

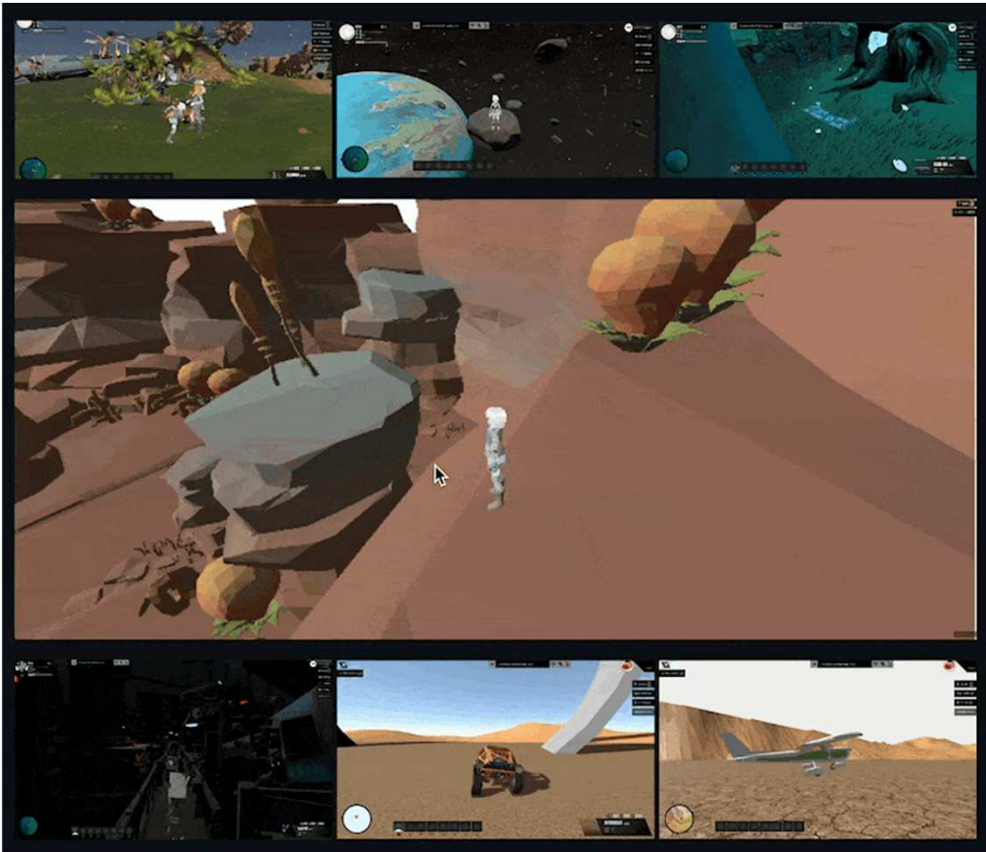
[GitHub Repository](#) →



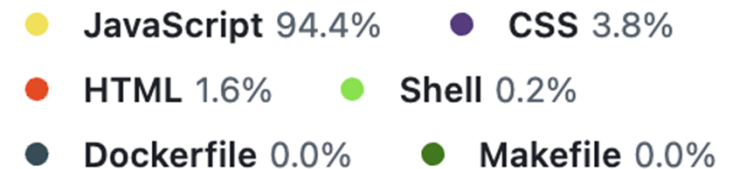
Webaverse

<https://github.com/webaverse>

MMO universe of 3D apps on the web



- 웹 기반 & VR 지원
- 블록체인 연동(이더리움 기반) → 가상 자산 거래 지원
- VRM 포맷 아바타
- WebRTC 기반 실시간 상호작용
- 자가 호스팅 가능



Decentraland

<https://github.com/decentraland>

A virtual world owned by its users



- NFT 기반 디지털 토지 및 자산 소유, MANA (ERC-20)로 거래
- DAO를 통한 사용자 중심 거버넌스
- 개발자, 사용자간 개방형 경제 및 상호작용
- DAO (Decentralized Autonomous Organization)

Decentraland



Decentraland

A virtual world owned by its users.

Verified

626 followers

Blockchain

<https://decentraland.org>

@decentraland

hello@decentraland.org

Follow

Pinned

 **marketplace** Public

Decentraland's NFT Marketplace

TypeScript 1.1k 664

 **builder** Public

Build scenes for Decentraland

TypeScript 152 81

 **catalyst** Public

Content server for Decentraland

TypeScript 52 54

 **ui** Public

Decentraland UI

TypeScript 208 92

 **unity-renderer** Public

Unity implementation of Decentraland Client

C# 137 92

 **architecture** Public

This repository aims to have the main Decentraland Architecture

Makefile 23 16

Repositories

Top discussions this past month

Discussions are for sharing announcements, creating conversation in your community, answering questions, and more.

[Start a new discussion](#)

People



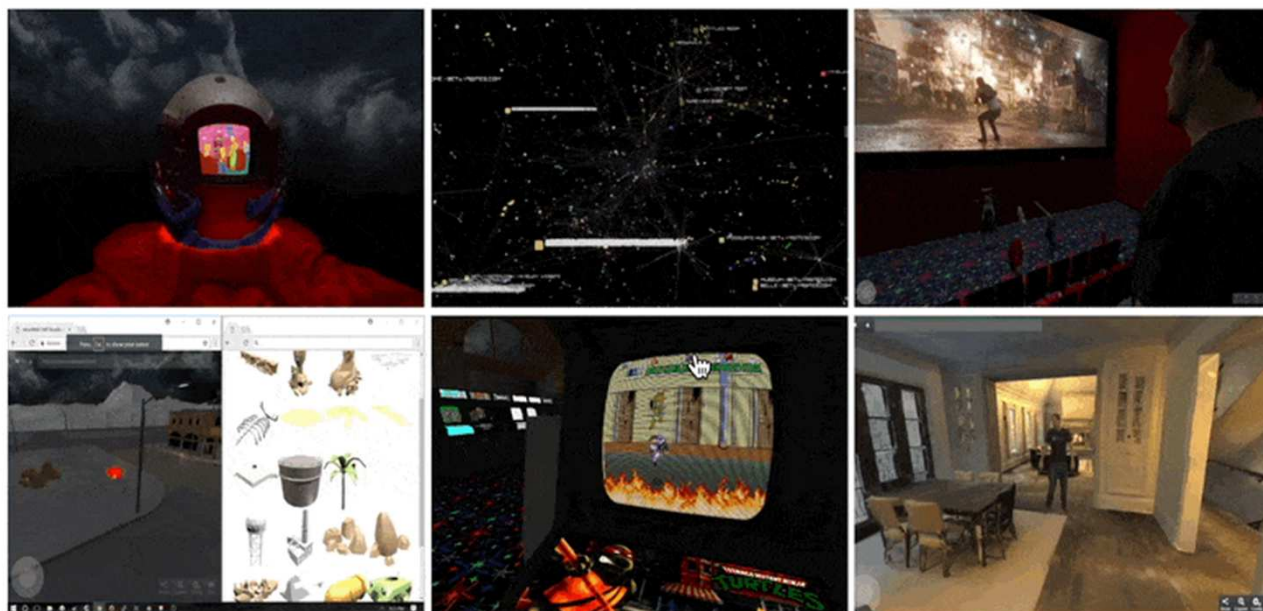
Top languages

TypeScript JavaScript C#
Rust Go

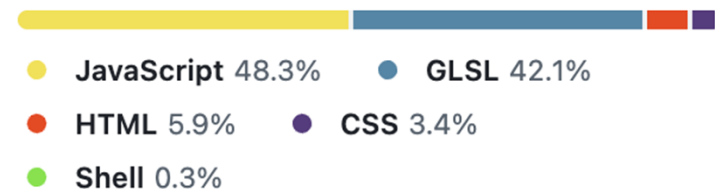
JanusWeb

<https://github.com/jbaicoianu/janusweb>

An in-browser implementation of JanusVR



- 웹 기반 소셜 가상 현실 서비스 제공
- Collada, OBJ, glTF 등 다양한 3D 파일 포맷 지원
- Three.js/WebGL을 통한 렌더링
- 3D 포지셔널 오디오 지원





The Game Engine for the Web

Increase mobile gaming revenue beyond app stores

main

6 branches 0 tags

Example만 오픈소스로 공개

Code

About

Hiber3D HDK Examples Gallery

Readme

1 star

2 watching

0 forks

Report repository

Releases

No releases published

Packages

No packages published

Contributors 2

hiber-stefan Stefan Andersson

filipengberg Filip Engberg

Languages

TypeScript 99.8% Shell 0.2%

filipengberg Add city

✓ fdc65aa 2 days ago 41 commits

.github	Add workflow	2 weeks ago
city	엔진은 공개되지 않았으나	2 days ago
dragons-nest	Updated packages	last week
hibertropolis	Updated packages	last week
obby-islands	Updated packages	last week
starship-hiberion	npm 으로 누구나 사용가능	4 days ago
.gitignore	Added app.json for Dragons Nest	3 weeks ago
README.md	Updated root	2 weeks ago
package.json	Updated packages	last week
upgrade.sh	Updated packages	last week
yarn.lock	Updated packages	last week

README.md

Hiber3D HDK Examples

This repo contains source code for games, examples and demos created with Hiber3D HDK.

Feel free to clone the repo, and if you want anything changed or added, just open up a pull request.

Please see Hiber3D HDK Docs for full documentation: <https://developer.hiber3d.com/docs/>

Ethereal Engine

Watch

11



Fork

7

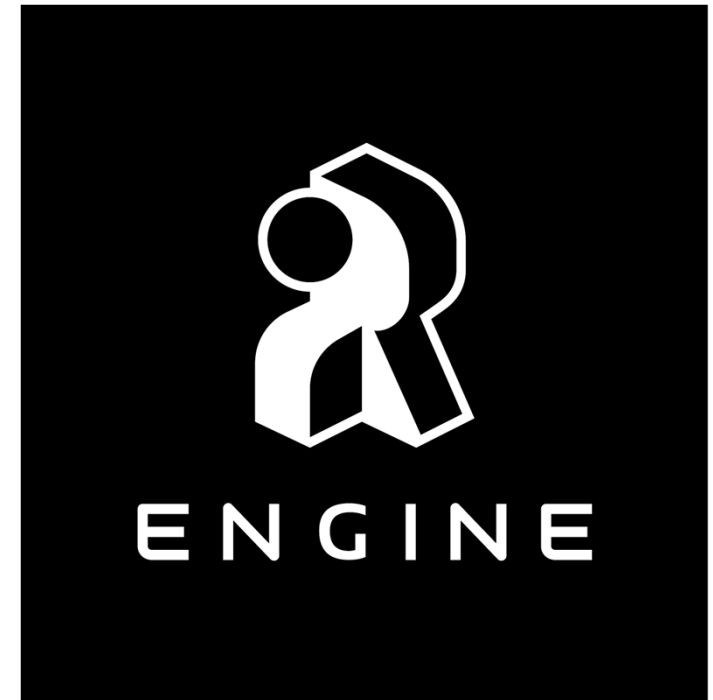


Star

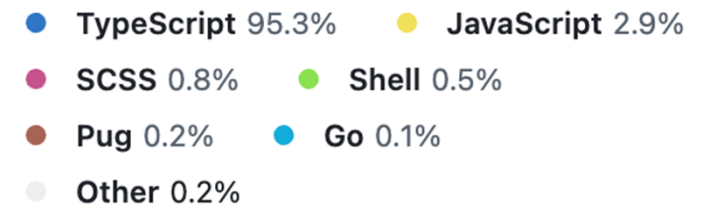
16

<https://github.com/ir-engine/ir-engine>

iR Engine - Bringing us together on the open social spatial web



- 웹 기반 메타버스 개발 자바스크립트 프레임워크
- 게임 호스팅, 이벤트 개최, 예술 작품 전시
다용도 활용 가능한 풀 스택 MMO 엔진



open source multi-platform, multi-user 3D application server



Home



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Admins



Developers



Screen Shots



Grid List



Languages:



English



Deutsch



Español



Français



Italiano



日本語



Mokron



Nederlands



Português



Русский

What is OpenSimulator?

OpenSimulator is an open source multi-platform, multi-user 3D application server. It can be used to create a virtual environment (or world) which can be accessed through a variety of clients, on multiple protocols, see [Connecting](#). Optional [Hypergrid](#) allow users to visit other OpenSimulator installations across the web from their 'home' installation or grid. In this way, it is the basis of a nascent distributed Metaverse.

OpenSimulator allows virtual world developers to [create a virtual world](#) network to be easily extensible. OpenSimulator is written in [C#](#), running both on windows over the [.NET framework](#) and on Unix-like machines over the [Mono framework](#). The source code is released under a [BSD License](#), a commercially friendly license to embed OpenSimulator in products. If you want to know about our development history, see [History](#).

OpenSimulator does not aim to become a clone of the Second Life server platform. Rather, the goal is to create a virtual world that can be used by a large number of users at large.

OpenSim

Features

- Support
- Support
- Support
- Support
- Support
- Support
- Provid

Running

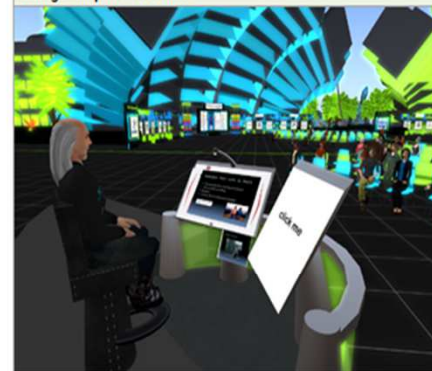
- Download
- Required Dependencies
- Building OpenSimulator
- Configuring and Running OpenSimulator
- Server Commands
- Frequently Asked Questions

Connecting to Worlds

90년대 캡성...



Image of past Moment:



Downloads:



Download

Binaries Zip (0.9.2.2)



Download

Binaries Tarball

(0.9.2.2)



Download

Source Zip (0.9.2.2)



Download

Source Tarball (0.9.2.2)

Download

Diva distro (0.9.2.1). Binary, all OSs

For Administrators

- Admin Home
- download
- Running
- Configuration
- Building
- FAQ
- Related Software
- Support
- Report a Bug

For Developers

- Dev Home
- Contributions Policy
- Bug Tracking

For Creators

- Content Creation
- Scripting

For Grid Users

- Connecting
- Grid List
- Screenshots

Related Links

- Related Software
- Black Duck
- OSGrid User Forums

About This Wiki

- Recent changes

Search

Tools

- What links here
- Related changes
- Special pages
- Printable version

Open Sources for Metaverse

Contents

glTF

<https://github.com/KhronosGroup/glTF>

KhronosGroup / glTF

Q Type / to search

+ ▼

⌂

<> Code

Issues 167

Pull requests 77

Discussions

Actions

Projects

Wiki

Security

Insights

glTF

Public

Watch 342 ▼

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Star 7.2k ▼

main ▼

26 Branches

4 Tags

Go to file

t

Add file ▼

<> Code ▼

What is glTF?

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What is glTF?

0:05

0.05 / 2:35

CC

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YouTube

Full screen

README

Code of conduct

License

License

✎

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About

glTF – Runtime 3D Asset Delivery

Readme

Unknown, Unknown licenses found

Code of conduct

Activity

Custom properties

7.2k stars

342 watching

1.1k forks

Report repository

Contributors 144

+ 130 contributors

Languages

HTML 46.2%

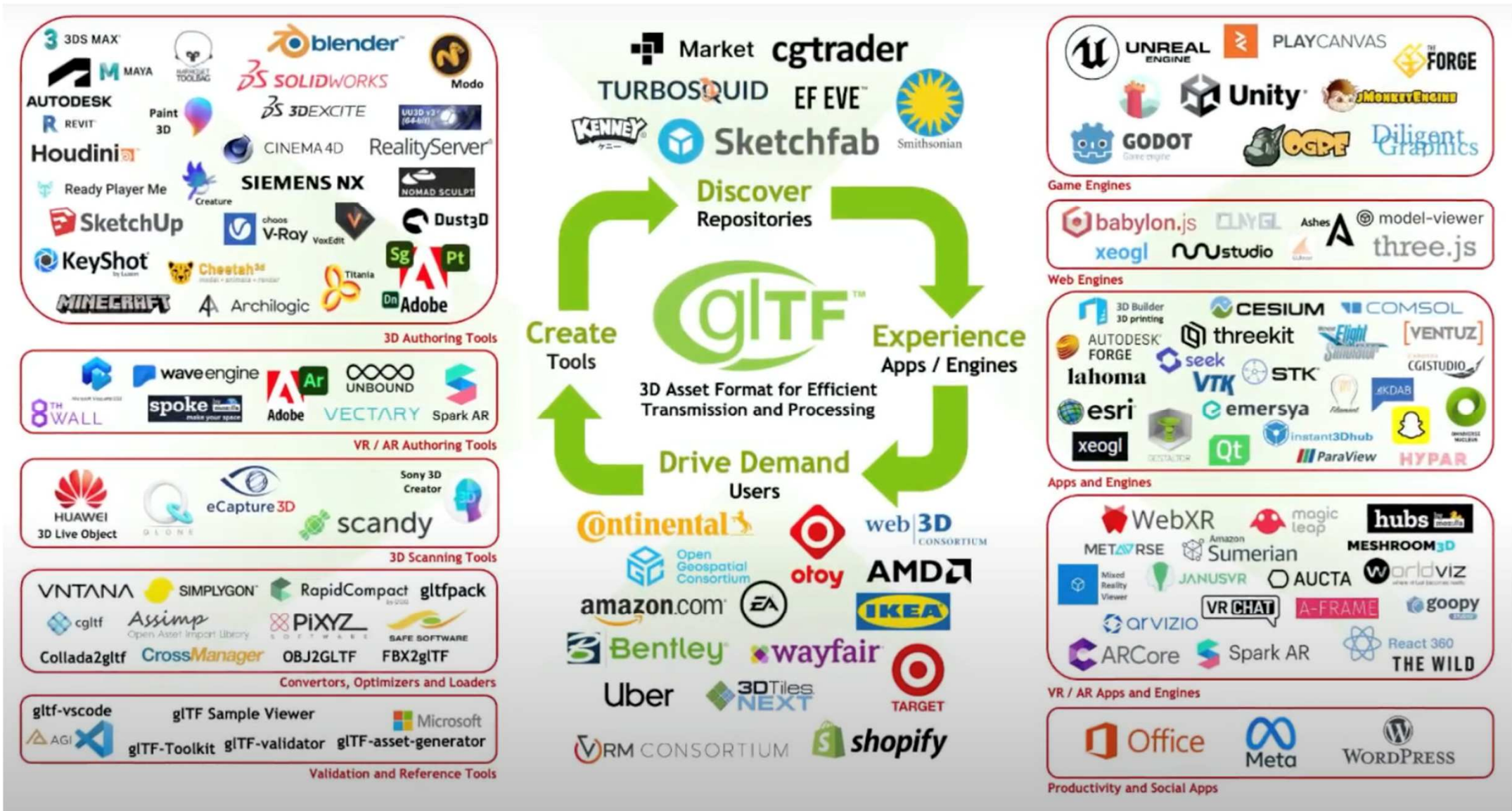
CSS 42.3%

JavaScript 7.8%

Makefile 3.7%

glTF

<https://github.com/KhronosGroup/glTF>



Search by Title or Description

Filter Results

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Khronos Official Staff Picks

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Filter by Task

analyze convert edit embed export
import inspect load optimize process
service validate view

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Filter by Type

application asset library demo embeddable
engine engine extension file format forum
library mod model-repository plugin sdk
sdks self-hosted service viewer web api
web application web components web-api
web-application website

glTF Validator [↗](#)

Official command-line and drag-and-drop tool to validate glTF assets against the specification

Task

- validate

Type

- web application
- library

Inputs

- glTF 2.0

Tags

- Khronos Official

Khronos glTF Sample Viewer [↗](#)

Engine-agnostic sample viewer with WebGL PBR shader for glTF 2.0 (source code [↗](#))

Task

- load
- view

Type

- web application

Inputs

- glTF 2.0

Tags

- Khronos Official

Khronos Group Blender Importer/Exporter [↗](#)

Official importer/exporter, included with Blender 2.80 and higher

Task

- import
- export

Inputs

- glTF 2.0

Outputs

- glTF 2.0

Tags

- Khronos Official

BabylonJS glTF loader [↗](#)

WebGL engine

Viewer component [↗](#)

Task

- import
- view

Type

- engine

Inputs

- glTF 2.0

Tags

- Staff Picks

<model-viewer> [↗](#)

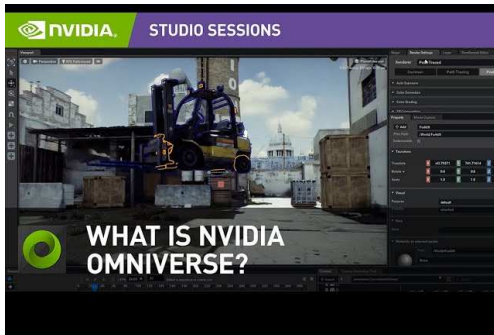
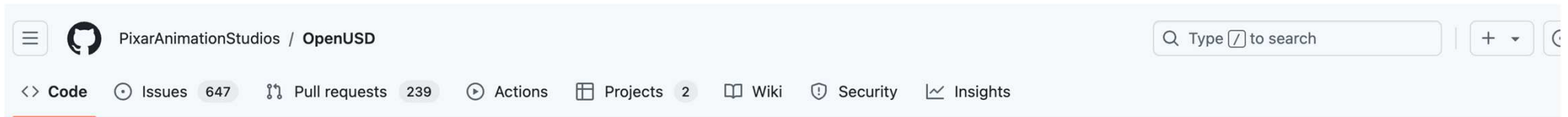
HTML web component for viewing self-hosted glTF models.

Type

- viewer
- embeddable
- self-hosted

USD

<https://github.com/PixarAnimationStudios/OpenUSD>



[docs] allow building of python docstrings without genera...

last ye

Adding code of conduct policy.

3 years a

[Pxr] Update github repository documentation

8 years a

Introduces hioAvif plugin.


4 months ago



[+ 189 contributors](#)

USD

<https://github.com/matiascodesal/awesome-openusd>

**matiascodesal**
Blog: <https://matiascodesal.com/posts/>
Raleigh, NC
Owns this repository
Committed to this repository

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About

A curated list of awesome Universal Scene Description (OpenUSD) resources and projects

usd universal-scene-description

pixar-usd openusd open-usd

Readme

Activity








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30 forks

Report repository

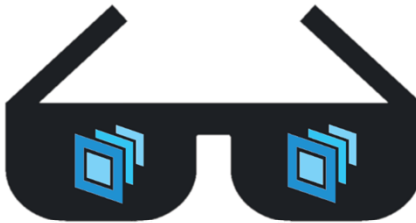
Contributors 6




images Delete test.txt 2 years ago

README.md Add tinyusdz (#6) 3 weeks ago

README



Awesome USD



Awesome OpenUSD

Open Sources for Metaverse

Avatar



Personas

AVATAR GENERATOR

 [View on Github](#)

A playful avatar generator
for the modern age.



나의 2D 이미지 페르소나

Randomize 

SKIN



HAIR



FACIAL HAIR



BODY



EYES



MOUTH



NOSE



BACKGROUND



각종 기존 커뮤니티 등에 쉽게 기능 포팅 가능

master 16 branches 0 tags

Go to file

Code ▼

Peter Piekarczyk bump node-fetch to 2.6.7

b2899e8 on Jan 25, 2022 152 commits

patches	Making the patch package diff smaller	3 years ago
src	bump to react 17	last year
static	Upgrade dependencies, fix React helmet (#24)	3 years ago
.gitignore	git init	5 years ago
.nvmmrc	adds engines	last year
LICENSE	update license	5 years ago
README.md	update to rescript/react	last year
bsconfig.json	update to rescript/react	last year
gatsby-browser.js	git init	5 years ago
gatsby-config.js	prettier	5 years ago
gatsby-node.js	Fix	3 years ago
gatsby-ssr.js	git init	5 years ago
package.json	bump node-fetch to 2.6.7	last year

거의 기능 개발 완료된 상태

Simple & Complete

Oct 7, 2018 – May 25, 2023

Contributions: Commits ▼

Contributions to master, excluding merge commits and bot accounts



About

Personas, an avatar generator by Draftbit

personas.draftbit.com

avatars reasonml personas

Readme

MIT license

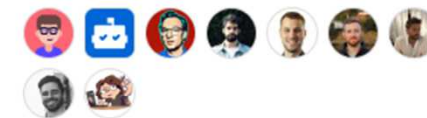
1.2k stars

16 watching

113 forks

Report repository

Contributors 9



Languages



Find components

COMPONENTS

Avatar

Animated

Half Body

Posing

Static

Drag N Drop

Exhibit



Controls (29)

Actions

Name	Control
modelSrc	"/visage/male.glb"
animationSrc	"/visage/male-idle.glb"
environment	city
scale	
shadows	False True
halfBody	False True
idleRotation	False True
headMovement	False True
ambientLightColor	#fff5b6
dirLightColor	#002aff
spotLightColor	#fff5b6
ambientLightIntensity	0 0.3 / 20
dirLightIntensity	0 5.0 / 20
spotLightIntensity	0 1.0 / 20
dirLightPosition	dirLightPosition : { x: -3

아바타 모델 - glTF 이용

glTF export 지원

나의 아바타로 여러 메타버스 여행 가능

아바타 허브 : 메타버스 플랫폼과 계약 → 온라인 아바타 import 지원



Ready Player Me

A cross-game avatar platform for the metaverse.

64 followers <https://readyplayer.me/developers> [@readyplayerme](https://twitter.com/readyplayerme) support@readyplayer.me

Unity/Unreal Loader & Web viewer 오픈소스 공개

Popular repositories

Example-iframe

Public

iframe integration example for <https://readyplayer.me/>

HTML 64 31

UnrealExamples

Public

ReadyPlayerMe integration into UE5 examples

C++ 24 9

Unity-WebGL-Example

Public

JavaScript 20 10

rpm-unity-sdk-core

Public

Core is responsible for module management and setting up the SDK for first time use.

C# 40 7

visage

Public

Easily display Ready Player Me avatars and 3D models on the web.

TypeScript 22 3

Example-Android-Kotlin

Public

rpm-unity-sdk-avatar-creator

Public

Avatar Creator helps you create an avatar in Unity.

C# 10 MIT 2 0 1 Updated 2 days ago

rpm-unity-sdk-core

Public

Core is responsible for module management and setting up the SDK for

C# 40 MIT 7 0 0 Updated 2 days ago

rpm-unity-sdk-avatar-loader

Public

Avatar Loader is responsible for downloading, importing and preparing RPM avatars for use in editor and runtime.

C# 10 MIT 4 0 0 Updated 2 days ago

People



Top languages

C++ C# JavaScript TypeScript
Kotlin

Most used topics

avatars readyplayerme unity unity3d

사이트에서 만든 내 아바타를 게임 엔진으로 불러오기

- [日本語](#)
- English



VRM documentation

🔍 Search

[About VRM](#) ✓

[UniVRM](#) ✓

[glTF](#) ✓

[VRM-1.0](#) ✓

[UniVRM-1.0](#) ✓

EXTERNAL

[Download](#) ↗

[VRM's Technical Specs](#) ↗

[VRM Consortium](#) ↗

VRM

VRM - 3D Avatar File Format for VR

"VRM" is a **file format for handling 3D humanoid avatar (3D model) data for VR applications**. It is based on [glTF2.0](#). Anyone is free to use it.

☰ VRM-1.0

[VRM-1.0](#) has been released.

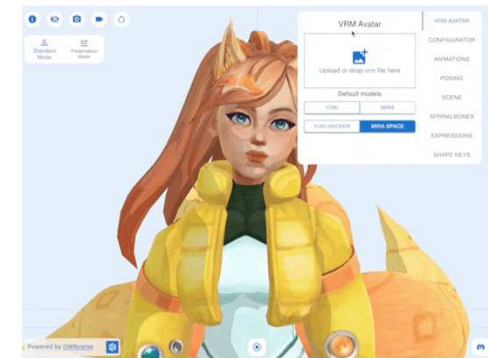
In addition, a standard implementation ([UniVRM](#)) in c# that can import and export VRM file in [Unity](#) is released as open source

[Learn More](#)

- [About VRM](#)
- [UniVRM](#)
- [glTF](#)
- [VRM-1.0](#)
- [UniVRM-1.0](#)

EXTERNAL

- [Download](#)
- [VRM's Technical Specs](#)
- [VRM Consortium](#)

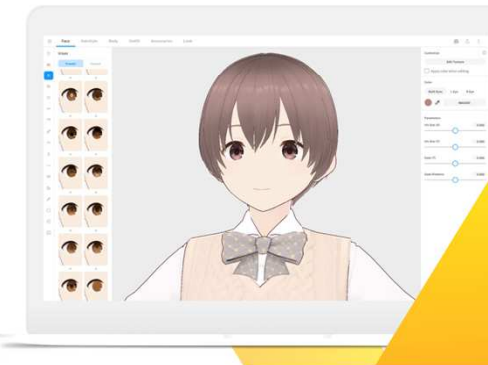


NOT OPEN, BUT FREE

3D Character Creation Software

VRoid Studio

**3D Modeling,
for Everyone!**



UniVRM : gltf-based VRM format implementation for Unity

master

10 branches

184 tags

Go to file

Add file

Code

About

UniVRM is a gltf-based VRM format implementation for Unity. English is here <https://vrm.dev/en/> . 日本語はこちら <https://vrm.dev/>

버튜버, VRChat 등에서 많이 활용 중

unity3d gltf

Readme

MIT license

Activity

2k stars

87 watching

358 forks

Report repository

Releases 104

v0.110.0 Latest on Apr 13

+ 103 releases

아직 살아있는 개발진

Packages

No packages published

Santarh Merge pull request #2062 from notargs/refactor_mto... 2d0ed3f 2 weeks ago 4,795 commits

.github	help wanted 라벨을时限クローズ	6 months ago
Assets	MTOON_TRANSFER_FOG_AND_LIGHTING를切り出した	3 weeks ago
Packages	リポジトリにURPを追加	3 months ago
ProjectSettings	リポジトリにURPを追加	3 months ago
Tests/Models	fix tests	7 months ago
docs	release UniVRM-0.110.0	2 months ago
gltf @ 838b607	add glTF & VRM spec schema repository as submodule.	2 years ago
vrm-specification @ 0bcc3d4	vrm spec 更新。InitRotationPoseProvider 修正。ENDSITE 対策	3 months ago
.gitattributes	lfs untrack binary files	9 months ago
.gitignore	Add UserSettings directory to gitignore	7 months ago
.gitmodules	Add MToon submodule in new directory.	2 years ago
LICENSE.txt	License To VRM Consortium	3 years ago
JUnit3To2FormatConverter.py	JenkinsHelper	5 years ago
README.md	Write about older release versions	3 months ago
doc.md	sphinx エラー修正	2 years ago
requirements.txt	Bump markdown-it-py from 2.0.0 to 2.2.0	4 months ago
retag.sh	Release v0.91.0	2 years ago



jln

changed 9 months ago



3



0 comments

Avatar Builders

Open Source

Closed / Non-free

Inspiration

WebXR viewer

Enhancement / Degr...

Expand all

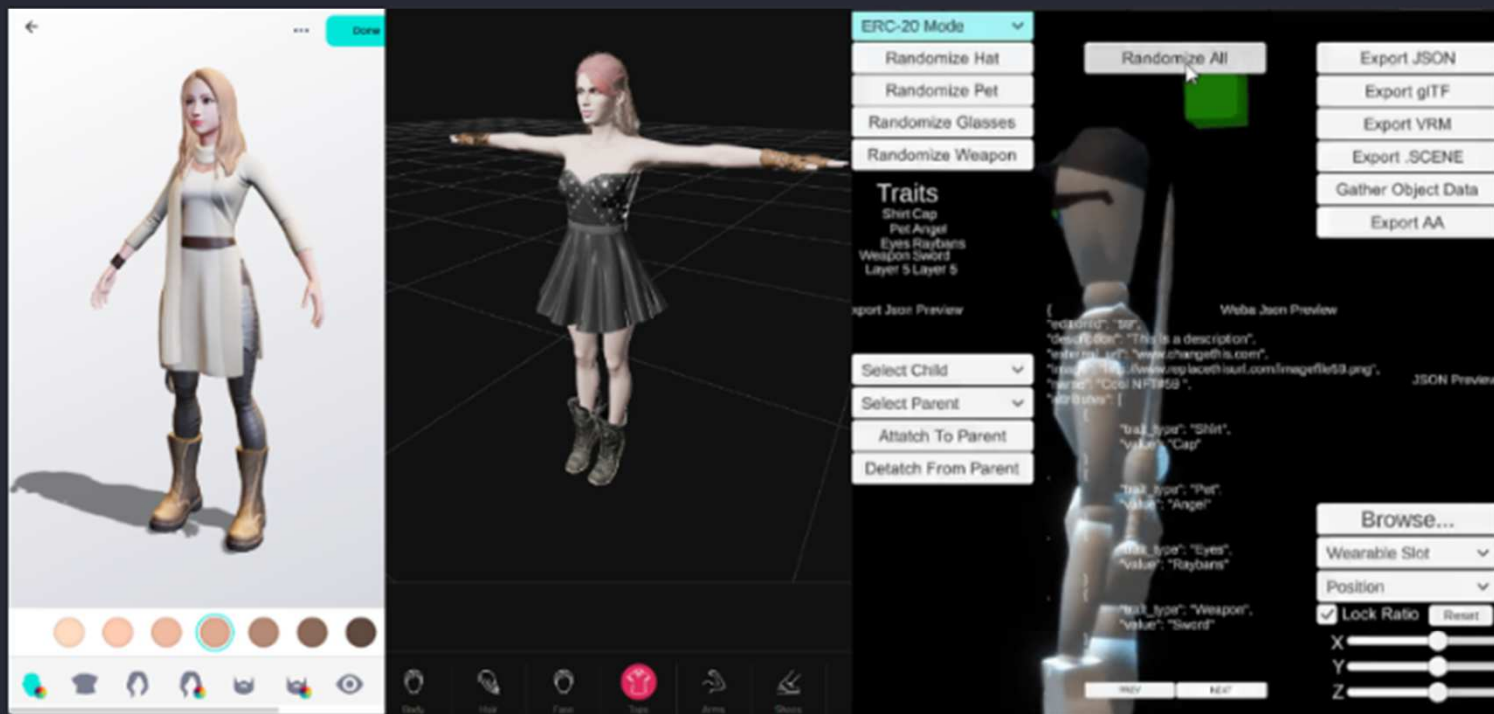
Back to top

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Avatar Builders

tags: **devlog** **m3**

- <https://github.com/M3-org/avatar-interop/wiki/Avatars>
- <https://hackmd.io/@XR/avatarlod>
- <https://hackmd.io/@xr/wearables1>
- <https://github.com/m3-org/ready-player-m3>



Avatars are the audio-visual representation of self and the spiritual successor to social media profiles. This dev log explores the ways we create our avatars from what's popular / trending to the open source solutions folks in M3 are building.

Open Sources for Metaverse

Assets, Identity – TBD

Open Sources for Metaverse

AI

<https://github.com/nerfstudio-project/nerfstudio>

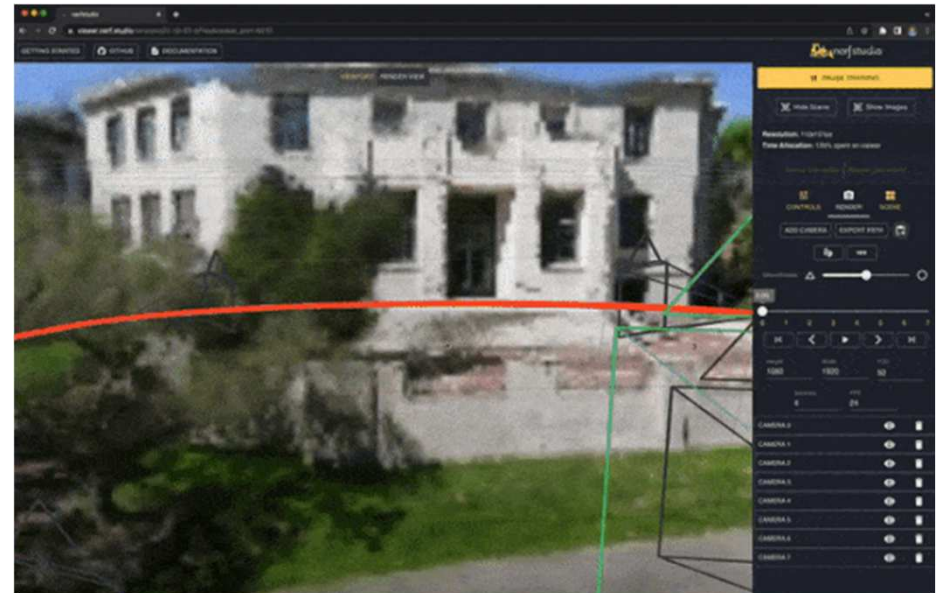
nerfstudio 5359 members docs passing pypi package 1.1.4 Core Tests. passing License Apache 2.0



A collaboration friendly studio for NeRFs



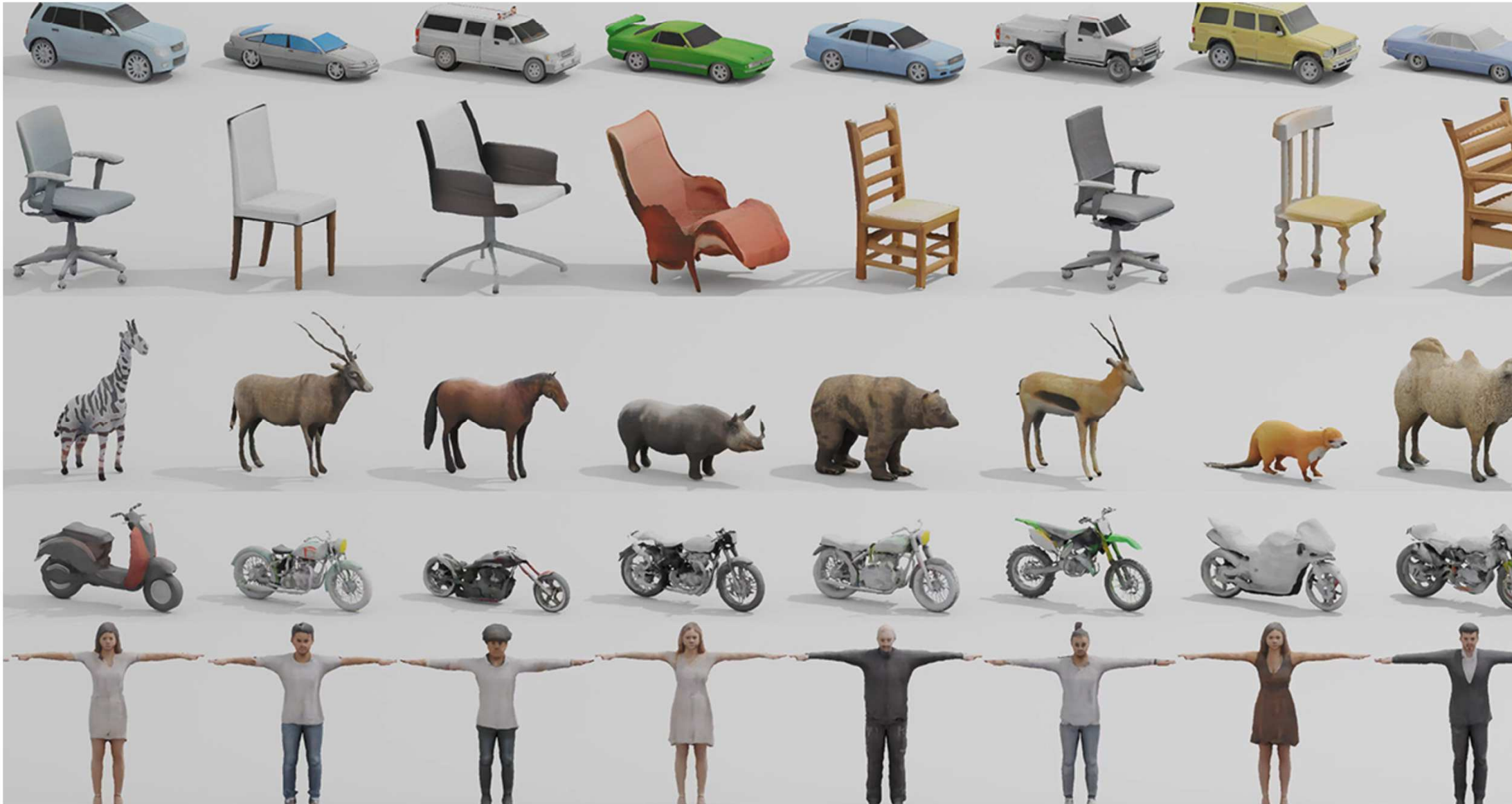
여러 장의 사진을 3D 공간으로 변환해주는 도구



World-Class: NVIDIA Research Builds AI Model to Populate Virtual Worlds With 3D Objects, Characters

<https://github.com/nv-tlabs/GET3D>

September 23, 2022 by [Isha Salian](#)



Meta 3D AssetGen: Text-to-Mesh Generation with High-Quality Geometry, Texture, and PBR Materials

Yawar Siddiqui¹, Tom Monnier^{*2}, Filippos Kokkinos^{*2}, Mahendra Kariya², Yanir Kleiman², Emilien Garreau²,
Oran Gafni², Natalia Neverova², Andrea Vedaldi², Roman Shapovalov^{*2}, David Novotny^{*2}

¹Technical University of Munich, ²GenAI, Meta, ^{*}Equal Core Contributors

 Paper

Text-to-3D generation

text prompt

> a train engine made out of clay



Material decomposition

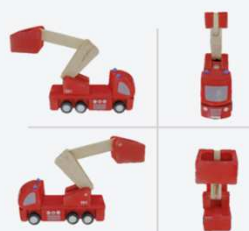
> a cat made of silver



> a cat made of rock



Image-to-3D generation



source views



Relighting in different environments



SF3D: Stable Fast 3D Mesh Reconstruction with UV-unwrapping and Illumination Disentanglement



<https://github.com/Stability-AI/stable-fast-3d>

LivePortrait: Efficient Portrait Animation with Stitching and Retargeting Control

[Jianzhu Guo](#)^{1†} [Dingyun Zhang](#)^{1,2} [Xiaoqiang Liu](#)¹ [Zhizhou Zhong](#)^{1,3} [Yuan Zhang](#)¹
[Pengfei Wan](#)¹ [Di Zhang](#)¹

¹ Kuaishou Technology ² University of Science and Technology of China ³ Fudan University

[†] Corresponding author

arXiv

LivePortrait

Project

LivePortrait



Hugging Face

Spaces



Stars

12k

English | [简体中文](#)



Wav2Lip: Accurately Lip-syncing Videos In The Wild

Wav2Lip is hosted for free at [Sync Labs](#)

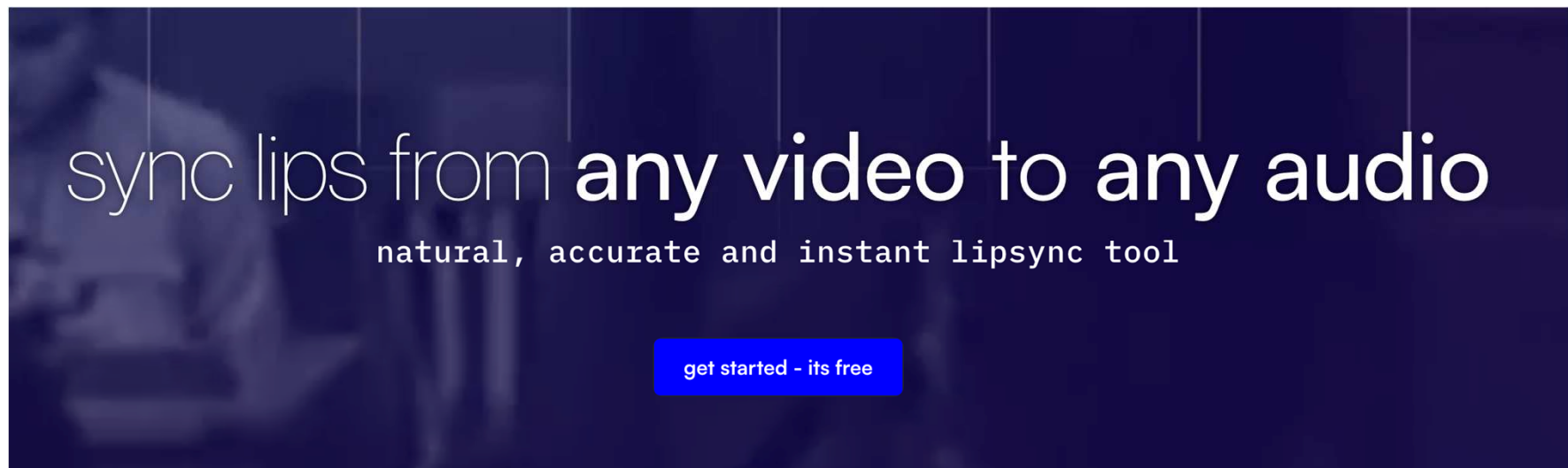
Are you looking to integrate this into a product? We have a turn-key hosted API with new and improved lip-syncing models here: <https://sync.so/> For any other commercial / enterprise requests, please contact us at pavan@syncclabs.so and prady@sync.so To reach out to the authors directly you can reach us at prajwal@syncclabs.so, rudrabha@sync.so. This code is part of the paper: *A Lip Sync Expert Is All You Need for Speech to Lip Generation In the Wild* published at ACM Multimedia 2020.

 Ranked #2 Unconstrained Lip-synchronization on LRS2 (using additional training data)

 State of the Art Unconstrained Lip-synchronization on LRS3 (using additional training data)

 State of the Art Unconstrained Lip-synchronization on LRW

<https://github.com/Rudrabha/Wav2Lip>



VideoReTalking

Audio-based Lip Synchronization for Talking Head Video Editing in the Wild

ArXiv [2211.14758](#)

Project [Page](#)

[Open in Colab](#)

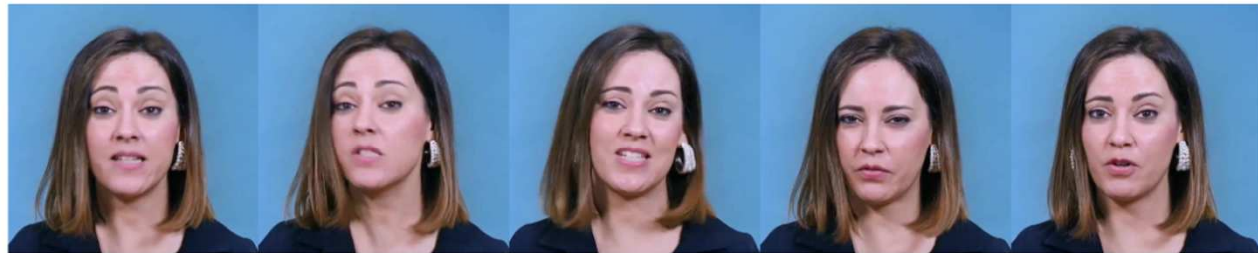
[Replicate](#) [Demo & Cloud API](#)

Kun Cheng ^{*,1,2} [Xiaodong Cun ^{*,2}](#) [Yong Zhang ²](#) [Menghan Xia ²](#) [Fei Yin ^{2,3}](#)
[Mingrui Zhu ¹](#) [Xuan Wang ²](#) [Jue Wang ²](#) [Nannan Wang ¹](#)

¹ Xidian University ² Tencent AI Lab ³ Tsinghua University

[SIGGRAPH Asia 2022 Conference Track](#)

Input “in-the-wild”
Video



Input Audio for
Editing



Lip-Synced Video
in emotion **Neutral**



Lip-Synced Video
in emotion **Happy**



VideoReTalking

<https://github.com/OpenTalker/video-retalking>

OpenTalker / video-retalking

Q Type / to search

+

<> Code

Issues 194


Pull requests 12

Actions

Projects

Security

Insights

 **video-retalking** Public

Watch 72

Fork 965


Star 6.5k

main 1 Branch 1 Tag

Go to file t

Add file

<> Code

 **vinthony**

Merge pull request #157 from chenxwh/main

d32e8e5 · last year 73 Commits

docs	fix typo	last year
examples	convert vcodec	last year
models	Compatible with CPU mode, now it can run on Mac M1 co...	last year
third_part	fix typo	last year
utils	Compatible with CPU mode, now it can run on Mac M1 co...	last year
.gitignore	Compatible with CPU mode, now it can run on Mac M1 co...	last year
CODE_OF_CONDUCT.md	added a missing CODE OF CONDUCT file	last year
LICENSE	Create LICENSE	last year
README.md	replicate	last year
cog.yaml	replicate	last year
inference.py	Update inference.py	last year
inference_videoretalking.sh	bugs: fixed numpy version and remove unnecessary files i...	last year
predict.py	replicate	last year
quick_demo.ipynb	Colab	last year
requirements.txt	upgrade numpy	last year

About

[SIGGRAPH Asia 2022] VideoReTalking: Audio-based Lip Synchronization for Talking Head Video Editing In the Wild

opentalker.github.io/video-retalking/

video-editing lip-synchronization siggraph-asia-2022 talking-head-videos

Readme

Apache-2.0 license

Code of conduct

Activity

Custom properties


6.5k stars

72 watching

965 forks

Report repository

Releases 1

 **VideoRetalking v0.0.1 Release...** Latest on Mar 15, 2023

Packages

No packages published

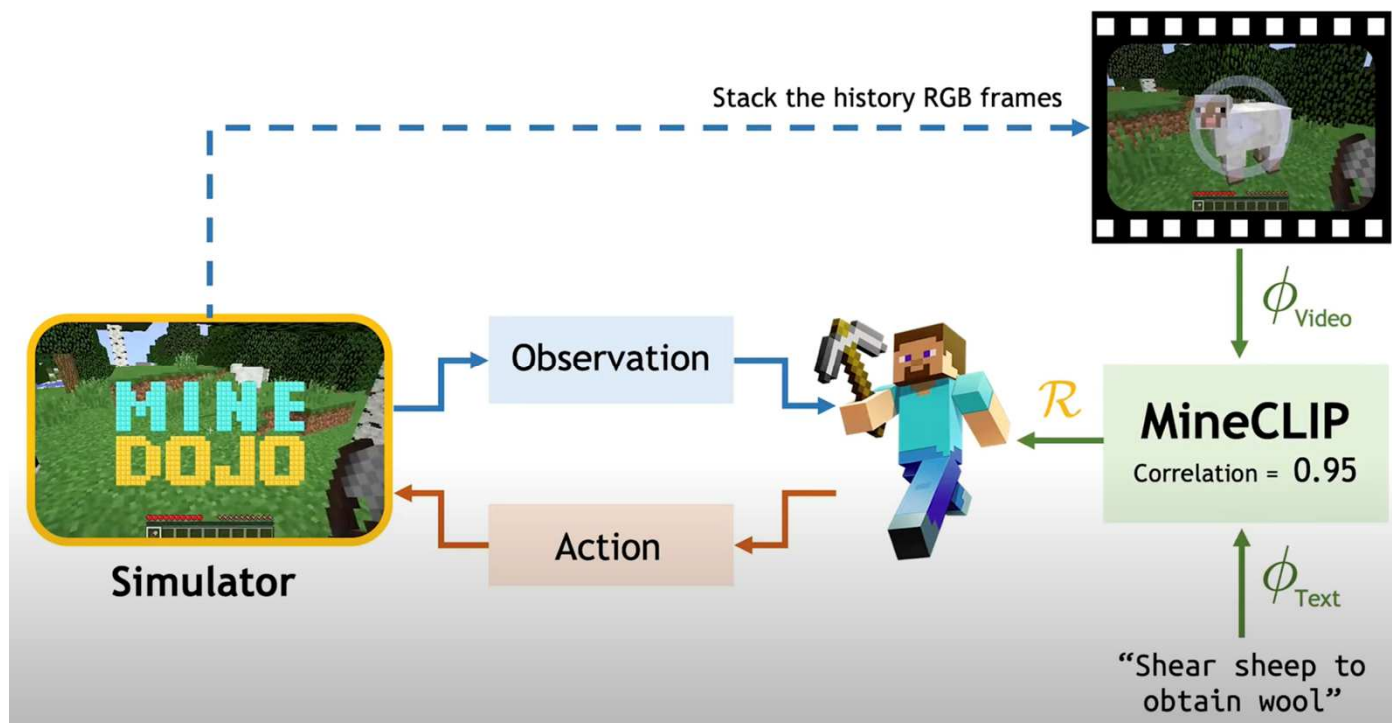
Guanzhi Wang^{1 2}, Yuqi Xie³, Yunfan Jiang^{4*}, Ajay Mandlekar^{1*},
Chaowei Xiao^{1 5}, Yuke Zhu^{1 3}, Linxi Fan^{1†}, Anima Anandkumar^{1 2†}
¹NVIDIA, ²Caltech, ³UT Austin, ⁴Stanford, ⁵ASU

*Equal contribution †Equal advising
<https://voyager.minedojo.org>

단순 NPC를 넘어선 또다른 주제?

Abstract


We introduce VOYAGER, the first LLM-powered embodied lifelong learning agent in Minecraft that continuously explores the world, acquires diverse skills, and makes novel discoveries without human intervention. VOYAGER consists of three



어마어마한 관심

main 1 branch 0 tags

Go to file Add file Code

	xieleo5 Update README and add FAQ	2d79663 6 hours ago	8 commits
images	Voyager release	3 days ago	
installation	Fix Fabric API link	yesterday	
voyager	Update curriculum_qa_step1_ask_questions.txt	2 days ago	
.gitignore	Voyager release	3 days ago	
FAQ.md	Update README and add FAQ	6 hours ago	
LICENSE	Voyager release	3 days ago	
README.md	Update README and add FAQ	6 hours ago	
requirements.txt	Voyager release	3 days ago	
setup.py	Voyager release	3 days ago	

☰ README.md

Voyager: An Open-Ended Embodied Agent with Large Language Models

About

An Open-Ended Embodied Agent with Large Language Models

voyager.minedojo.org/

minecraft

large-language-models

open-ended-learning

embodied-learning

Readme

MIT license

1.4k stars

19 watching

85 forks

Report repository

Releases

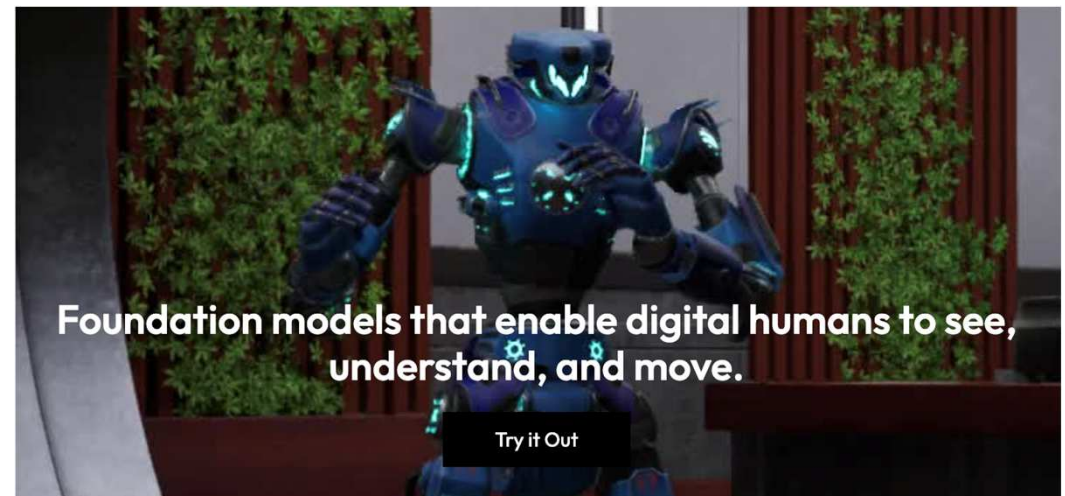
No releases published

Packages

No packages published

상용 생성 AI 서비스

- Masterpiece Studio
 - 텍스트 프롬프트로 3D 모델 생성 가능한 도구
 - Blender, Unity, Unreal Engine과 호환되며 추가 편집 가능
- Meshcapade
 - 움직이는 3D 디지털 인간 모델 생성 전문 AI 솔루션
 - 이미지나 비디오로부터 정확한 3D 인체 모델 즉시 생성



Generate Your Imagination in 360°

The immersive art generator is here with Skybox AI

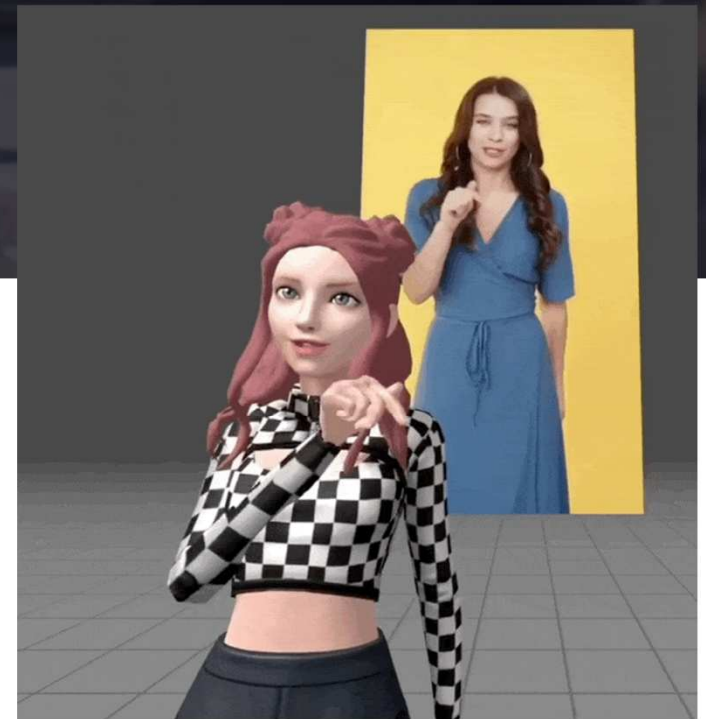
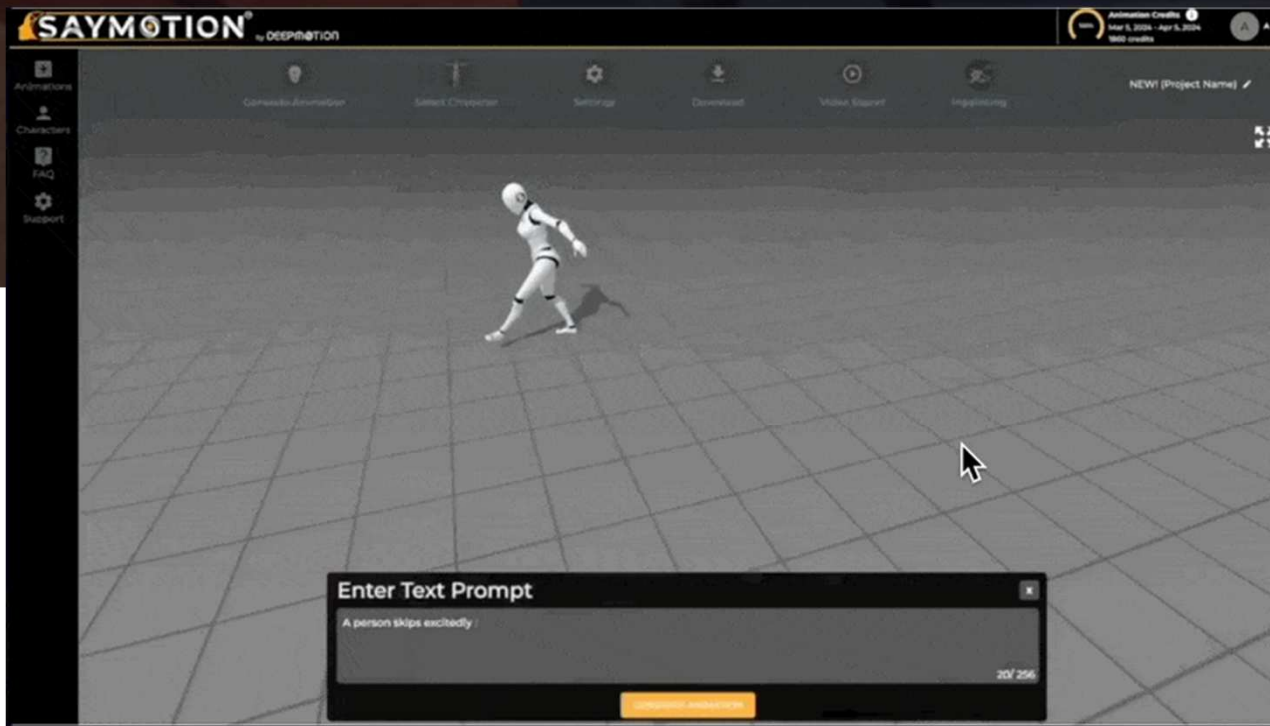
CREATE FOR FREE NOW



Text to 3D Animation



Video to 3D Animation



NVIDIA ACE for Games

Spark Life Into Virtual Characters
With Generative AI



NVIDIA ACE

NVIDIA DGX Cloud

Cloud or PC

Model Customization



Riva ASR Customization



NeMo Fine-Tuning



NeMo RLHF



Riva Voice Customization



Omniverse ACE Editor

Wordboost

Custom NeMo 43B

Custom Voice

USD

ACE Microservices



Riva ASR



NeMo LLM



NeMo Guardrails



Dialogue Manager



Riva TTS



Omniverse A2F

Game Engine



Streamline Plugin



LiveLink Plugin

Stateless API

Player

Character

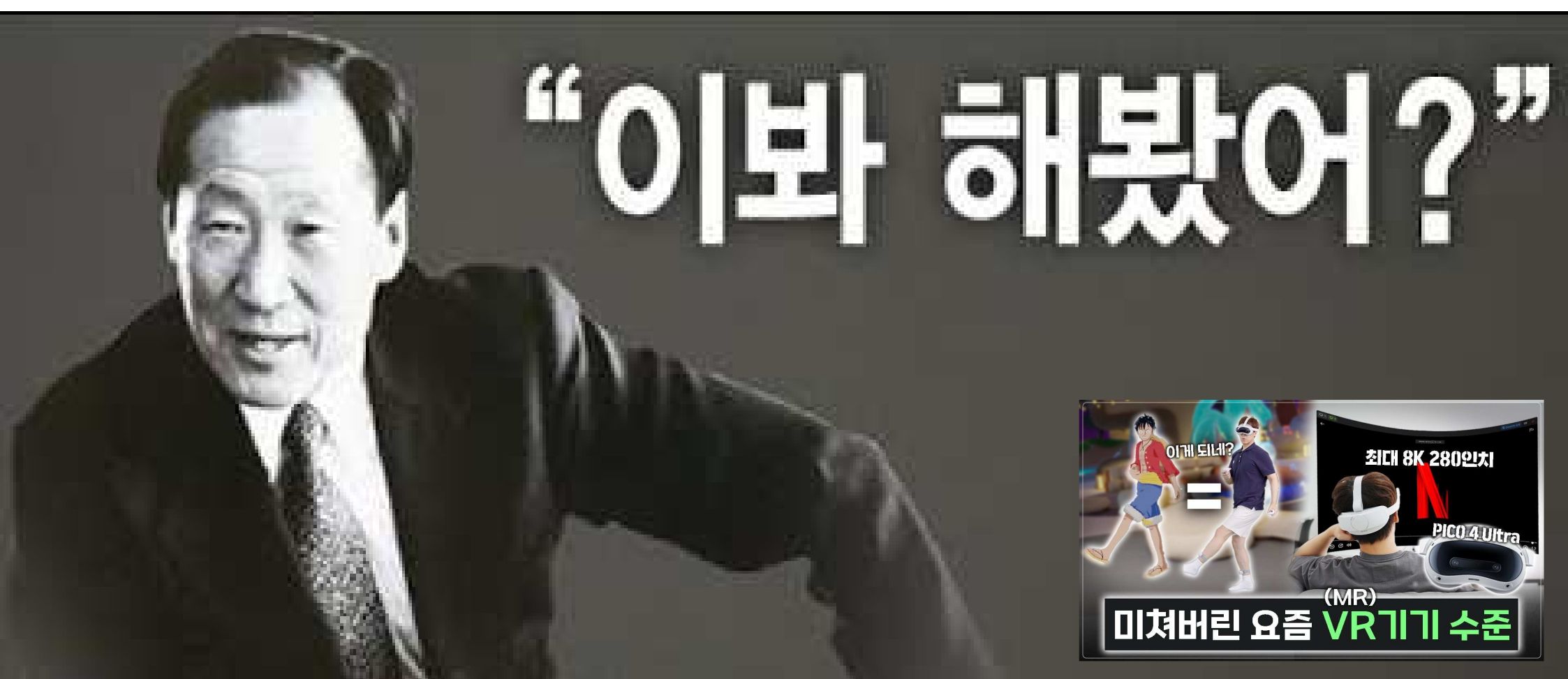
Wrap-up

마무리

01

“시나브로”

모르는 사이에 조금씩, 조금씩





Thank You
For Your Attention