

Developing an ontology for automated scene creation

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ABSTRACT.

This article presents an ontology meant to be used by algorithms for automated creation of scenes. At any time and in any place we encounter scenes: in plays, in paintings, in film frames, at hospitals, at police stations, at schools, at restaurants, at stores, everywhere. Depending on where it is located, a scene can contain more types of elements: backgrounds, objects, characters connected through their spatial relationships. Our intention is to offer the possibility of realizing many combinations of the chosen elements in order to obtain the wated scene. In practice is difficult to obtain such a result, that is why we intend to design an automatic system, which will automatically generate the scenes. The possible elements of scenes together with their relationships are grouped in an ontology which is presented in this article.

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