



e-ISSN: 2319-8753 | p-ISSN: 2347-6710

IJRSET

International Journal of Innovative Research in
SCIENCE | ENGINEERING | TECHNOLOGY

INTERNATIONAL JOURNAL OF INNOVATIVE RESEARCH

IN SCIENCE | ENGINEERING | TECHNOLOGY

Volume 12, Special Issue 2, April 2023

ISSN INTERNATIONAL
STANDARD
SERIAL
NUMBER
INDIA

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6381 907 438

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www.ijirset.com



REVITALIZING HISTORICAL SPEECHES: An Innovative Approach Using Speech Synthesis and Three-Dimensional Holograms

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ABSTRACT: This paper presents a novel approach to bringing historic speeches to life by developing a speech synthesis algorithm. Many notable personalities from India have delivered iconic speeches in the past, but due to the lack of audio-visual recordings, these speeches are not available to the public. Our objective is to recreate these speeches through three-dimensional holograms that provide a realistic experience for the audience. The holograms can be displayed in museums to recreate history and educate people about these iconic speeches. We use transcript available to synthesize the speeches and present them in a unique and engaging way that captures the essence of the original speech. The proposed approach offers a new way to preserve and showcase history while also providing an immersive experience for the audience. The results show that our approach is effective in generating realistic holograms of historic speeches and can serve as a valuable tool for preserving and sharing cultural heritage.

KEYWORDS: Hologram, Speech synthesis, Natural Language Processing, 3d modelling.

I. INTRODUCTION

In recent years, there has been growing interest in preserving and sharing cultural heritage using new technologies. However, one of the challenges in this field is the lack of audio-visual recordings of historic speeches that are an important part of our cultural heritage. Many notable personalities from India have delivered iconic speeches in the past, but due to the limitations of the technology of the time, there are few recordings available, and some speeches may have been lost forever. This presents a challenge for preserving and sharing this cultural heritage with future generations.

To address this challenge, we present a novel approach to bringing historic speeches to life through the development of a speech synthesis algorithm that creates three-dimensional holograms. Our objective is to recreate these speeches in a way that provides a realistic experience for the audience. The holograms can be displayed in museums, historical sites, and other public places to recreate history and educate people about these iconic speeches.

To synthesize the speeches, we use the available transcripts and apply our speech synthesis algorithm to create realistic holograms that capture the essence of the original speeches. Our approach provides a new way to preserve and showcase history while also providing an immersive experience for the audience. The proposed approach can serve as a valuable tool for preserving and sharing cultural heritage and for educating people about the importance of historic speeches in shaping our society.

In this paper, we present the details of our approach and evaluate the effectiveness of our method in generating realistic holograms of historic speeches. We also discuss the potential applications and implications of our approach for preserving and sharing cultural heritage in India and beyond.

II. RELATED WORK

The method involves combining advanced holographic displays with natural-sounding speech synthesis engines to create realistic and interactive virtual experiences. Researchers made significant contributions to the field of speech synthesis, developing the first electronic speech synthesizer, known as the "Voder" [1]. One approach to creating these displays is to first develop a high-quality speech synthesis engine using techniques such as concatenative synthesis, formant synthesis, or neural network-based approaches [2]. Next, a 3D model of the holographic display is created using software such as Blender [3]. The speech synthesis and holographic display are then integrated into a single system, which can be controlled using various input devices such as voice recognition, hand gestures, or touch screens. Real-time rendering software such as Unity or Unreal Engine is used to render the holographic display and create an immersive virtual environment [4]. One application of this approach is in the field of entertainment, where it can be used to create realistic and interactive virtual characters in video games or movies. It can also be used in education and training, allowing students to practice complex procedures in a realistic and safe environment. In teleconferencing and remote collaboration, holographic displays can be used to create more immersive and engaging virtual meeting environments [5]. The work in this paper is divided into two stages: 1) Speech Synthesis and 2) Three-Dimensional Hologram Creation. Speech synthesis is done by developing a high-quality engine that can produce natural-sounding speech. The hologram creation involves designing and creating a 3D model of the holographic display, which is then rendered in real-time using software such as Unity or Unreal Engine [6]. Overall, the Innovative Approach Using Hologram and Speech Synthesis has many potential applications in a variety of fields, and as the technology continues to advance.

III. METHODOLOGY

The aim of our project is to create a captivating and immersive holographic projection of notable personalities delivering their iconic speeches. The creation of such projections involves the integration of two distinct concepts, namely hologram technology and speech synthesis. The hologram, being a 3D projection, requires the creation of a suitable 3D model that can be projected. This can be achieved through the use of 3D modelling software such as Blender. To create the 3D models and animations, reference images of the model are collected and imported into Blender. Using simple shapes and modelling tools, a base mesh is created and the details of the face and body are sculpted. One more way to do this can be by using PIFuHD framework. PIFuHD is a 3D reconstruction method that uses a neural network to infer the complete 3D shape of a human body from a single 2D image. The method is based on the PIFu framework, which generates a 3D mesh by predicting per-pixel surface normals and per-vertex occupancy values. PIFuHD extends PIFu by incorporating high-resolution guidance features to improve the reconstruction quality, especially for small and thin structures like fingers and clothing. The method achieves state-of-the-art performance on various benchmarks, including human body and hand reconstruction, and has a wide range of applications in fields such as virtual reality, gaming, and animation. For animation, the mesh is rigged using a system of bones and controls, enabling us to pose and animate the character. By setting keyframes for different poses and movements, we can bring the character to life. Additionally, we can use facial animation tools to create expressions and lip-syncing for speech. Fig 1(a) and 1(b) show 3d modelling using blender and PIFuHD respectively.

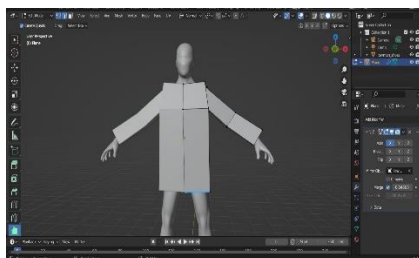


Fig 1(a)



Fig 1(b)

Once the 3D model is created, the next step is to integrate speech synthesis technology to produce the iconic speeches of the personalities being projected. The speeches can either be pre-recorded or synthesized using text-to-speech software. Text-to-speech (TTS) techniques involve converting text input into speech output using computer algorithms. There are several existing TTS techniques, including concatenative synthesis, formant synthesis, and articulatory synthesis. Concatenative synthesis involves stitching together pre-recorded speech segments to form the desired output. Formant synthesis, on the other hand, involves synthesizing speech based on mathematical models of the human vocal tract. Finally, articulatory synthesis involves modelling the movement of the tongue, lips, and other articulators to produce speech. The Web Speech API is a JavaScript API that enables web developers to incorporate speech recognition and synthesis into their applications. The speech synthesis functionality in the Web Speech API is powered by TTS engines that are built into web browsers or accessed through external servers. Developers can use the API to generate speech from text and customize aspects such as voice, pitch, and rate. Overall, TTS techniques and the Web Speech API play an important role in enabling the creation of immersive experiences such as holographic projections of notable speeches, as they allow for the generation of realistic and natural-sounding speech.

Finally, testing the holographic projection in a suitable environment is crucial to ensure the best possible results. A simple yet effective holographic environment can be created using cardboard and glass paper. The cardboard can be cut to the appropriate dimensions and assembled to create a closed box-like format. By placing the glass paper in such a way that it reflects the mobile screen, we can display 3D projections in the holographic environment. Fig 2(a) is a representation of the system architecture.

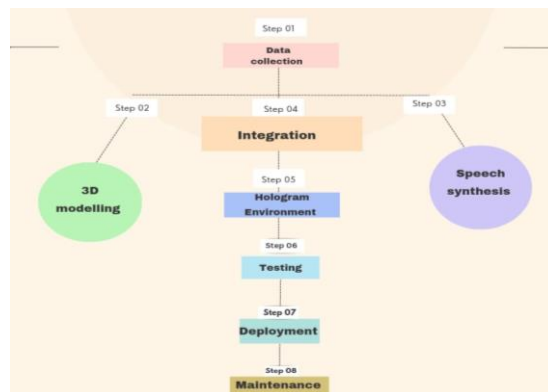


Fig 2(a)

In conclusion, our project involves the creation of holographic projections of notable personalities with their iconic speeches using 3D modelling, animation, and speech synthesis technologies. The integration of these concepts requires careful planning and execution to create an immersive and captivating experience for the viewers.

IV. EXPERIMENTAL RESULTS

The proposed approach of creating realistic holograms of historic speeches has several advantages across various fields. First and foremost, it plays a crucial role in preserving cultural heritage by allowing us to recreate an important aspect of history that might otherwise be lost to time. This can greatly benefit museums, historical sites, and other public places by providing easy accessibility to these speeches in a more immersive and engaging way than just reading a transcript.

Furthermore, this approach can serve as a valuable tool in the field of education by educating people about the importance of historic speeches in shaping our society. By showcasing these holograms in classrooms, it can offer students a unique opportunity to learn about history and gain a deeper understanding of the impact these speeches had on society.



In addition, this approach can lead to advancements in speech synthesis by contributing to the development of more advanced and realistic speech synthesis algorithms. This could potentially revolutionize the field of speech synthesis, allowing for more accurate and natural-sounding speech generation in various applications. Overall, this approach has the potential to make a significant impact on the preservation and sharing of cultural heritage, education, and advancements in speech synthesis technology.

V. CONCLUSION

The development of a speech synthesis algorithm to recreate historic speeches is a fascinating and valuable initiative. This technology will allow people to experience historical events that would otherwise be lost to time. The use of three-dimensional holograms can provide a more realistic experience for viewers, bringing these historic events to life in a new and exciting way. This technology has immense potential to be used in museums and other public spaces, allowing people to witness historic events and speeches first-hand. It also provides an opportunity to preserve history that has not been recorded through audio-visual means. Overall, this initiative is a great step towards recreating history and making it accessible to a wider audience.

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