**M.1. GENERAL INFORMATION**

**Data included:**
- [ ] Audio (see section M.6.)
- [ ] Image (see section M.7.)
- [ ] Video (see section M.8.)

**Language(s):**
- [ ] Language dependent
- [ ] Language independent

**M.2. RECORDING INFORMATION – HUMANS**

**Sex and number of humans:**
- [ ] Male Number:
- [ ] Female Number:
- [ ] Imposters Number:
- [ ] Synthetic Number:

**Total number:**

**Number of humans visible in the same frame:**

**Age class:** (please indicate number of speakers and age)
- [ ] Children I ( __ to __ )
- [ ] Children II ( __ to __ )
- [ ] Teenagers I ( __ to __ )
- [ ] Teenagers II ( __ to __ )
- [ ] Adults I ( __ to __ )
- [ ] Adults II ( __ to __ )
- [ ] Adults III ( __ to __ )
- [ ] Adults IV ( __ to __ )
- [ ] Elderly (over 60)
- [ ] Age unknown
- [ ] Other distribution:

**Origin:**
- [ ] Native
- [ ] Non native
- [ ] Unknown

**Geographic distribution:**

Total number of regions:
Percentage per region:
Regions included:

**Information included about:**
- [ ] Place of childhood
- [ ] Place of birth
- [ ] Dialect/accent

**Additional speaker information included:**
- [ ] Speaking/hearing impairments
- [ ] Smoking habits
- [ ] Trained speakers
- [ ] Profession
- [ ] Education level
- [ ] Other:

Comments:
### M.3. RECORDING INFORMATION – RESOURCE

#### Human body parts visible in the resource:
- None
- Face
- Hands
- Other:
  - Whole body
  - Mouth
  - Legs
  - Head
  - Arms
  - Feet

#### Distractors visible in the resource:
- None
- Watch
- Microphone
- Other:
  - Hat
  - Scarf
  - Markers
  - Glasses
  - Pen/Paper/Notepad
  - Mobile phone

#### Interactive media visible/audible in the resource:
- None
- Watch
- Microphone
- Other:
  - Graphical screen
  - Data glove
  - Laptop
  - Computer pen
  - PDA
  - Mouse

#### Annotated modalities in the resource: *(for details see section M.4.)*
- None
- Gaze/Eye movements
- Head movements
- Other:
  - Speech
  - Facial expressions
  - Body movements
  - Hand/Arm gestures
  - Lip movements
  - Hand manipulation of objects

#### Other modalities available/visible but not annotated in the resource: *(for details see section M.4.)*
- None
- Gaze/Eye movements
- Head movements
- Other:
  - Speech
  - Facial expressions
  - Body movements
  - Hand/Arm gestures
  - Lip movements
  - Hand manipulation of objects

#### Scene – Illumination:
- Daylight
- Fix
- Other:
  - Single source
  - Variable
  - Multiple sources
  - Other:

#### Scene – Backgrounds:
- Plain
- Other:
  - Complex
  - Other:

#### General info:
- Total number of sessions:
- Number of poses per subject:
**M.4. Modalities – Detailed Information**

**Facial expressions:** (6 universal expressions of emotion)
- □ Anger
- □ Happiness
- □ Other:
- □ Disgust
- □ Sadness
- □ Surprise
- □ Fear

**Head movements:**
- □ Rotation
- □ Inclination forward/backward
- □ Inclination sideward
- □ Other:

**Face views:**
- □ Frontal
- □ Profile
- □ Other:

Total number of face views per subject:

**Gestures:**
- □ Interactional
- □ Non-interactional
- □ Other:
- □ Non identified
- □ Emotional

**Gaze/Eye movements:**
- □ Saccades
- □ Pursuit motion
- □ Convergence
- □ Horizontal
- □ Vertical
- □ Other:

**Hand manipulation of objects:**
- □ Direct manipulation
- □ Indirect manipulation
- □ Modifying objects
- □ Joining/splitting objects
- □ Changing object position
- □ Other:

**Body movements:**
- □ Upper body
- □ Lower body
- □ Whole body
- □ Arms
- □ Legs
- □ Other:

**M.5. Application Information**

**Authentication:**
- □ Face verification
- □ Speech verification
- □ User authentication
- □ Other:

**Recognition:**
- □ Face recognition
- □ Automatic speech recognition
- □ Automatic person recognition
- □ Expression recognition
- □ Other:

**Analysis:**
- □ Lip tracking
- □ Speech/lips correlation
- □ Other:

**Synthesis:**
- □ Talking heads
- □ Avatars
- □ Humanoid agents
- □ Multimedia development
- □ Other:

**Control:**
- □ Voice control
- □ Speech assisted video
- □ Other:

**Miscellaneous:**
- □ Information retrieval
- □ Other:

**Application areas:**
- □ Education/Training
- □ Research
- □ Entertainment
- □ Banking
- □ Tourism
- □ Other:
### M.6. TECHNICAL INFORMATION – AUDIO

**Signal encoding:**
- □ A-law
- □ μ-law
- □ Linear PCM
- □ Other:

**File format:**
- □ AIFF
- □ Wav
- □ Raw data
- □ SAM
- □ NIST/Sphere
- □ Au
- □ Other:

**Sampling rate:**
- □ 8 kHz
- □ 16 kHz
- □ 32 kHz
- □ 44,1 kHz
- □ 48 kHz
- □ Other:

**Quantisation:**
- □ 8 bit
- □ 16 bit
- □ 32 bit
- □ Other:

**Byte order:**
- □ Lo-hi (Intel)
- □ Hi-lo (Motorola)

**Data format:**
- □ Signed integer
- □ Unsigned integer
- □ Other:

**Amount of data:**
Size (Mb, Gb, etc) or duration (minutes, hours, etc):

**Compression:**
- □ None
- □ Shorten
- □ Other:

**Number of recording channels:**
- □ 1 (mono)
- □ 2 (stereo)
- □ 3
- □ 4
- □ 8
- □ Other:

**Annotation standard:**
- □ SAM
- □ SGML
- □ XML
- □ NIST/LDC
- □ Other:

**Sound quality measures included:**
- □ SNR
- □ Cross talk
- □ Clipping rate
- □ Background noise
- □ Other:

**Tools used for measuring sound quality:**

**Speech content:**

<table>
<thead>
<tr>
<th>Speech content</th>
<th>No. of items:</th>
<th>No. of items:</th>
</tr>
</thead>
<tbody>
<tr>
<td>Application words</td>
<td>______</td>
<td>□ Digit-set</td>
</tr>
<tr>
<td>Concatenated words</td>
<td>______</td>
<td>□ Isolated digits</td>
</tr>
<tr>
<td>Isolated words</td>
<td>______</td>
<td>□ Natural numbers</td>
</tr>
<tr>
<td>Syllables</td>
<td>______</td>
<td>□ Money amounts</td>
</tr>
<tr>
<td>VCV sequences</td>
<td>______</td>
<td>□ Credit card numbers</td>
</tr>
<tr>
<td>Continuous sentences</td>
<td>______</td>
<td>□ Telephone numbers</td>
</tr>
<tr>
<td>Phonetically rich sentences</td>
<td>______</td>
<td>□ Yes/no questions</td>
</tr>
<tr>
<td>Phonetically balanced sentences</td>
<td>______</td>
<td>□ Other:</td>
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</table>
### M.7. TECHNICAL INFORMATION – IMAGE

<table>
<thead>
<tr>
<th>Resolution in pixels:</th>
<th>Color components:</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>RGB</td>
</tr>
<tr>
<td></td>
<td>CMYK</td>
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<tr>
<td></td>
<td>Other:</td>
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<table>
<thead>
<tr>
<th>Color depth:</th>
<th>Color components:</th>
</tr>
</thead>
<tbody>
<tr>
<td>8 bits</td>
<td>RGB</td>
</tr>
<tr>
<td>16 bits</td>
<td>CMYK</td>
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<td>Other:</td>
<td>Other</td>
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<tr>
<td>GIF</td>
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<td>TIFF</td>
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<table>
<thead>
<tr>
<th>Compression:</th>
<th>File format:</th>
</tr>
</thead>
<tbody>
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<td>Zip</td>
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</table>

### M.8. TECHNICAL INFORMATION – VIDEO

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<tr>
<th>Synchronized audio (see section M.6.)</th>
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<table>
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<table>
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<tbody>
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<tr>
<td>CMYK</td>
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<tr>
<td>Other:</td>
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<td>8 bits</td>
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<td>16 bits</td>
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<td>Other:</td>
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<table>
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<th>Frame rate:</th>
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<td>&lt;25 frames/sec.</td>
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<td>25 frames/sec.</td>
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<tr>
<td>30 frames/sec.</td>
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<td>Other:</td>
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<table>
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<tr>
<th>File format:</th>
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<td>AVI</td>
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<tr>
<td>MPEG</td>
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<table>
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<tbody>
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<td>Size (Mb, Gb, etc):</td>
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<tr>
<td>Duration (minutes, hours, etc):</td>
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</tbody>
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<table>
<thead>
<tr>
<th>Compression:</th>
</tr>
</thead>
<tbody>
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<td>None</td>
</tr>
<tr>
<td>Zip</td>
</tr>
<tr>
<td>Other:</td>
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### M.9. TECHNICAL INFORMATION – MODELING

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<table>
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<table>
<thead>
<tr>
<th>Algorithms used:</th>
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### M.10. FURTHER COMMENTS

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