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Patent Search

Invention Title	A METHOD AND SYSTEM FOR REAL TIME RENDERING OF A METAVERSE MASTER TRAINER OF AN EXPERT ON A USER DEVICE
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Abstract:

The present invention relates to a method for real time rendering of a metaverse master trainer of an expert on a user device comprising one or more processors, an storing one or more programs for execution by the one or more processors. The method may include generating the metaverse master trainer for rendering using ge adversarial network. The method may include receiving at least one of metaverse information data sample of the expert. The method may include generating at leas expressions for speech and emotions from the received metaverse information data sample. Th method may include assigning a voice to the metaverse master train adding to a metaverse master trainer library. The method may include engaging the user in an interactive metaverse session using generated metaverse master train method may include dynamically adapting at least one of voice, facial expression, emotion, and content of rendered metaverse master trainer based on the user acti interactive. The method may include evaluating the user activity in the interactive metaverse session using an AI technique. The method may include providing feedb user activity associated with at least one interactive metaverse session for at least one user based on evaluation. <>

Complete Specification

Claims:We claim
1.   A method for real time rendering of a metaverse master trainer (112) of an expert on a user device comprising one or more processors, and memory storing o more programs for execution by the one or more processors, the method comprising:
-     generating the metaverse master trainer (112) for rendering using generative adversarial network by
-    receiving at least one of metaverse information data sample of the expert;
-    generating at least one facial expressions for speech and emotions from the received metaverse information data sample;
-    assigning a voice to the metaverse master trainer; and
-    adding to a metaverse master trainer library;
-    engaging the user in an interactive metaverse session using generated metaverse master trainer (112);
-    dynamically adapting at least one of voice, facial expression, emotion, and content of rendered metaverse master trainer based on the user activity in the inter
-    evaluating the user activity in the interactive metaverse session using an AI technique; and
-    providing feedback for the user activity associated with at least one interactive metaverse session for at least one user based on evaluation.
2.   The method as claimed in claim1, further comprising:
-    selecting at least one of a trainer, voices, and accents of the digitally rendered metaverse master trainer from the metaverse master trainer library based on us input: and

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