AN END-TO-END SYSTEM FOR THE PRODUCTION AND DELIVERY OF

PHOTOREALISTIC SOCIAL IMMERSIVE VIRTUAL REALITY EXPERIENCES

i2cat'

CERTH
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VRTogether

PRODUCTS

E2E Solution

Lightweight social VR service

Real-time E2E communication system. Based on web technologies (HTML5, Javascript, WebRTC and WebGL APIs), combined with video coding and distribution standards like DASH, it provides an efficient VR based conferencing system.

The VRTogether project is developing **2 end-to-end products** that offer a complete solution to experiment social Virtual Reality; **2 main components** that can be proposed as standalone components; and **1 evaluation service** for new protocols and metrics for social VR (sVR) evaluation.

Component

Volumetric data end to end transmission system

It allows any kind of volumetric data (Point Clouds or mesh) to be transmitted to a final system by including smart layers of filtering and compression.
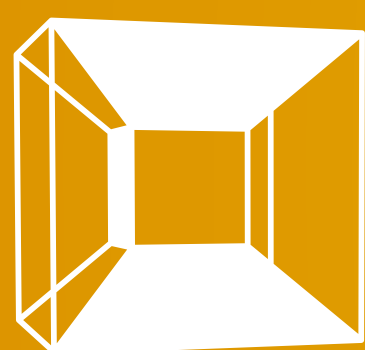
Component

4D Capture System

It enables multi-RGBD, Point Cloud and TVM real time acquisition. The 4D Capture system will provide the opportunity to capture users even for XR applications since it will offer an automatic, smart HMD removal option.

E2E Solution

Point Cloud – MCU

A key and strategical part of a real time E2E communication system, which can be considered as holographic conferencing system.

Service

New protocol and metrics to evaluate social VR

A set of objective metrics that can monitor (and predict) QoE, in a software package; and a set of guidelines and protocol for others to follow, developed to meet the evaluation needs of a new medium such as social VR.

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