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# END-TO-END VOLUMETRIC VIDEO PRODUCTION SYSTEM FOR IMMERSIVE VR EXPERIENCES



## TECHNOLOGY FEATURES

### Portable

- Flexible and light-weight sensor calibration.

### Low-cost

- Low-specification hardware resources for multi-RGBD data acquisition.
- Off-the-shelf RGBD sensors (i.e. Intel RealSense D400 series, Azure Kinect DK).

### Scalable

- Support of variant number of sensors to alter the associated equipment cost and complexity, depending on the level of geometry detail and visual quality.

## VOLUMETRIC VIDEO PRODUCTION

- Real-time (online) volumetric media streaming.
- Support of live self-view representation to boost immersion.
- Content creation through volumetric media recording and post-processing.

## REAL-TIME VOLUMETRIC VIDEO COMPRESSION

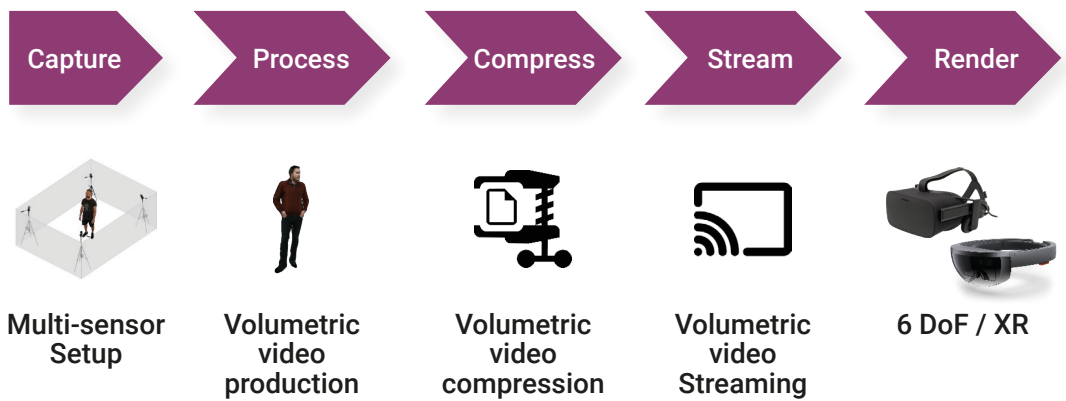
- State-of-the-art geometry libraries integration.
- Multi-view texture compression.

## EASY INTEGRATION OF VIRTUAL ENVIRONMENT

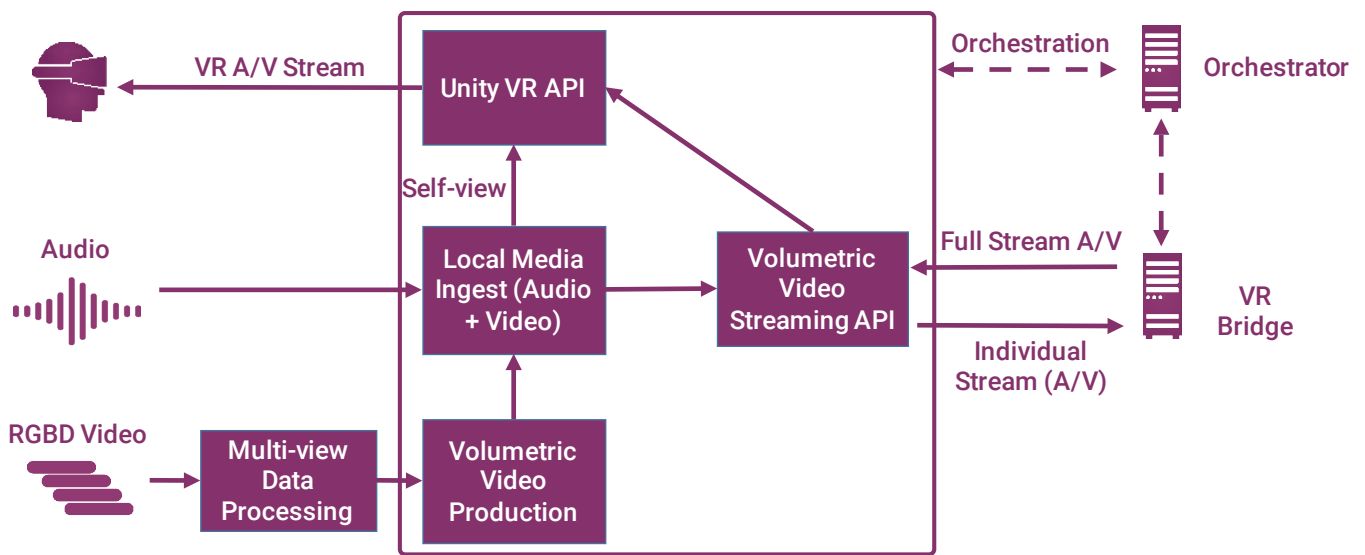
- Game engine plug & play compatibility (e.g. Unity3D, Unreal Engine 4).
- Support of photo-realistic 360° and 3D environments.
- 6 Degrees of Freedom for the user.



## SIMPLIFIED TECHNOLOGY PIPELINE



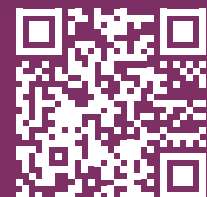
## NATIVE ARCHITECTURE OVERVIEW



AN END-TO-END SYSTEM FOR THE PRODUCTION AND DELIVERY OF **PHOTOREALISTIC SOCIAL IMMERSIVE VIRTUAL REALITY EXPERIENCES**

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