OBJECTIVES

- Develop and integrate new media formats that deliver high quality photo-realistic content and create a strong feeling of co-presence in coherently integrated experience.
- Adapt the existing production **pipeline** to capture and encode multiple media formats and integrate them with state-ofthe-art post-production tools.

3 Re-design the distribution

chain so such innovative content format can be orchestrated and

delivered in a scalable manner.

5 Maximize the impact that VRTogether can have on content creators, producers, distributors, tooling companies, service providers and the general audience.

VR experiences.

Develop appropriate Quality of

Experience (QoE) metrics and

evaluation methods to quantify the quality of these new social ENTROPH



viaccess.orca

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MOTION SPELL 3 artanim
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CWI



This project has been funded by the European Commission as part of the H2020 program, under the grant agreement 762111







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SOCIAL VR LIKE **NEVER SEEN BEFORE**

VRTogether project aims to offer ground-breaking social Virtual Reality (VR) experiences between users located in remote domestic scenarios, based on photo-realistic immersive content, in a costeffective manner.

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VRTogether's consortium has been strategically set up to consist of partners that cover all stages of the production chain in a well-balanced way.

A combination of leading research institutions i2CAT, TNO, CWI, CERTH, Artanim together with industry actors Entropy, Motion Spell, Viaccess-Orca spread over 4 European countries.

PILOTS

Development updates are presented through three pilots, three episodes of a great story about a murder investigation.

Pilot 1: Feeling of being there (presence) and of being there together (togetherness)

Two users watch a police interrogation of a murder suspect from the dark side of the room. During the experience, the users can interact and talk about the scene while seeing each other in a photo-realistic quality 3D representation.







are delivered in

real time



A 3D

is provided

You can see reconstruction the other users interacting as of the users body themself

Pilot 2: Live media and scalability

Four users are placed in a TV news studio where the presenter is giving an overview of the news of the day. When the murder is being reported, users are holo-ported to the crime scene where a journalist relates the details of the murder.

Pilot 3. Interaction and 6DoF

The final pilot will conclude the presented story, with users being able to interact with objects and characters in the scene, driving the scenario through their interactions.



APPLICATIONS & USE CASES

Current Social Virtual Reality applications focus on abstract user representations, with simplified avatar representations.

VRTogether now offers the possibility of meeting friends, family and colleagues with a photo-realistic look-alike representation, which brings better support to a multitude of emerging applications, such as business meetings and educational experiences.



Photo-realistic look-alike avatar



PRODUCTS











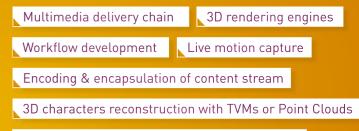




/olumetric data end to end transmission

New protocol and netrics to evaluate

MAIN FEATURES



Data orchestration within the information flow

EXPECTED IMPACT

To set a new standard in social VR using off-the-shelf products