IBC2024

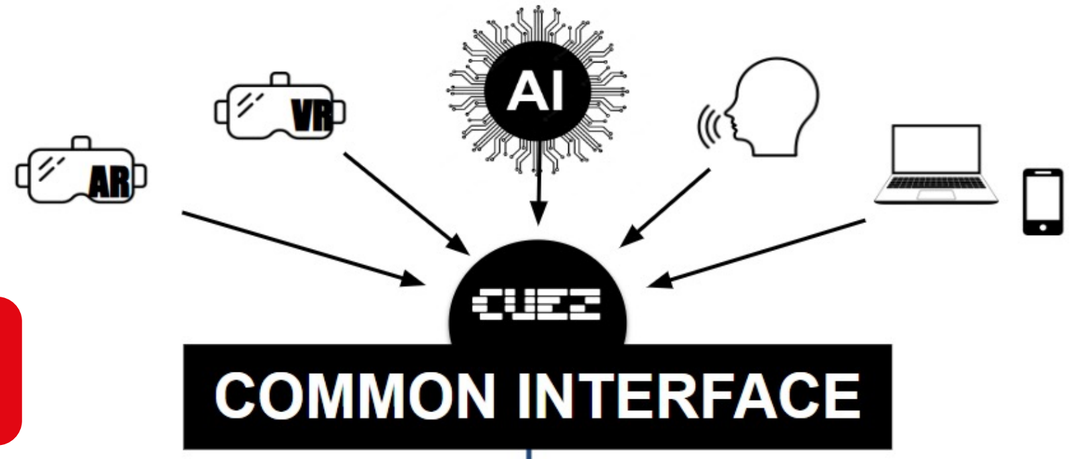
#ACCELERATORS2024

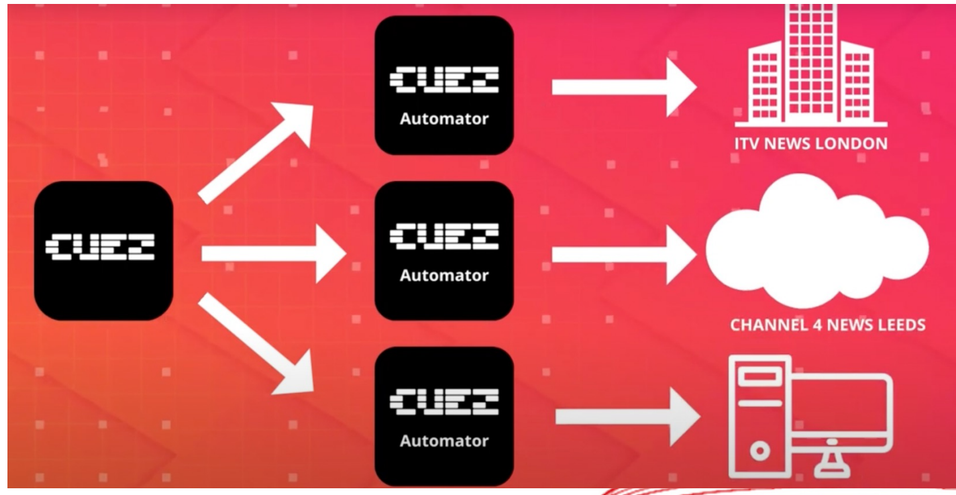
Foundation for XR and AI-Powered Galleries

2023 IBC Accelerator

GALLERY AGNOSTIC MEDIA PRODUCTION

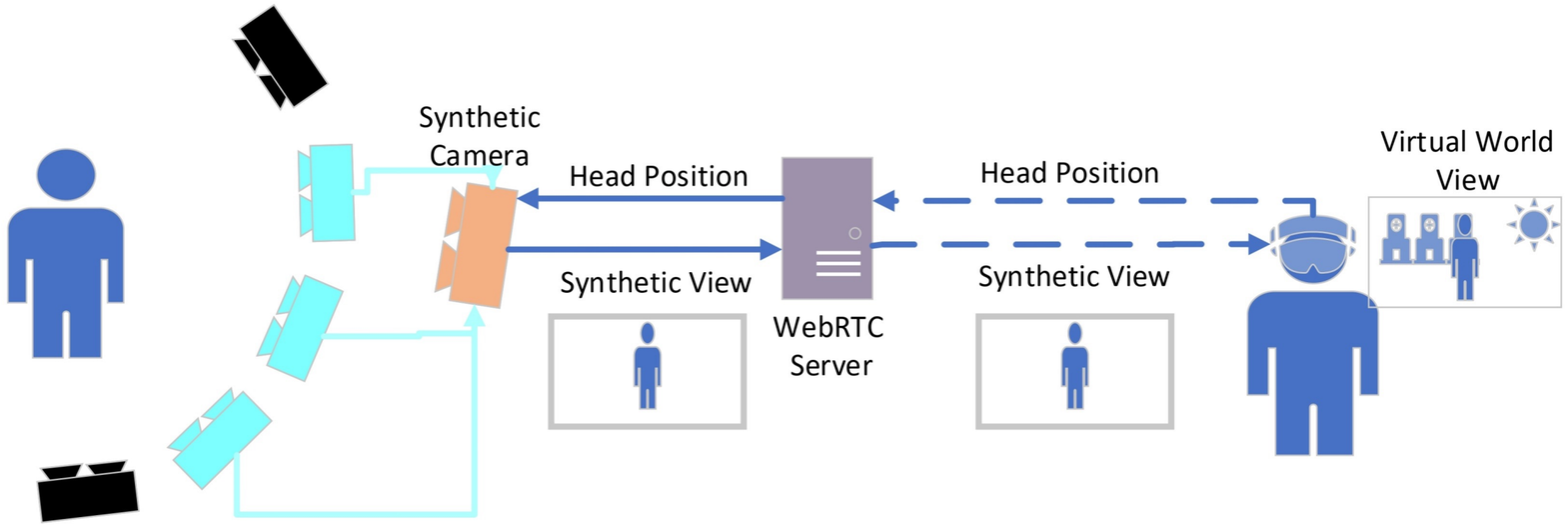
Device Integration



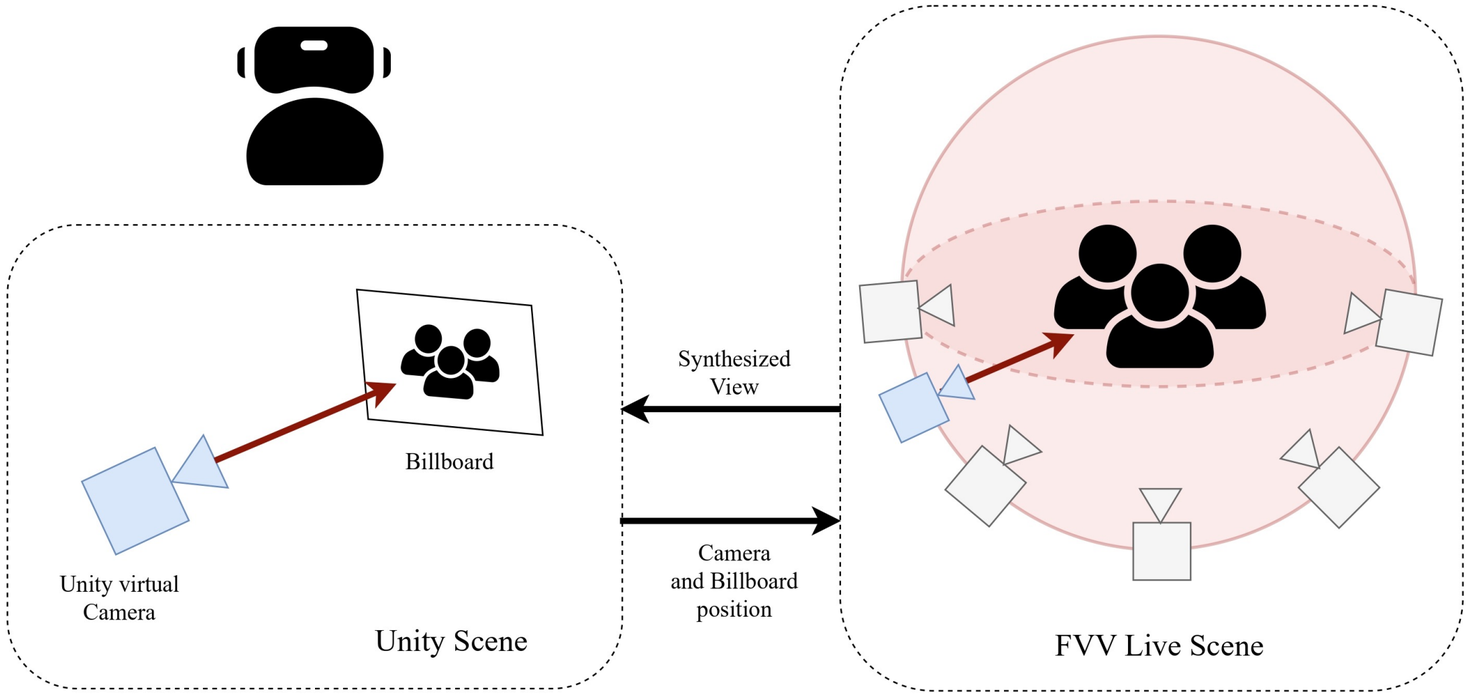


3D Human integration in Unity

- FVV Live: 9 Stereo cameras capture the scene (RGB+D)
- Green Screen setup to segment people
- Remote rendering approach



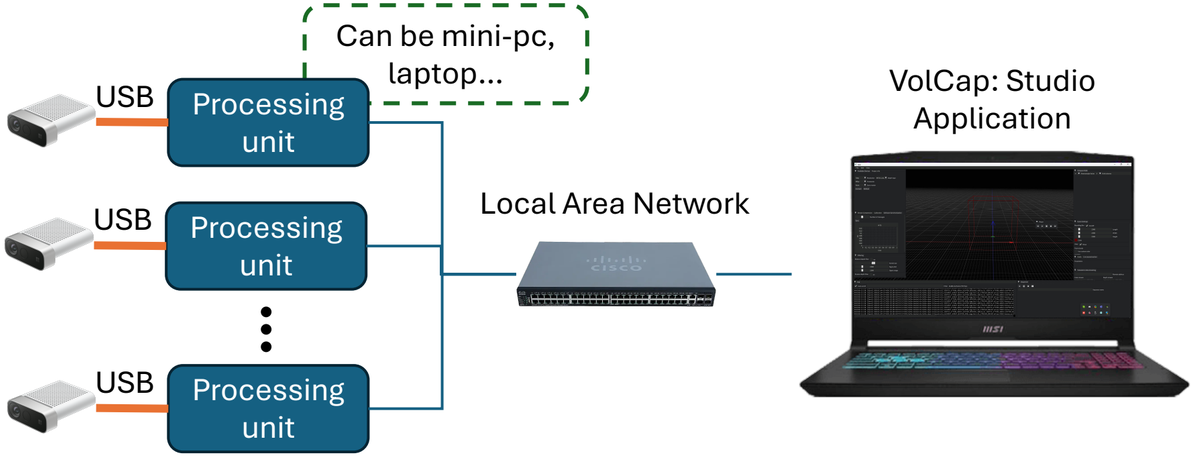
Rendering a coherent view yields volumetric sensation

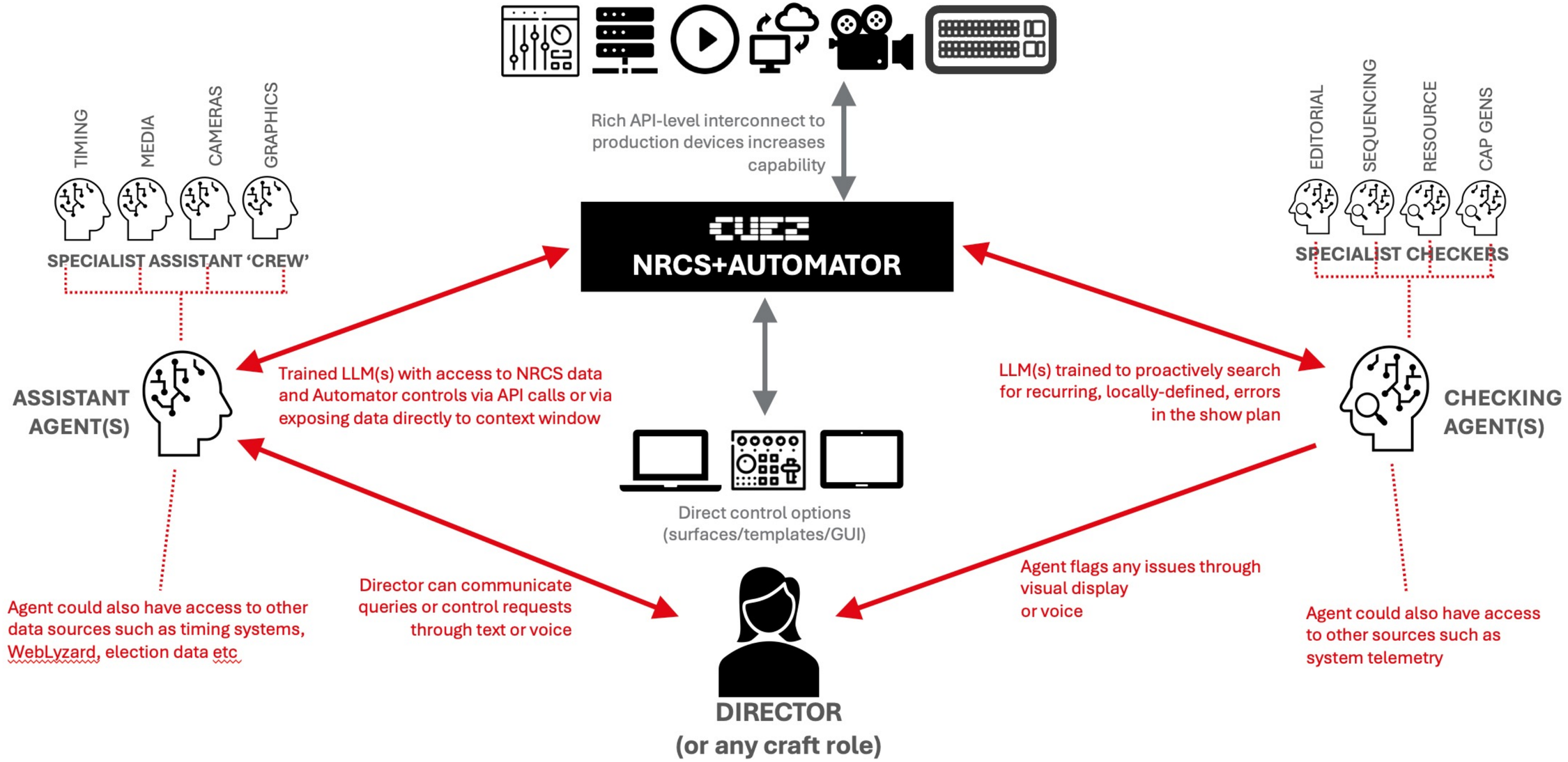


- The video received is played on a billboard inside of a Unity scene
- The server takes the direction from the user to the billboard to render the virtual view

TRANSMIXR Volumetric Video XR Studio

- Distributed solution
- Provides scalability
- Easy to assemble with commodity-based hardware
- Easy to use
- AI-based spatial camera calibration solution





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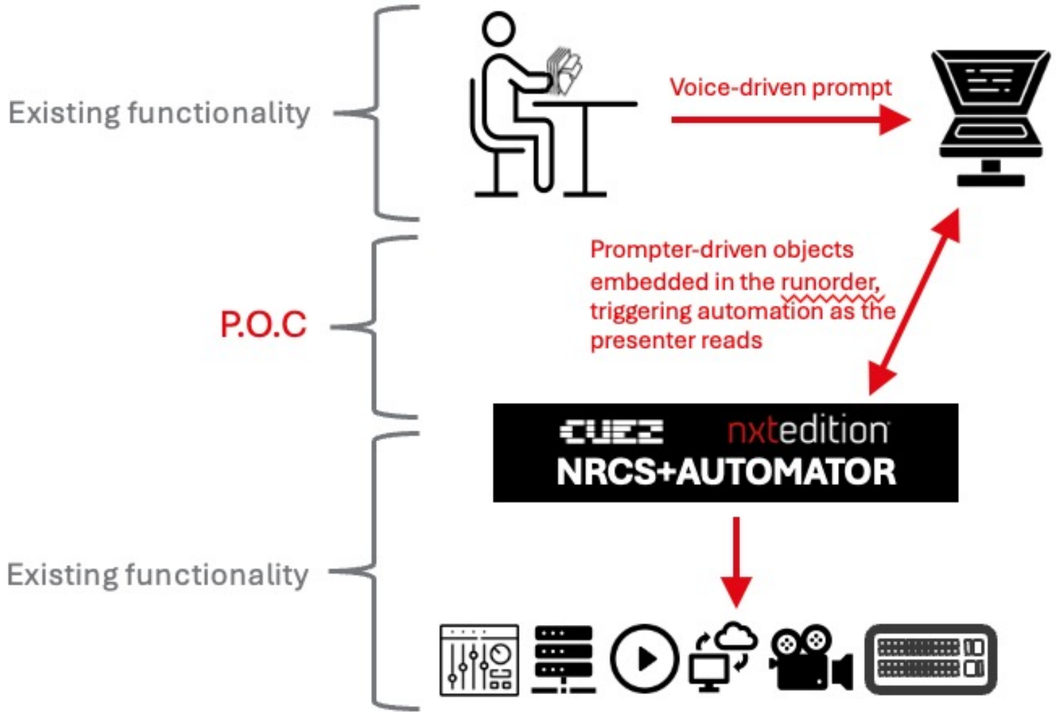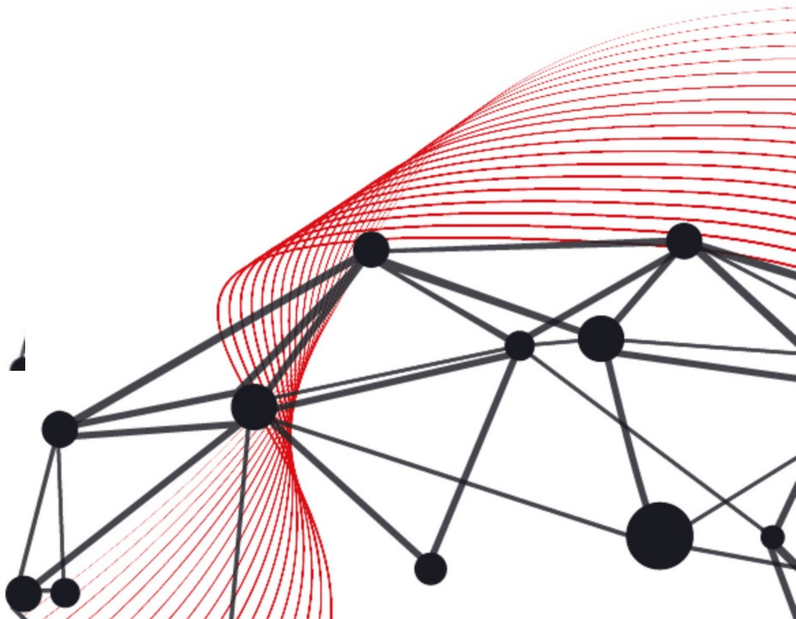
Presenter Voice Driven Automation : Deeper Device Integration enabling New UI