



Immersive Telepresence Kirari!

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Concept of Kirari! project



Feeling as if they are experiencing the atmosphere of the sporting venue, wherever they are



Feeling "speed", "height", "strength"

Kirari! Hope to make user's eyes twinkle



- ➢ In Japan, UHDTV service has been lunched in this august.
- In 2020, people will enjoy this high quality service widely and we can share our excitement by watching on large screen at stadium, cinema etc.
- NTT has been contributing to "sharing the excitement" by using latest multimedia technologies, such as HEVC and MMT etc.





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- ➢ In Japan, UHDTV service has been lunched in this august.
- Live Viewing of the 2012 Olympics

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- •Stream super high definition video from London to Tokyo in real time.
- In Japan, SHV videos were distributed to several places by IP multicasting over NTT's dedicated lines.





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- ➢ In Japan, UHDTV service has been lunched in this august.
- Live Viewing of the 2014 FIFA World Cup
 Stream 8K super high definition videos with 300Mbps IP transmission in real time.
 - •19,000km from Rio de Janeiro to Tokyo
 - 8K videos were distributed to 4 cinema locations.





But realistic is not enough to make user's eyes twinkle..

We brought an illusion technique named Pepper's ghost to Kirari!





Lies and Illusions: the Art of Deception

Toy's demonstration



System configuration

(1) Video is projected onto top screen or played on monitor.



(2) Projected video is refracted onto transparent foil.

(3) Audiences see refracted video at center of the box.



Latest Trial Events Immersive Telepresence Kirari!

Karate Enbu by Kirari! at NTT R&D Forum 2016

6 Innovative RED by MT

We have demonstrated real-time pesudo-3D video transmission and sound field reconstruction for powerful Karate performance.

⇒ Real-time target image/audio extraction, synchronized live transmission and sound image reproduction by virtual speaker are proofed in this demonstration.



Digest Movie of NTT R&D Forum 2016



https://www.youtube.com/watch?v=HQfwt0I374E (Japanese version only)



Live viewing of KABUKI "SHI-SHI-O" from Las Vegas



World's first remote live greeting reproduced as hologram images using "Kirari!"



David Copperfield Theater @LAS VEGAS













<u>https://www.youtube.com/watch?v=E0D67sBsCY0</u> (Japanese version only)



More use case of Kirari!







- Media Transport, Video, Audio Technology -

Media acquisition part (what do we need to capture?)
Media processing part (a part of making kirari! contents)
Media delivery part (we use MMT but is not limited to use other)
Media presentation part (how to use pseudo 3D image effectively?)



Individual technology and current progress



NTT Developed:

- ① <u>Real-time image extraction technology</u> for simple background and for a few target images
- 2 <u>Real-time distortion correction and stitching technology</u> for video captured by multiple 4K cameras
- **3** Synchronized transmission technology for spatial information (such as size of target image positional relationship, and direction of sounds, etc), as well as audio/video
- High-realistic images and sounds field reconstruction technologies



Conclusions



- We introduce Kirari! technologies and recent activities.
- We believe Kirari! has some promising use cases.
- But there are a lot of open issues to realize flexible Kirari! services.
- We welcome joint study if you or your company is interesting in these technologies.

Thank you!

