



INDUSTRY FORUM



| Talks | Session | Link <small>(IABM requires to create a free account)</small> |
|---|---|---|
| Rob Koenen (Tiledmedia) | Rob Koenen explains how Tiledmedia and partners (IBC, Intel, IBC, Akamai, Google, Iconic Engine, KPN, Oculus, Voysys) enable the live, global distribution of 5 days of IBC talks in 8K VR. | visual-cloud-is-here-now |
| Per Fröjdh (Ericsson) Alia Sheikh (BBC) James Gibson (BBC) | “How 5G enables Virtual and Augmented Reality” - Session Chaired by VRIF | how_5g_enables_vr_ar |
| Sebastian Schwarz (Nokia) | Tech Talk: Encoding Immersion: Real-time decoding and AR playback of the emerging MPEG video-based point cloud compression standard | encoding_immersion |
| Chaitanya Chinchlikar (Whistlingwoods) | Spotlight on Bollywood, speaking about the latest industry & technology trends in today’s Indian Film, TV & high-end OTT industry, including talking about where the country is with Immersive Content. Link to session details: https://lnkd.in/fxBR7jJ | https://youtu.be/6Sfii2NprEY |
| Chris Johns (VRIF Vice President, SKY) | VRIF Forum’s Guidelines and new activities | theiabm/advances-in-360vr/ |
| Chaitanya Chinchlikar (Whistlingwoods) | 360VR Storytelling, speaking on Cinematic VR & what the WWI Jio VR Lab is doing to create India’s first generation of Cinematic VR filmmakers. Link to session details: https://www.theiabm.org/ibc-future-trends-theatre/ | theiabm/360vr-storytelling/ |
| Simon Gunkel (TNO) | “Social VR Communication”: report on recent experiments in photo-realistic Social VR, allowing people to interact, communicate and collaborate with each other as if they are in the same place. An evaluation is presented of the Social VR platform with 313 users in six experiences, for both 360-degree video and 3D volumetric VR. Further. It is outlined the gaps the technology is currently facing and how standardization can help for an interoperable and wide spread adoption of Social VR. | forging_next_gen_360 |
| Oliver Schreer (Fraunhofer HHI) | Tech Talk: VR meets AR: Real and virtual spaces become one. Title: Lessons learnt during one year of commercial volumetric video production | VR_meets_AR |
| Sebastian Schwarz (Nokia) | Emerging point cloud coding and transmission standards for AR | theiabm/point-cloud-coding-ar |