

High Interaction Graphics

Ideas for a Cross Use Cases Proposal

(Objective FI.ICT-2011.1.8)

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- Objectives:
 - Identify and define Use Cases in areas of e Learning, e Health, e Culture, e Commerce and Entertainment for **High Interaction Graphics (HIG)**
 - Research, Implement and Integrate technologies for HIG
 - Support Core Platform group on integration of Cloud and Network for HIG
 - PoC using trials of the defined use cases

Technologies

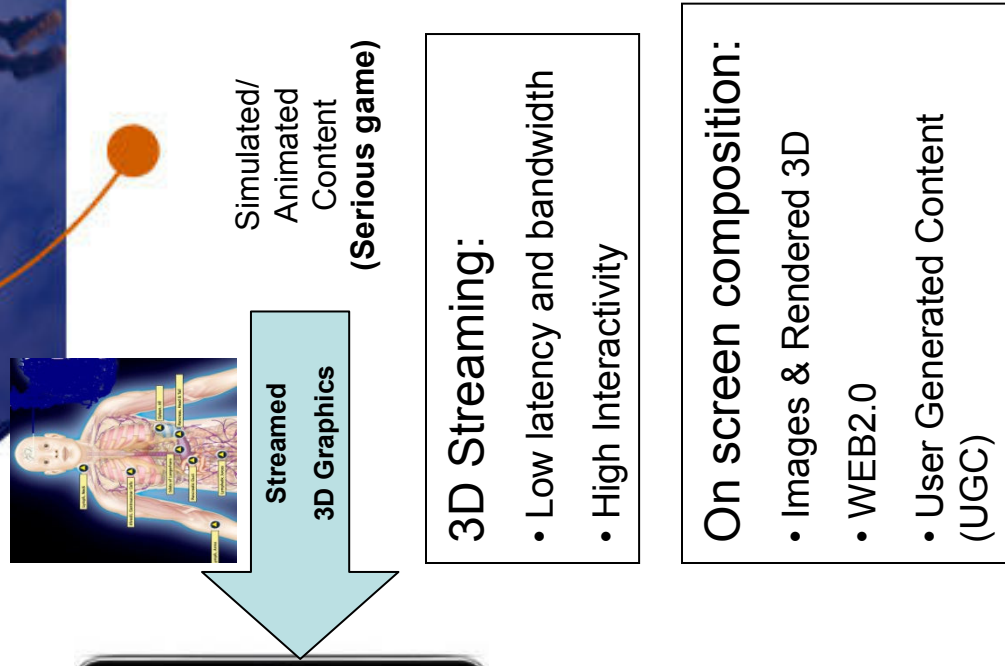
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- Streaming of 3D Graphics and Enhanced Video for mixed reality applications
- Rendering of 3D Graphics composed with Image/Video, WEB2.0 applications, Semantics information, and Users Generated Content on End Device.
- Reduce latency on network (LTE and NGN) and on Cloud Core Platform



Alex Shani-Exent Technologies Ltd.
Company's Proprietary Information



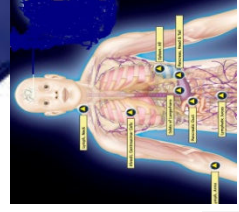
Real Time or Archived Images (JPEG, MPEG)

Streamed Images



Composition of Images & Rendered 3D

Streamed 3D Graphics



Simulated/Animated Content (Serious game)

End User Device:

- Mobile (iPad)
- STB/TV
- Netbook

3D Streaming:

- Low latency and bandwidth
- High Interactivity

On screen composition:

- Images & Rendered 3D
- WEB2.0
- User Generated Content (UGC)



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