

NEI

NETWORKED
& ELECTRONIC
MEDIA



CELTIC

Telecommunication Solutions

3DTI

images
& réseaux



3DTI ID Card

"Augmented 3D Tele-Immersive Environment for coupling Virtual with Real "

Goal: Creation of an integrated framework consisting of Future Media 3D Internet targeted architectures and technologies for enabling applications that require the simultaneous *tele-immersion* of multiple persons

Consortium (16 partners) : FR, SP, GR, HU, PL, SW

Operators: **Orange**, Telefonica, TP

IT Vendors: Thomson, Disney Research, Singular Logic

Academics: PJITT, INRIA, UPM, Miralab, ETH

SMEs: Holografika, Archivideo, Artefacto, Digital Humans, Enres

Expected project outcomes:

- Real-time augmented (shared) immersive environment creation
 - Creation, transmission and visualisation of Future 3D Media
 - Tele-immersion of the Future 3D Media into both Virtual Worlds and real reconstructed environments

Project Type: Eureka/Celtic +FUI-9

Total Budget :

10 M€ (121 men.year)

Orange Labs weight:

1 M€ (12,5 men.year)

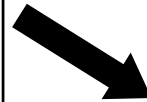
0,5 M€ funding

10 % budget, 10% effort

Project Duration: 36 months

Expected Start Date: Q2 2010

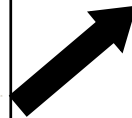
VIRTUAL OBJECTS



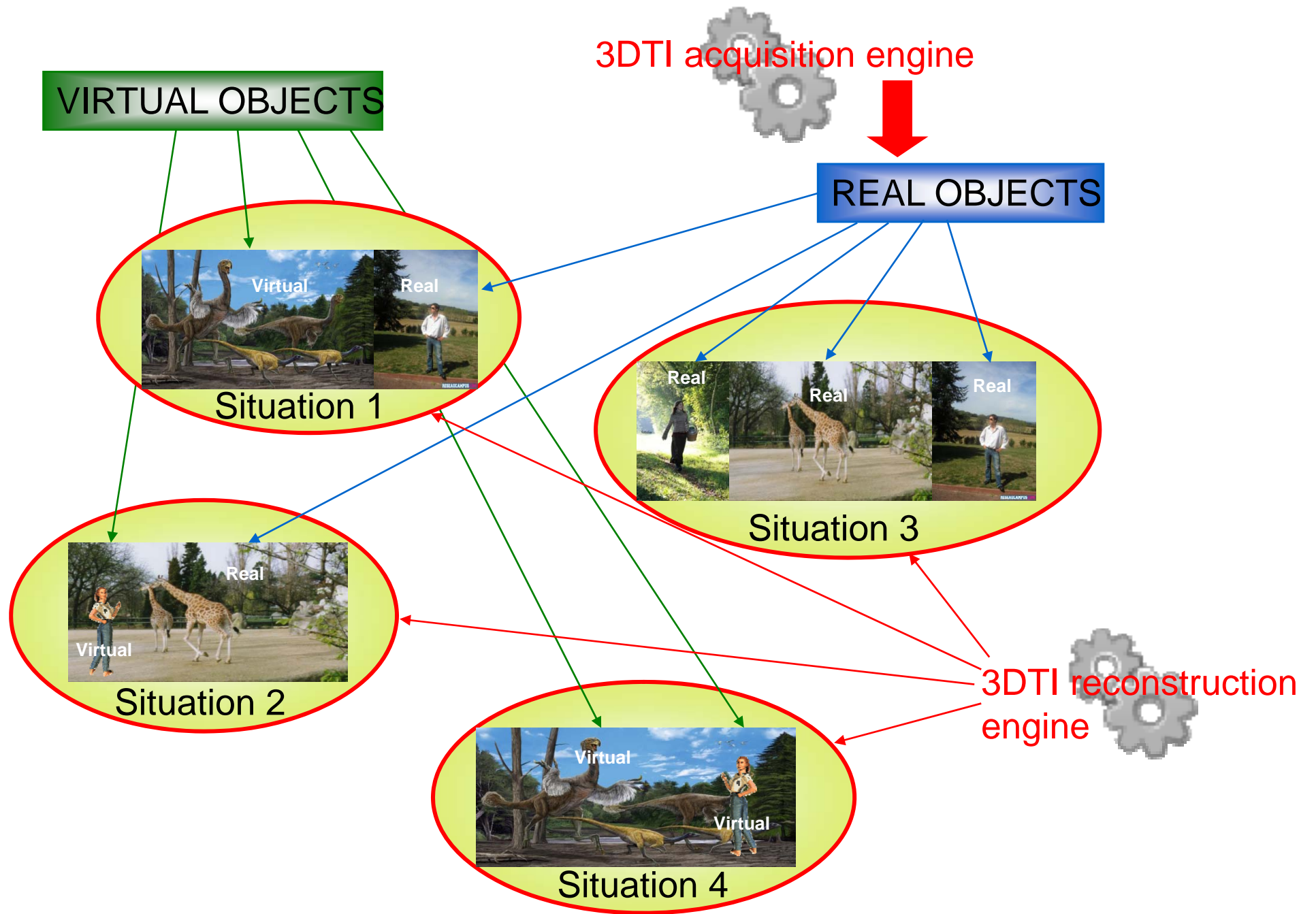
REMOTE RECONSTRUCTED SCENE



REAL OBJECTS



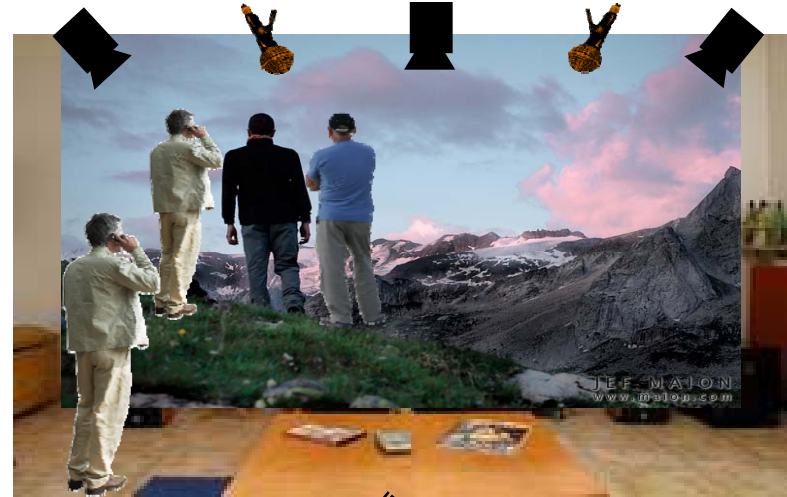
3DTI Principle



Home test beds

Orange Test Bed

Telefonica Test Bed



Future Content Network

Future Content Network requirements

- Future Media Internet will be a multi-dimensional Content-Centric Network able to support :
 - Content aware network : Data-Oriented Network Architecture
 - Cross layer content adaptation : optimisation of the E2E rate tuning coding/streaming all along the network path
 - Low Latency
 - High UBB connectivity availability
 - High E2E Quality of service (experience)
 - Security, trust, privacy as an overall need
 - Context aware : taking into account user behaviour through the possibility to switch easy from real pictures to virtual pictures
- Conferencing platform
 - Virtual and real communication flows
- Content platform
 - Virtual scenes
 - Real scenes (real time cameras)

THANKS !