Immersive Live Experience

Abstract:

ITU-T Q8/16 has been studying Immersive Live Experience (ILE). Its major goal is to transfer and reconstruct the whole environment of the event site to remote sites in real-time. One can feel the real size and speed, and one can watch the scene from a different point of view, even if one is hundred miles away from the event site.

To realize such a service, NTT has been researching on the technology suite called "Kirari!" Kirari! comprises a number of core technologies such as real-time image extraction technology. Using the Kirari! technology suite, NTT has conducted many ultra-realistic viewing events.

Some examples are:

 - Simultaneous reconstruction of a live music performance at a remote live-viewing site

 - Live collaboration of real perfomer with virtual performers from remote stage

With these technologies and standards, ILE will enhance our ways to enjoy sports and entertainment in the future. It can also lead to create unprecedented services and businesses.