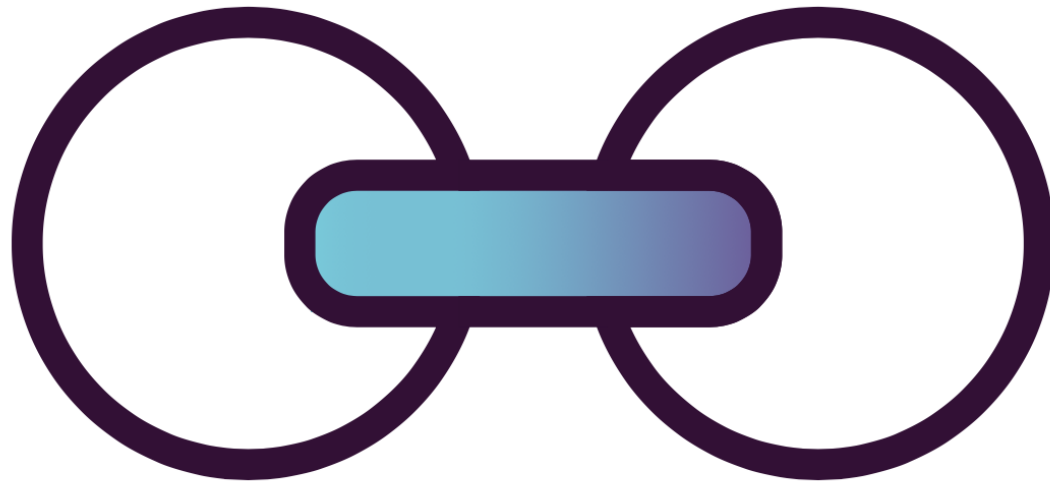


3D Holographic 5G live demo by Nokia



Orange Gardens
Warsaw, the 15th and 16th of March 2018

Our Partner for this first world-wide 5G Holographic demo

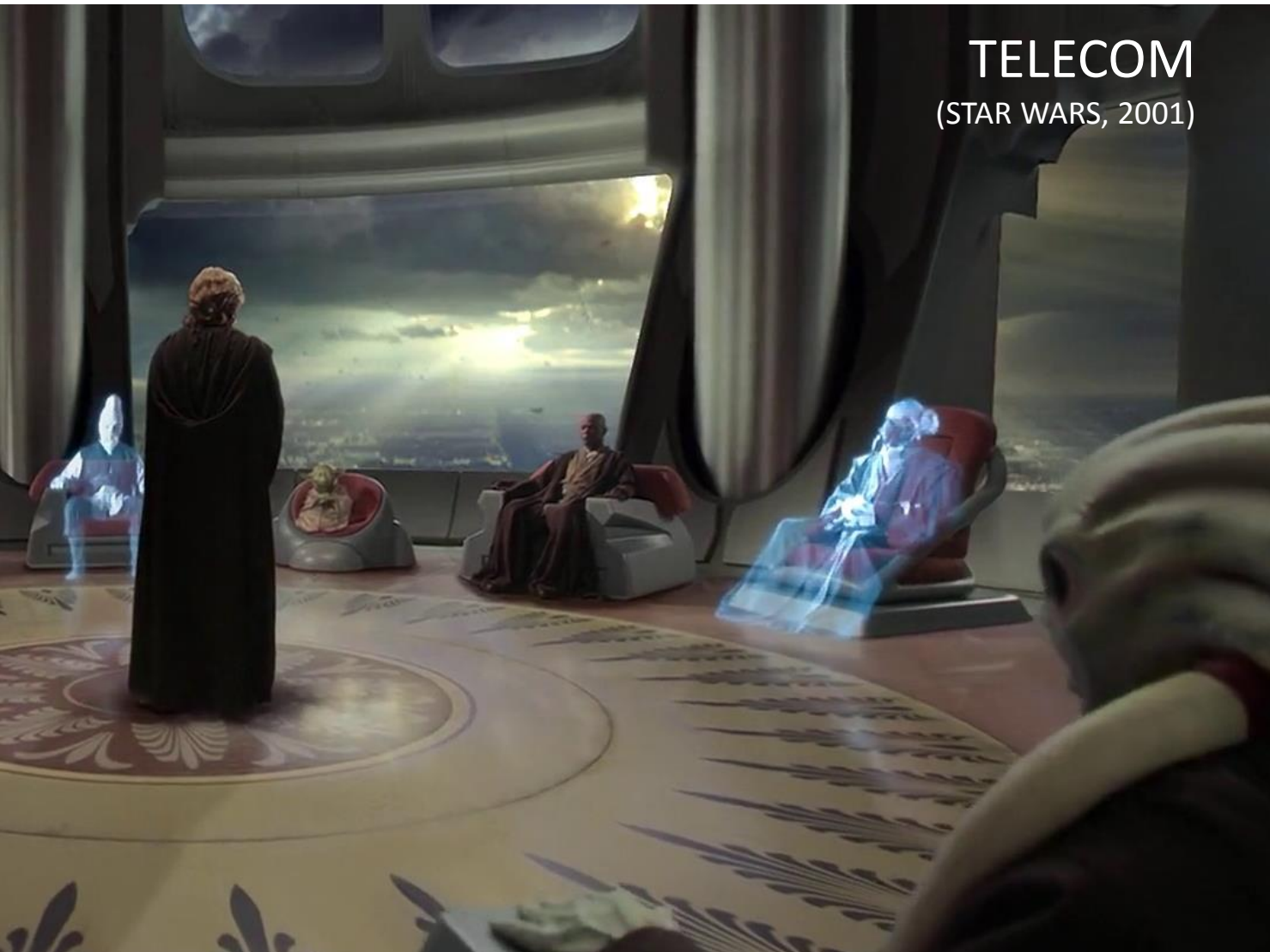
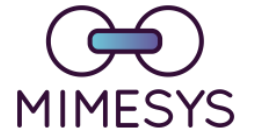


MIMESYS

The Holographic streaming company.

Still working on the lightsabers.

HOLOGRAPHIC STREAMING : A coming revolution in telecom and entertainment



MIMESYS TECHNOLOGY

Leveraging depth sensors & computer vision
to stream holograms of people in real time



OUR USE CASE TODAY

Virtual/Augmented Reality 5G Holographic LIVE SHOW

Feel you're with the artist



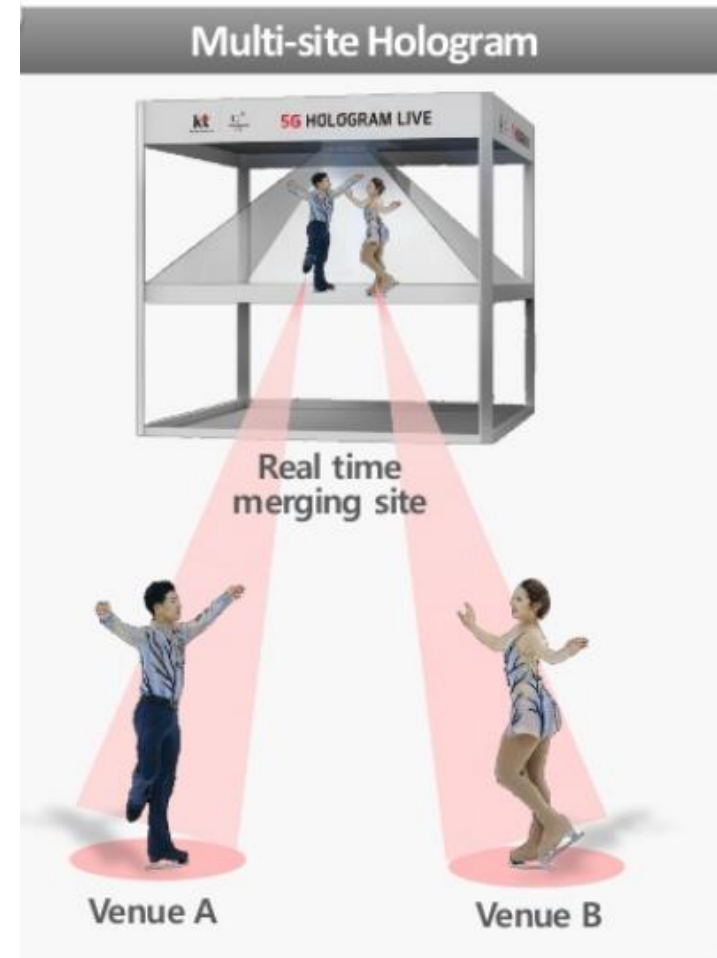
Augmented Reality and Virtual Reality on the 5G highway



- 2022 Market:
 - Virtual Reality 15 B€
 - Augmented Reality 90 B€(*source: Digi-Capital AR/VR Report Q1 2018)
- Use cases: Telepresence, Education, Healthcare, Streaming media, Sports, Gaming, Video conferencing, **3D Holographic video live**
- Network impact:
 - Throughput/user, Lower Cost/Mbps
 - Network ultra broadband capacity,
 - Strict latency requirements

Korea Telecom 5G ILE Services (Hologram Live)

The Service live teleports holographic images to or from remote sites



3D Holographic Virtual/Augmented Reality in 5G live demo



Experience

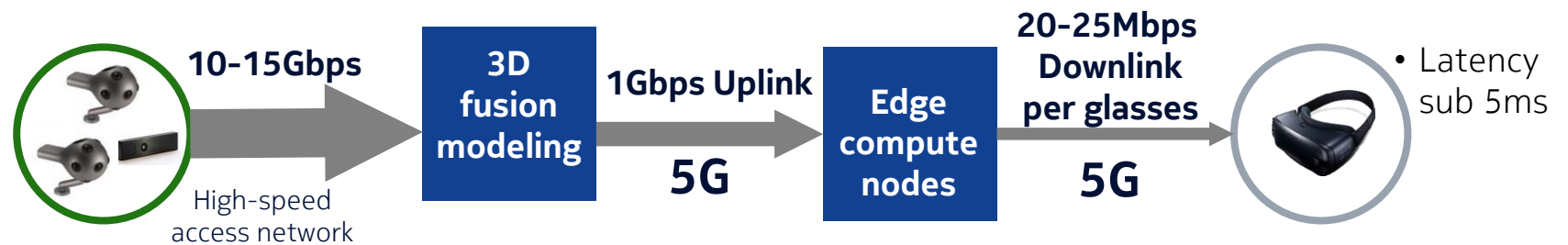
The demo showcases real-time, true 3D video reconstruction of a musician performance filmed by multiple kinect cameras and streamed in 5G as a 3D hologram to the edge cloud to be incrustated in a virtual reality scene.

The real time High Definition video of the hologram in Virtual Reality is then transmitted in 5G towards 6 Oculus glasses. In addition, the two ways audio allows end-users to discuss in real time with the musician as they are in the same room.

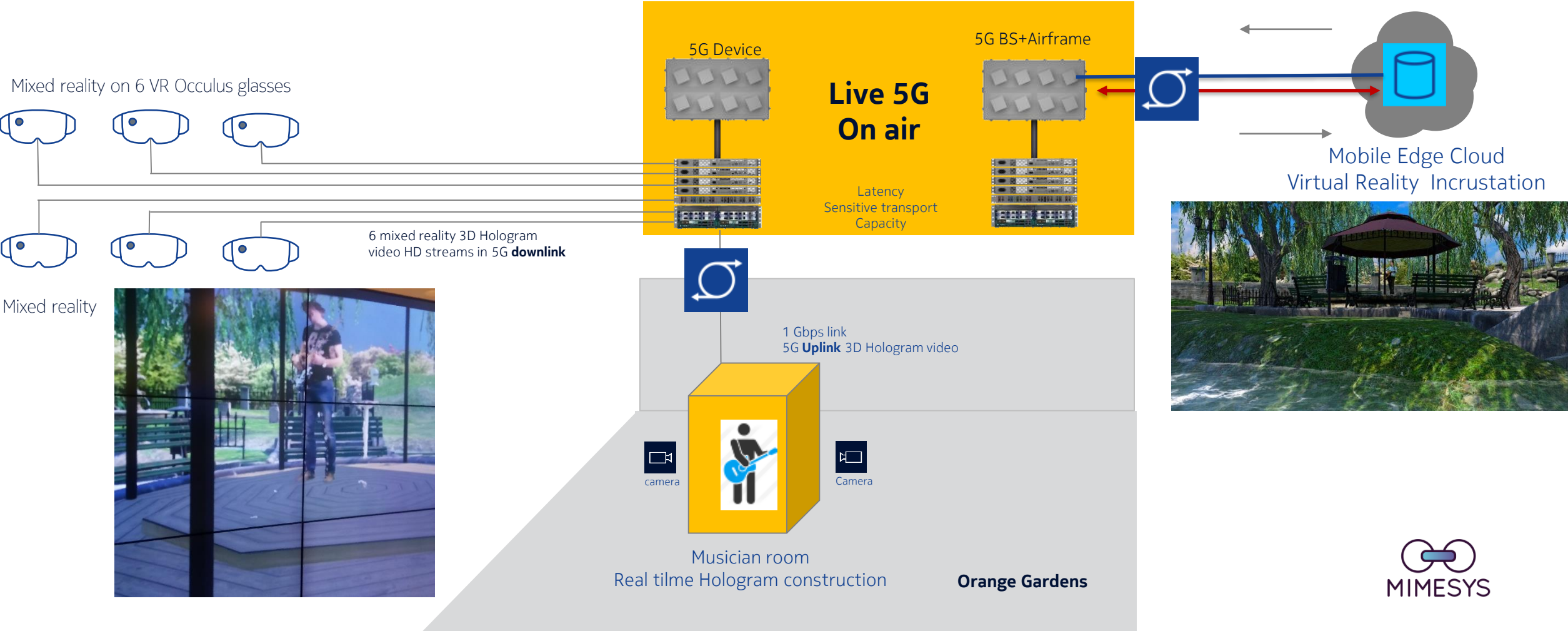
Low Network Latency

High Bandwidth

Resilience to impairments



3D Holographic Virtual/Augmented Reality 5G live architecture





NOKIA