MULTIMEDIA & MULTI-USER VR

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PEOPLE

› How to engage people while letting them interact in 360/3d space?

› How to position people?

› Interaction with environment and media objects?
MULTIMEDIA OBJECTS

- Synchronization
- Dash streaming and tiling
- Adaptation of spatial audio
BROWSER

› Different browser support of webvr

› Different browser support of Spatial audio

› Performance of JavaScript and webgl
CONCLUSION

- VR allows “natural” interaction between users
- Performance still not good enough
- Metadata: position and syncing of users and objects
- No unified user interfaces and user interaction