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Interacting with Virtual People



What It Is

3D Humans is an innovative concept of three different but related XReco technologies: Holoportation, Free Viewpoint Video (FVV) and Volumetric Video, each of which is explained on the back of this fact sheet.

What It Can Do

Imagine being able to talk and interact with the digital replica of a person as if they were actually standing in front of you - in real time, in a virtual environment. But unlike in real life, you can navigate and explore the scene from *any* perspective. 3D Humans are not just a thing of the future. They already exist as part of a new era of digital communication, entertainment and education.

Key Features

- Real-time 3D capture and interaction with remote participants via Holoportation.
- Immersive experiences from various viewpoints with Free Viewpoint Video (FVV).
- Lifelike 3D human-centric reconstruction from multi-view content using Volumetric Video.
- Advanced point cloud compression for efficient data handling and transmission.
- Versatile applications across remote collaboration, healthcare, education, and entertainment.

Advantages

The use of 3D Humans helps to overcome geographical barriers, as people can interact from any place and at any time, making remote collaboration even more promising. 3D Humans also make immersive experiences of this kind much more realistic. Lastly, thanks to XReco technologies, the creation of 3D Humans has become easier and faster, reducing costs and production times.









































Volumetric capture of a group



Integration of the volumetric recording



Virtual Meetings (Holoportation)



Game Entertainment (Holoportation)

How does it work?

Holoportation Qizcat



You probably know all about online team meetings. Now imagine your colleagues sitting in front of you as 3D people instead of 2D tiles. Your office becomes a virtual space. Holoportation makes it happen by capturing, compressing and transmitting live 3D models of people in real time, enabling interaction as if you were physically present. Using multiple cameras and advanced point cloud compression, this technology provides a smooth blend of reality and virtual presence that is ideal for remote meetings, virtual tourism and online education. Learn more here.

Free Viewpoint Video



Picture yourself watching a video and being able to decide from which perspective you see a scene at any time with the drag of a finger or the click of a button. With FVV Live, it's possible. This technology redefines viewer engagement in immersive experiences by enabling real-time navigation in video content. It also offers reduced costs and flexibility for various applications and industry branches, from entertainment to commercial presentations. Find out more here.

Volumetric Video



One of the "OG" 3D human reconstruction technologies. Volumetric Video is the process of capturing a video (of a human) in three-dimensional space and converting it into a 3D model - which can then be placed within any 3D environment. The technology supports real-time and offline 3D reconstruction and enables unprecedented realism. It can be used for education, healthcare, and beyond. Learn more here.



