

Webex Hologram Technology Preview

Mo Zanaty, Distinguished Engineer



Cisco Webex App

Questions?

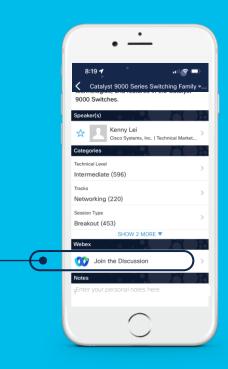
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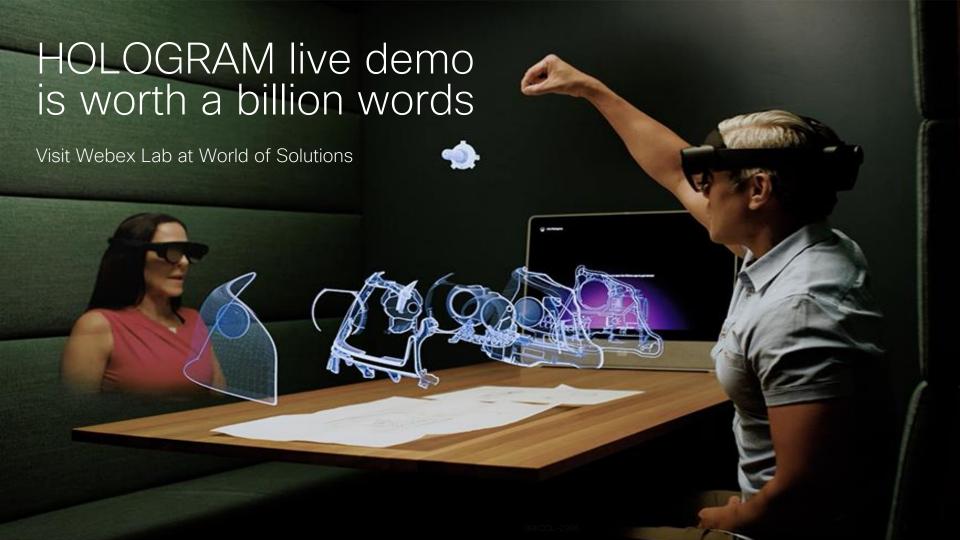
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Webex Hologram Video Preview



Agenda

- What is a Hologram?
- Webex Hologram
- Underlying Technology
- XR Headsets
- Light Field Displays
- Live Demo and Beta Trial Options



What is a Hologram?



2009: Pepper's Ghost

2010: 3DTV with Glasses

- Stereo disparity to mimic depth, but no parallax or focus cues
- Discomfort from glasses and vergence-accommodation conflict
- Crosstalk between L/R eye views
- Dim image in polarized glasses
- Sacrifice resolution for 3D
- Poor content creation
- Dead by 2017



2017: Spark VR





Bringing immersive holographic meetings into Webex 👐



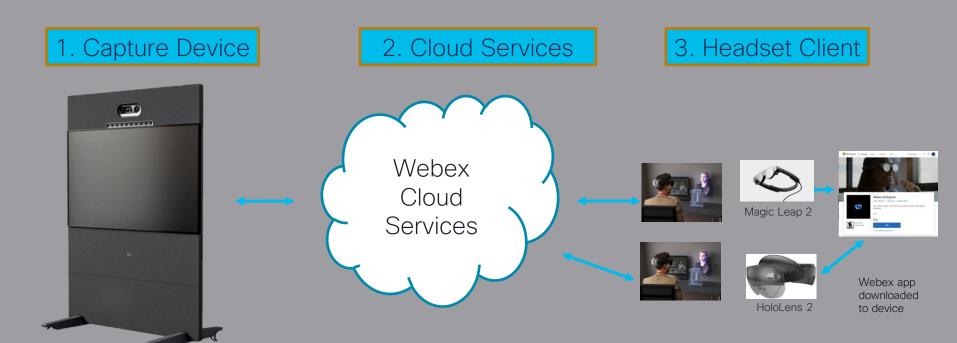
1-to-1 or 1-to-Many Interactions







High-Level Overview









Webex Hologram - Beta Trials

Building the future with our customers

Preview

Shared the experience

Listened

Integrated the feedback & released



90%

90% would recommend Webex Hologram to a friend. 60%

Nearly 60% would use instead of a conventional system.

Next round of Beta is in flight with the following industries: Education, Military, Energy and Petrochemical, Manufacturing, Automotive and Medical

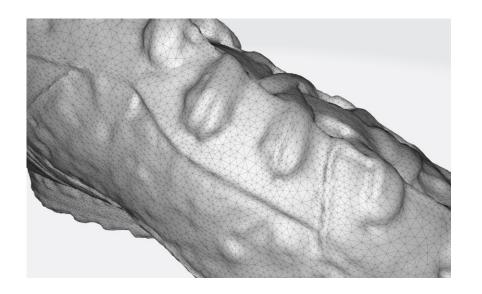




Underlying Technology Approaches



Texture-Mapped Polygon Mesh







Point Clouds and Volumetric Models

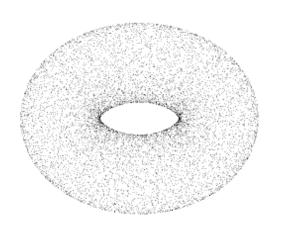


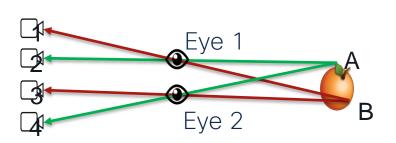


Image from Lucas Vieira

Model from Michael Nicolayeff



How Light Fields Work









Light Field Holograms







Comparisons

	Captured Polygons	Point Clouds	Light Fields
Capture	One depth camera	Several depth camera	Many cameras
Data size	Small	Large	Huge
Fidelity	Meh	OK	Great
Impact of Artifacts	Horrible	Bad	Subtle
Interaction and Intersection	Easy	Hard	Challenging
Translucent Objects	No	No	Yes
Reflective Objects	Bad	No	Awesome
Real-Time Capture	Not great	OK	Super



XR Headsets



Reality Soup

- XR Extended Reality
 - Umbrella term that covers AR, VR, MR in general
- VR Virtual Reality
 - · Escape the real world into a virtual world
- AR Augmented Reality
 - Adds virtual overlays to the real world
- MR Mixed Reality
 - Merges real and virtual worlds, convincingly
 - Pass-through AR and VR blurs the lines



Oculus Rift



Google Glass



Magic Leap 2

Microsoft HoloLens 2



Magic Leap 2





Microsoft HoloLens 2



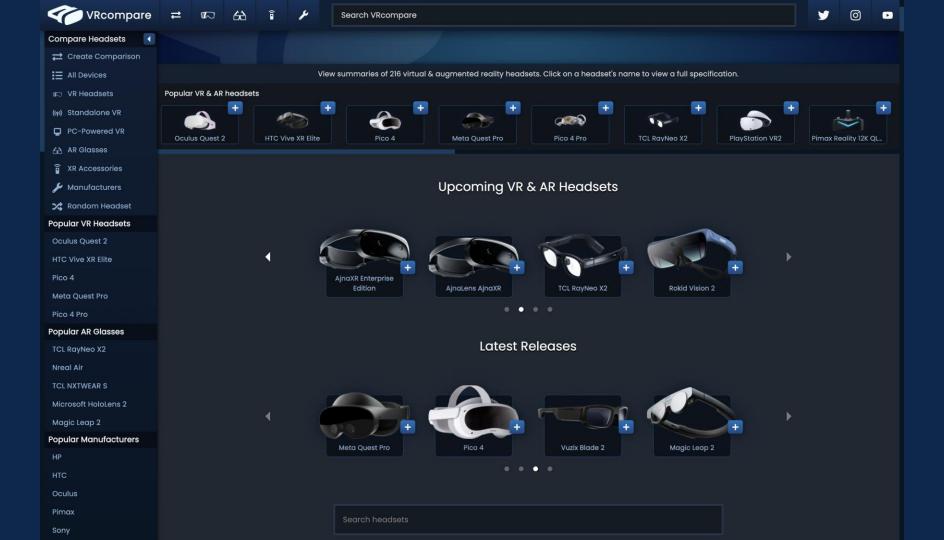
566 grams heavy
43x29, 52 diagonal FOV
"2k" resolution, 60 Hz
Qualcomm SD 850 CPU, GPU
4 GB memory, 64 GB storage

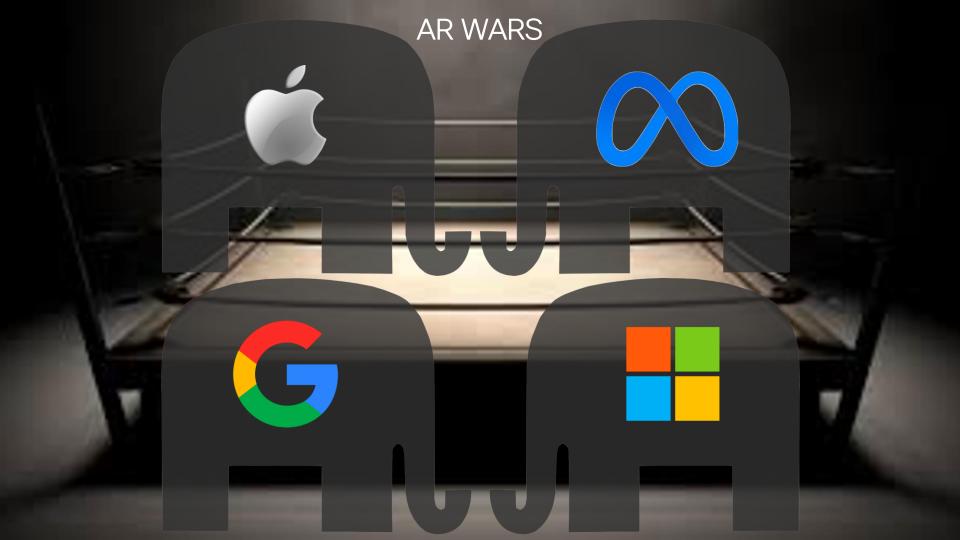


Magic Leap 2

260 grams light 45x54, 70 diagonal FOV 1440x1760 per eye, 120 Hz AMD Zen 2 CPU, GPU 16 GB memory, 256 GB storage Dynamic dimming Controller for precision







Light Field Displays



Light Field Displays

- True Holographic
 - Wavefront modulation
 - Nascent, but promising

- · Auto-Stereoscopic
 - · Single viewer, Multiple viewer
 - Mature, but many compromises





3D Light Field Displays - How Do They Work?

- True holographic wavefront modulation (\$\$\$\$)
 - Example vendor: Light Field Lab
- Lenticular optical layer fixed over front glass (\$)
 - Bends light from a group of pixels in a specific direction
 - Example vendors: Dimenco, Looking Glass
- Switchable backlight modulator behind LCD panel (\$\$)
 - Beams light source through panel in specific directions
 - Example vendor: Leia Display



True Holographic Display





Auto-Stereoscopic Displays

Single Viewer Desktop Display Needs fast, accurate eye tracking



Dimenco 32" 8K

Multiple Viewer Room Display Needs high bandwidth and compute

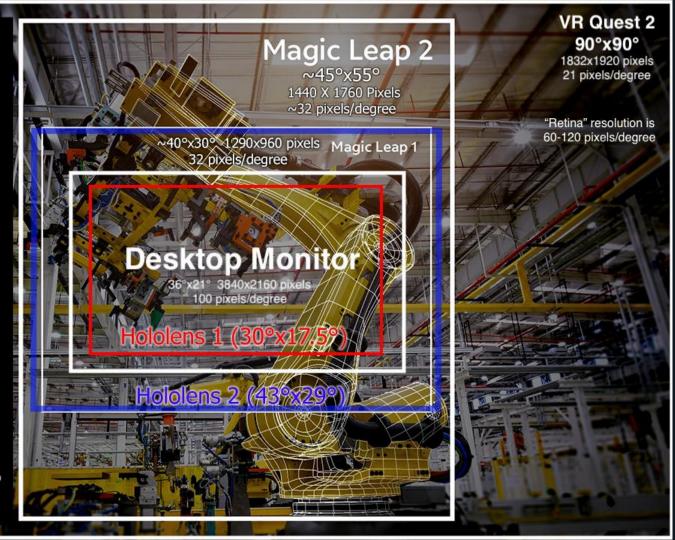


Looking Glass 65" 8K



Desktop Monitor FOV is smaller than AR.

3D Display does not replace AR but can add more immersion.



Live Demo & Beta Trial Options





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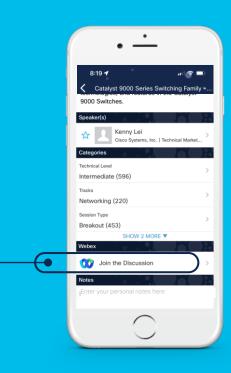
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Thank you



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