

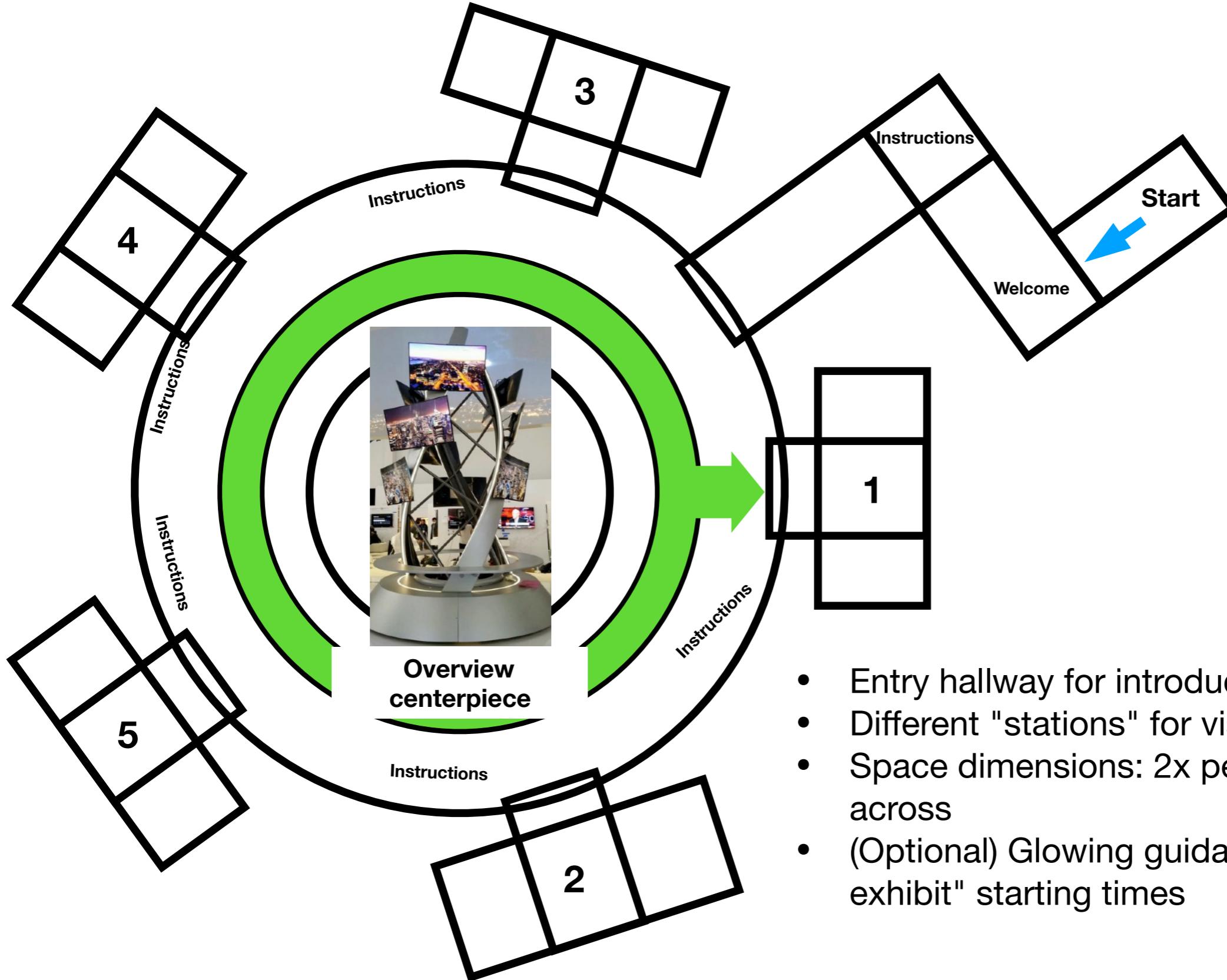
Overall Environment

Museum Appearance



- Following network operation centers, have displays with different metrics displayed
- Space dimensions: 3x person height, 20-30ft across
- Some soft animations for different displays
- Stations would have wall with topic description and possibly glass wall leading into the room

Museum Appearance



- Entry hallway for introduction to museum
- Different "stations" for visit
- Space dimensions: 2x person height, 20-30ft across
- (Optional) Glowing guidance lights for "next exhibit" starting times

Experience Designs

Network Diagnostics

Alternate between table view and graph/network exploration



<http://tawkster.dev.att.com/alex/net-commander-01.mp4>



[https://www.calyptix.co/
top-threats/top-8-network-attacks-type-2017/](https://www.calyptix.co/top-threats/top-8-network-attacks-type-2017/)

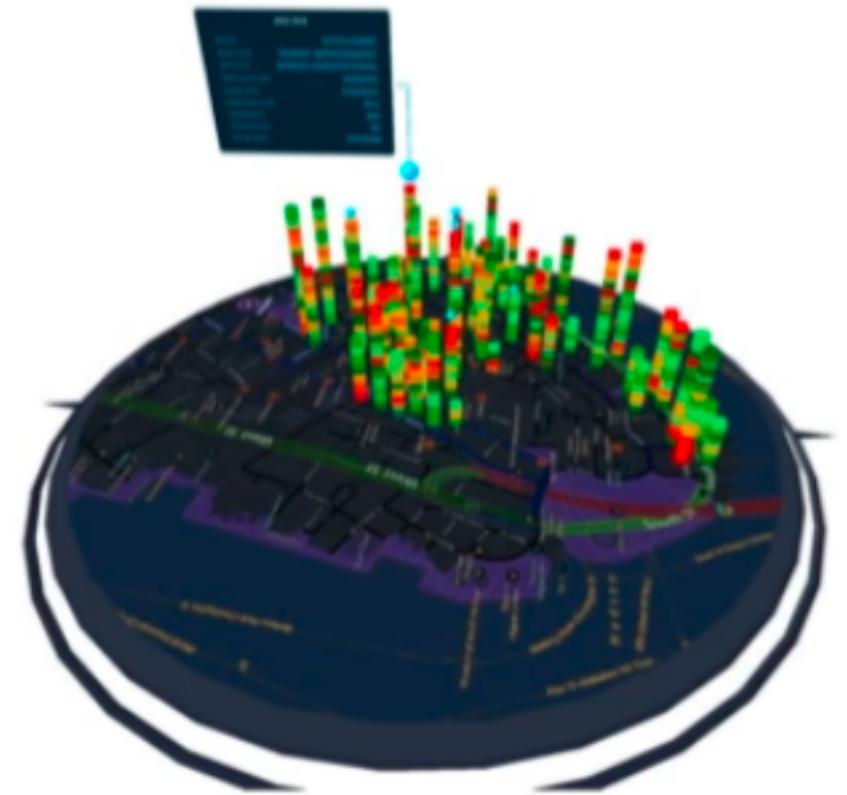
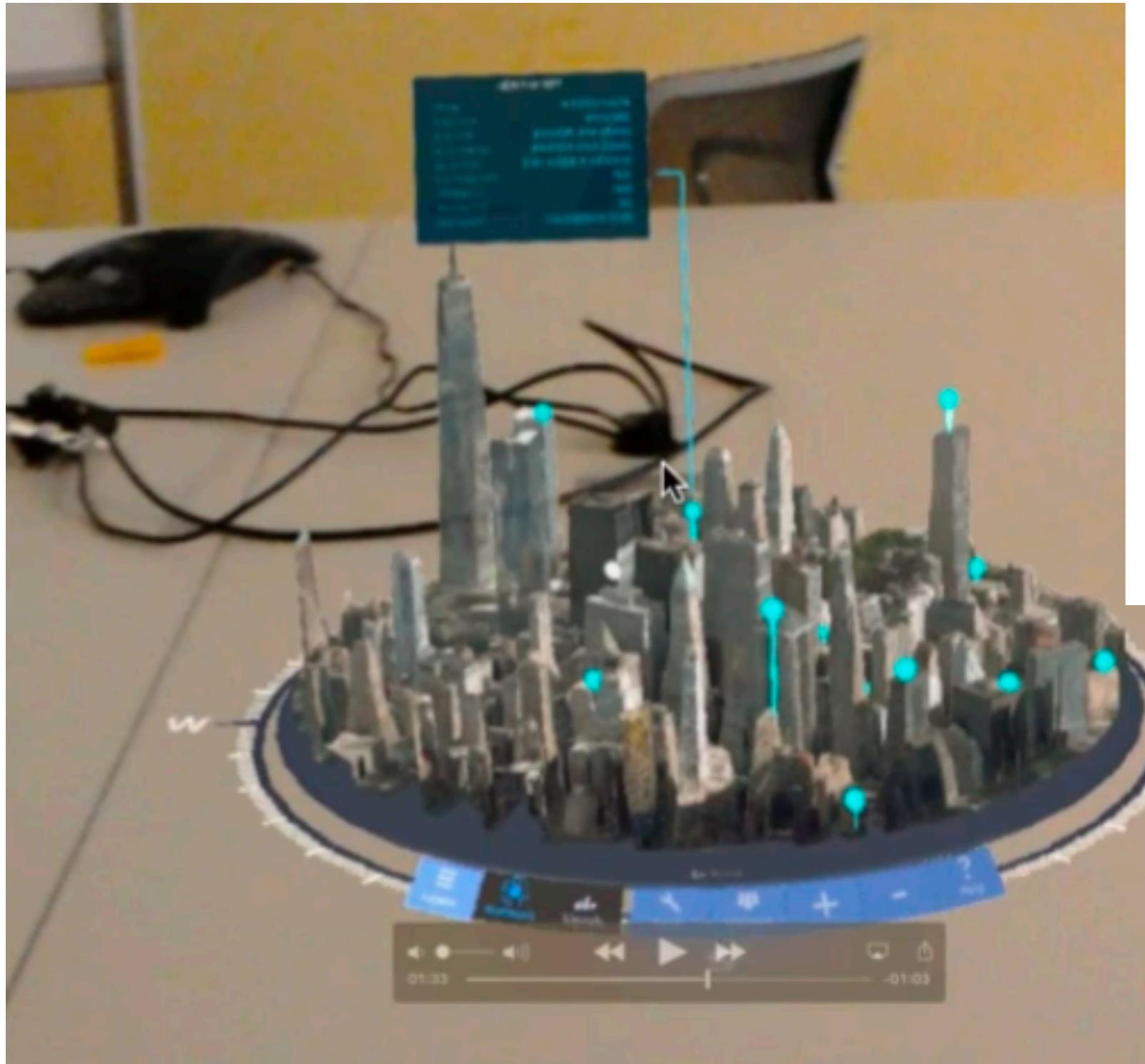
[https://forum.unity.com/
threads/create-a-pie-
chart-in-unity.174529/](https://forum.unity.com/threads/create-a-pie-chart-in-unity.174529/)

Show ANDI graph exploration video

<https://www.pinterest.com/pin/302867143664948303/>

Planning of Networks

<https://tspace.web.att.com/communities/service/html/communityview?communityUuid=59b4d1d6-dd33-44ae-8d61-e15c46e90df7>



Show map overview
Show NP&E video

<http://news.buzzbuzzhome.com/2014/12/minиature-city-models.html>

Intelligent 360 Video Streaming

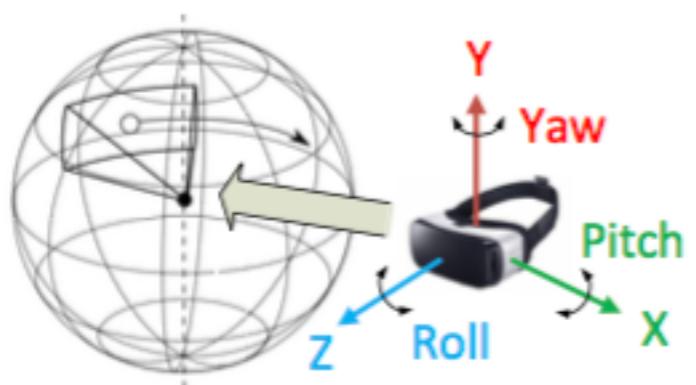


Figure 1: Watching 360-degree videos.

Show Video Encoding

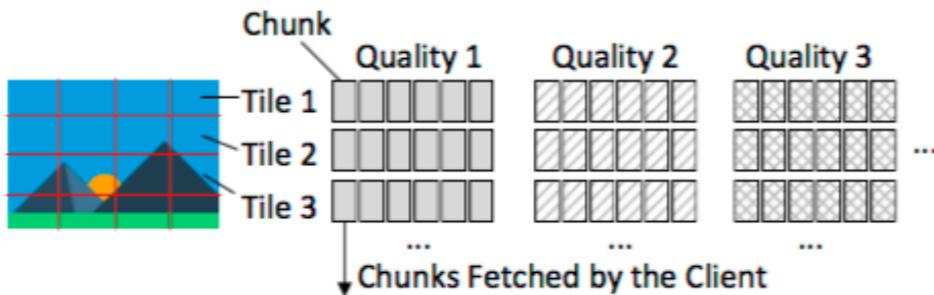


Figure 2: Server-side content organization in Sperke.

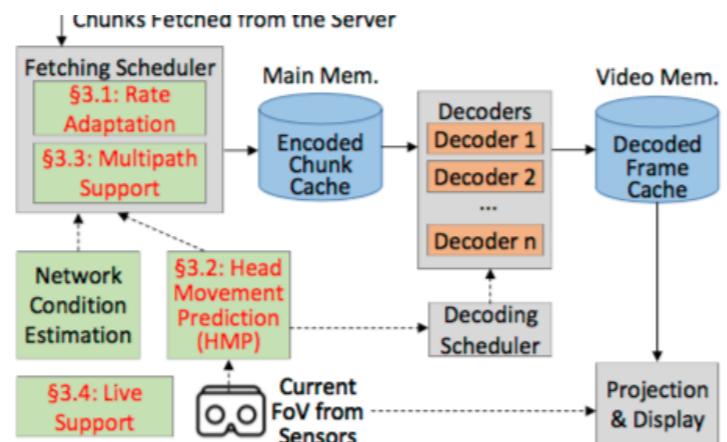


Figure 4: Client-side logic of Sperke.

Show foveate video and relative percentage of bit cost

<https://www.pinterest.com/source/media-cache-ec0.pinimg.com/>

<http://techdocs.research.att.com/cgi-bin/techdocs/viewdocument.cgi?pid=TD:102099>



Intelligent 360 Video Streaming



Show foveate video and relative percentage of bit cost

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<http://techdocs.research.att.com/cgi-bin/techdocs/viewdocument.cgi?pid=TD:102099>

$$1080/3 = 360, 720$$

$$1920 - 3 * 360 = 840, 1200, 1560$$

Intelligent Interactions for VR/AR and Peers



Figure 7: Snapshot of a running CARS demo. A movie trailer (as an annotation) is played if users touch the button. The phone on the left performs cloud-based AR. The phone on the right receives the results from the left one and does local recognition.

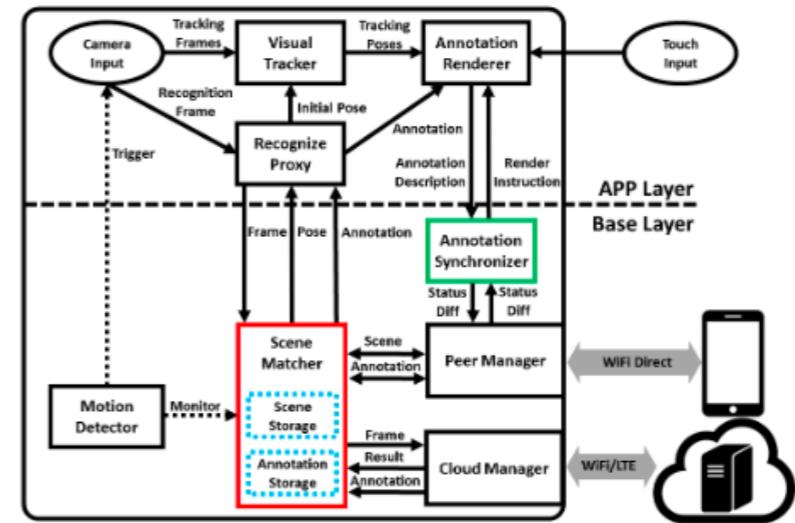


Figure 4: System architecture of CARS framework (dotted lines are for control messages). Its two key components are Scene Matcher and Annotation Synchronizer.

Show AR Caching techniques



Fig. 1. Example of automated blurring for DNC Subject expressing privacy requirements. (Left: original. Right: blurred)



Show face blur with AR-device interaction

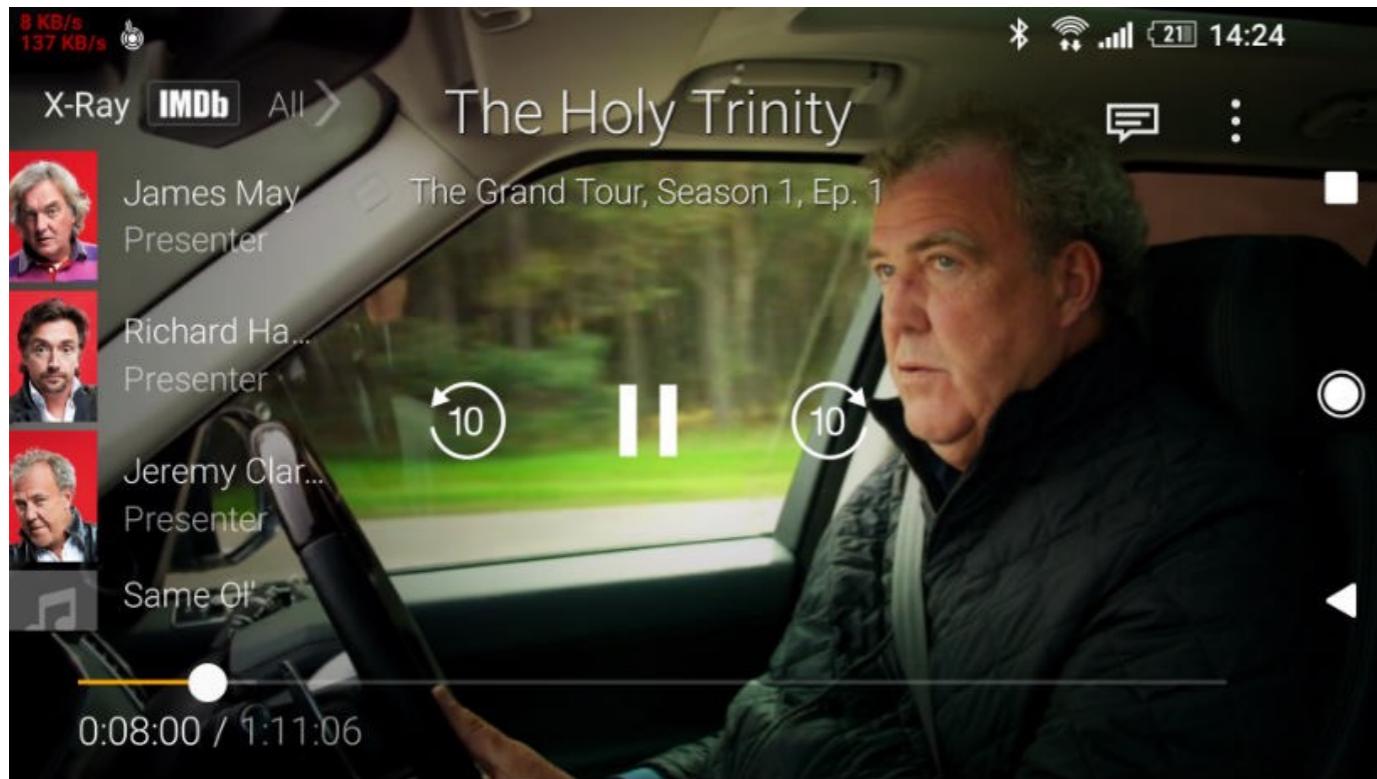
<http://techdocs.research.att.com/cgi-bin/techdocs/viewdocument.cgi?pid=TD:102098&action=edit>

<http://techdocs.research.att.com/cgi-bin/techdocs/viewdocument.cgi?pid=TD:101405&action=edit>

<https://www.pinterest.com/source/hikaritaiwa.blog91.fc2.com/>

Enhanced Content Experiences

Video for CAM

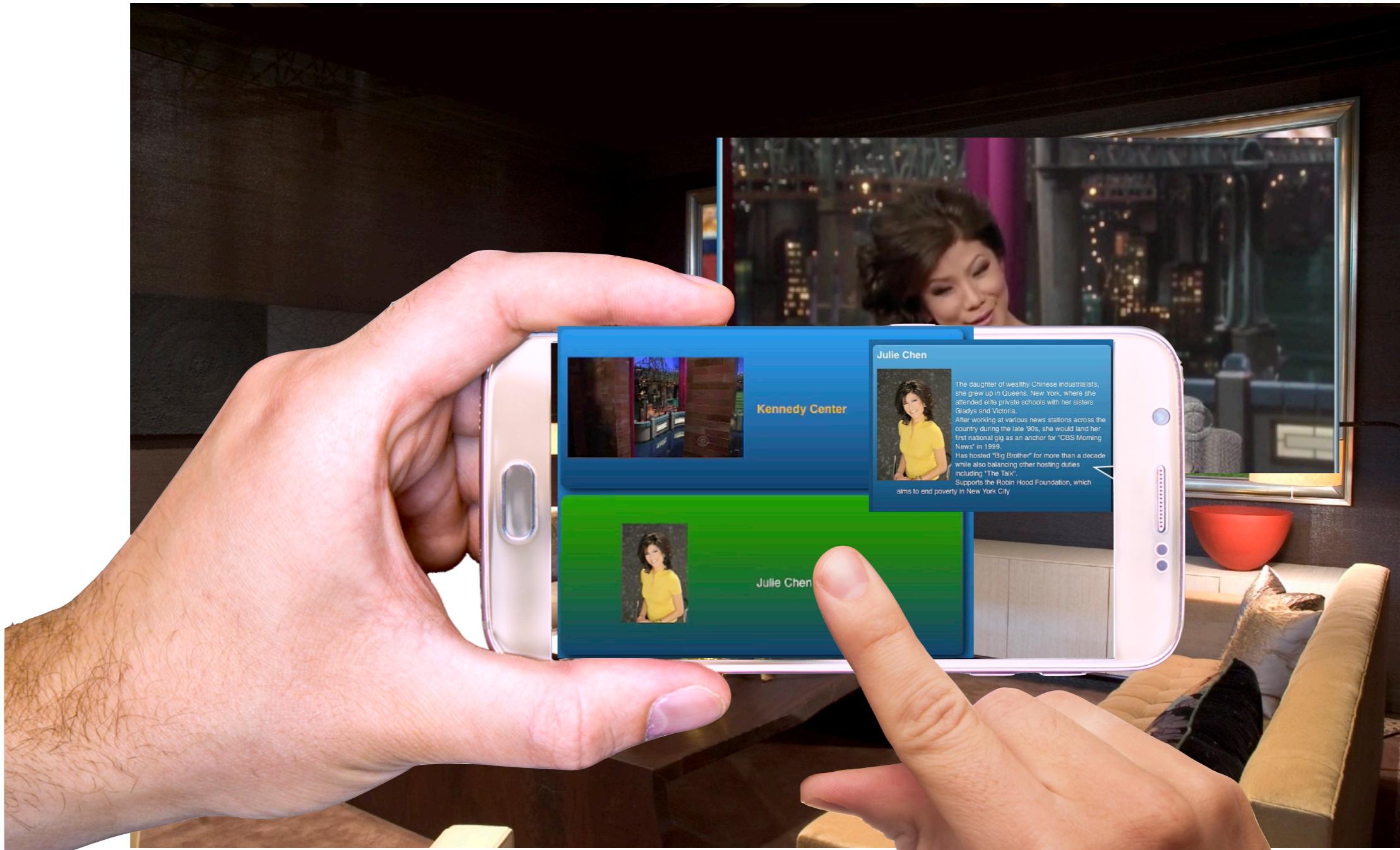


Show AR Overlay of information on screen for shopping and video



Enhanced Content Experiences

Video for CAM

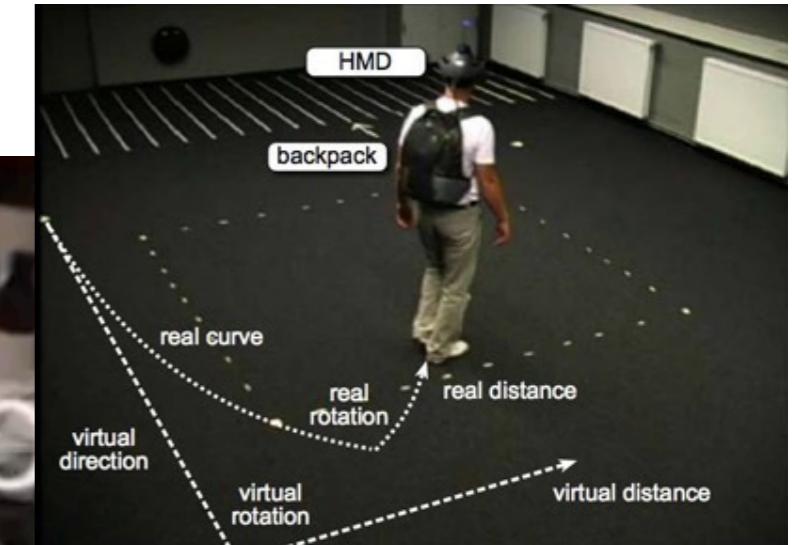


Show AR Overlay of information on screen for shopping and video

Navigation and Path Finding (optional)

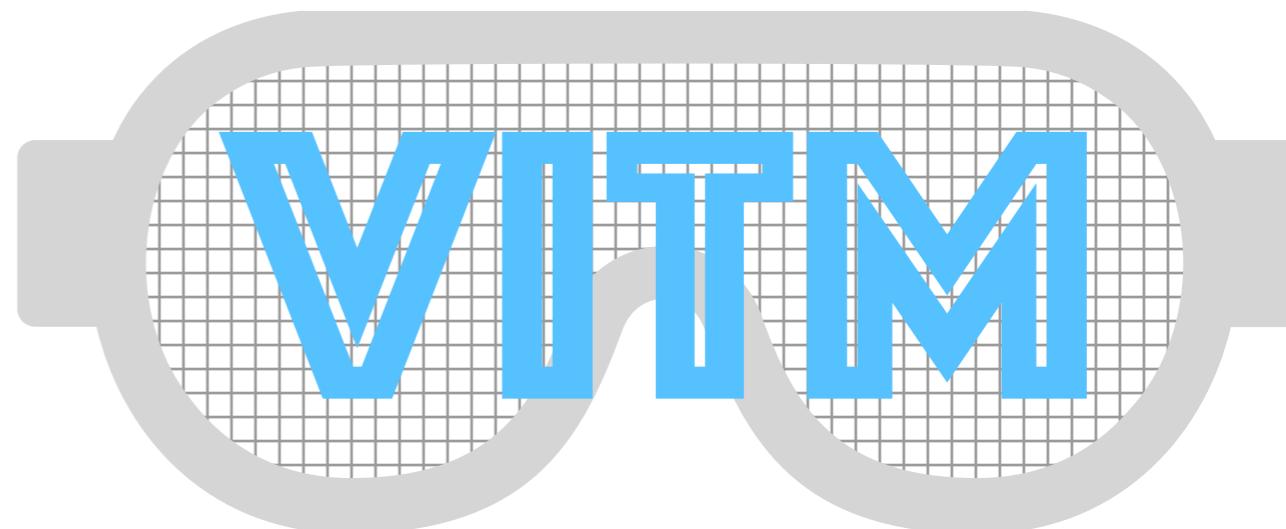
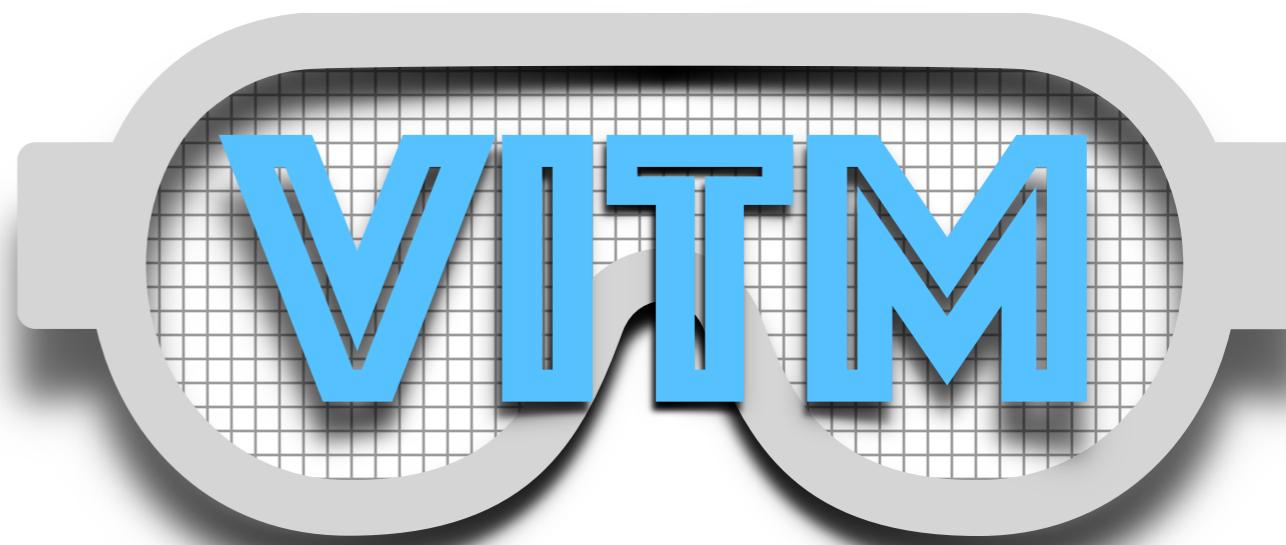
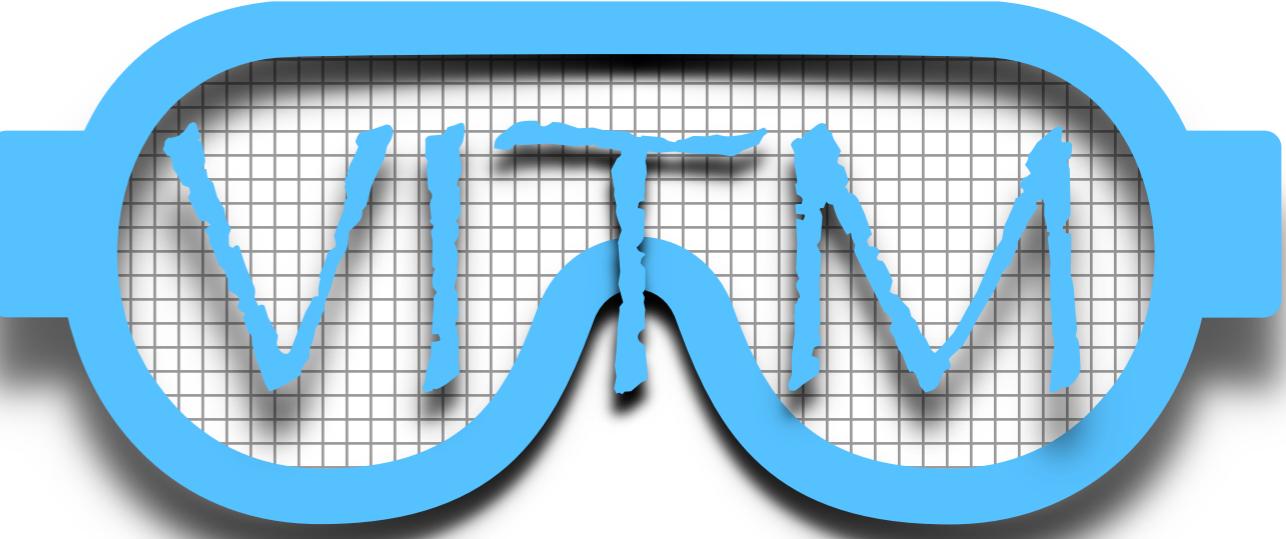


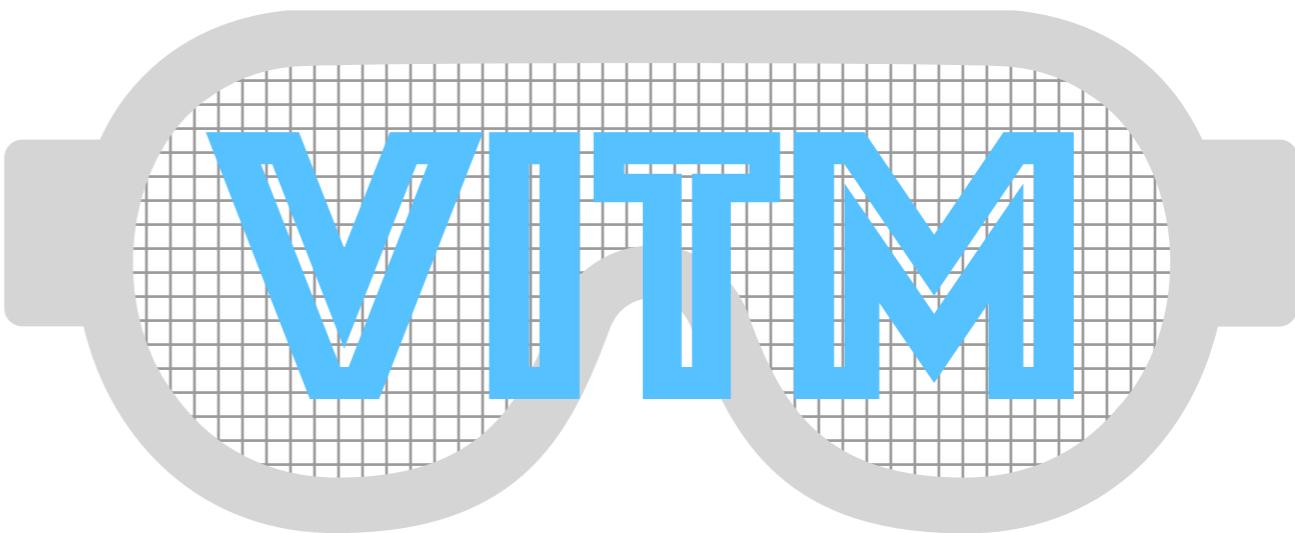
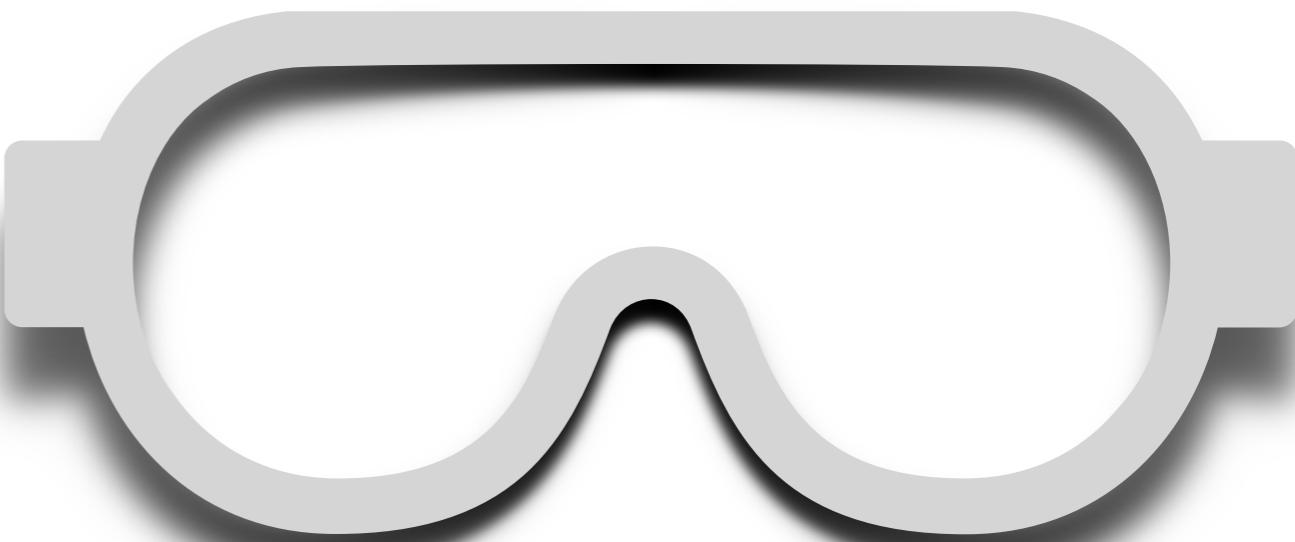
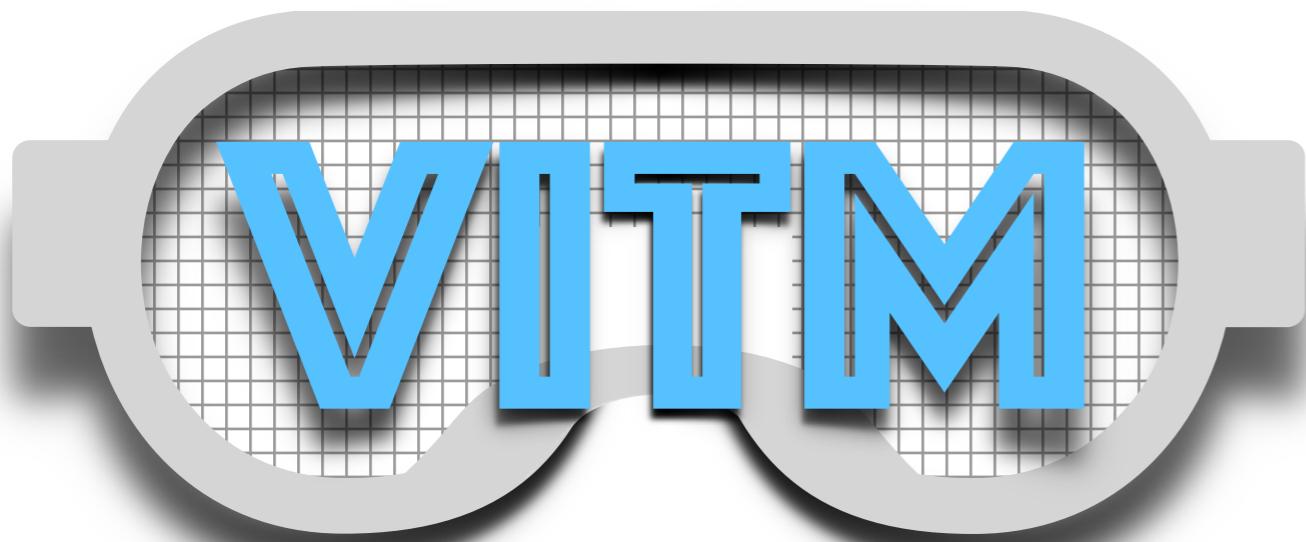
Video for pharmacy

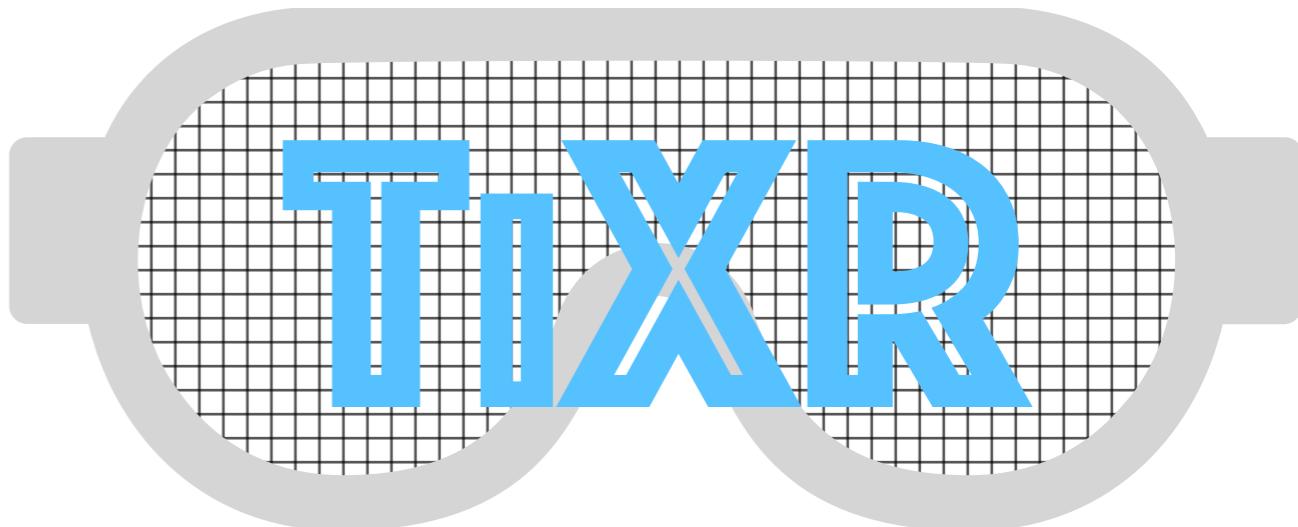
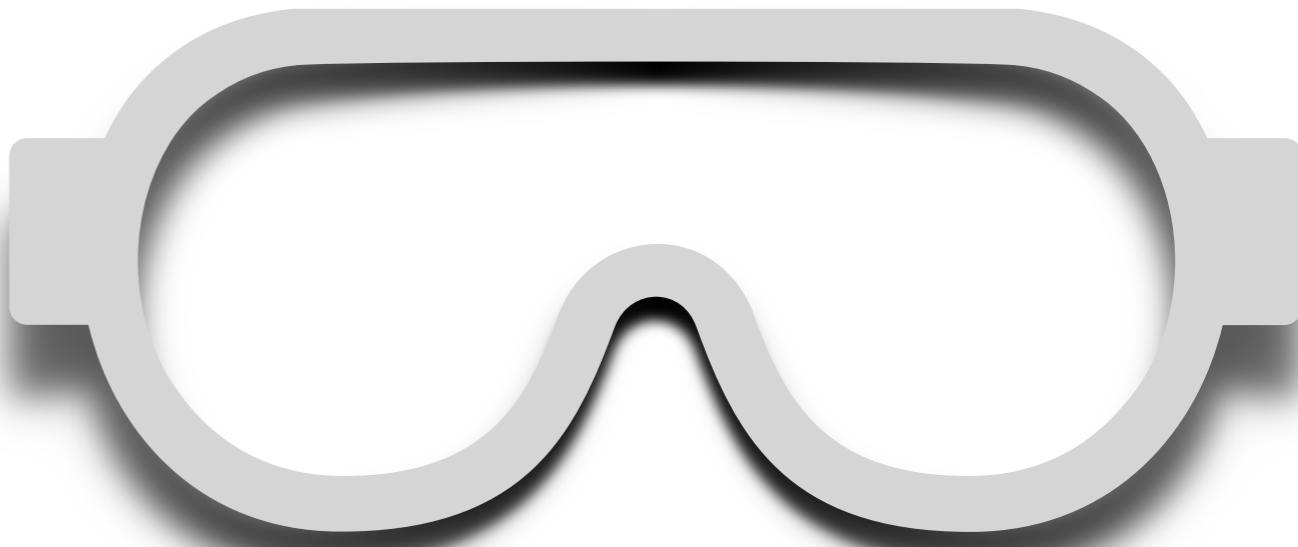
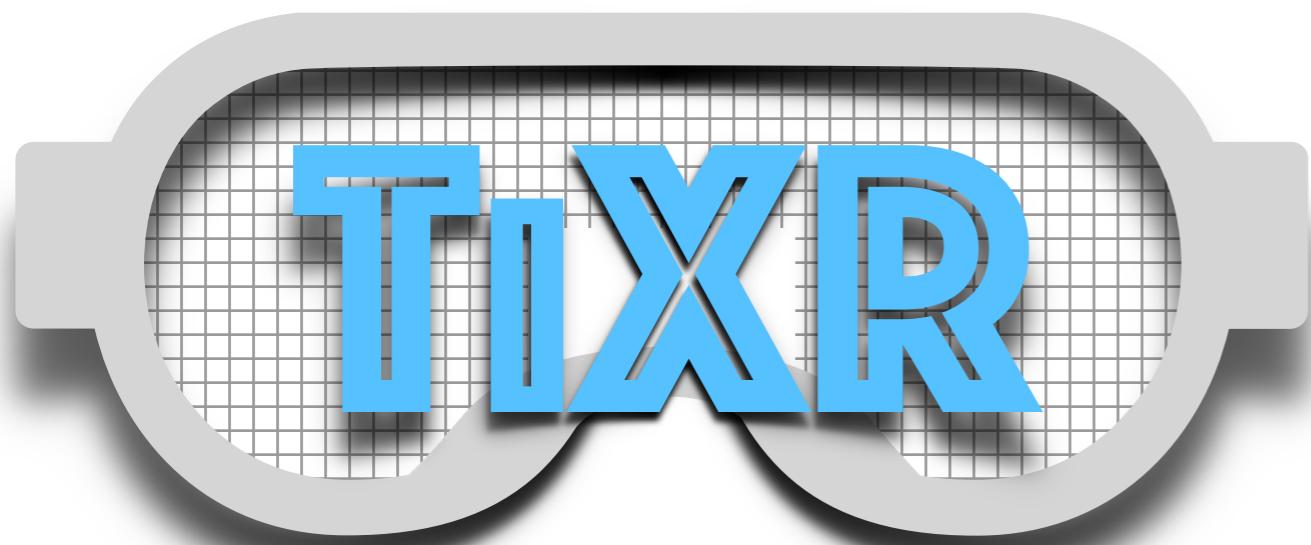
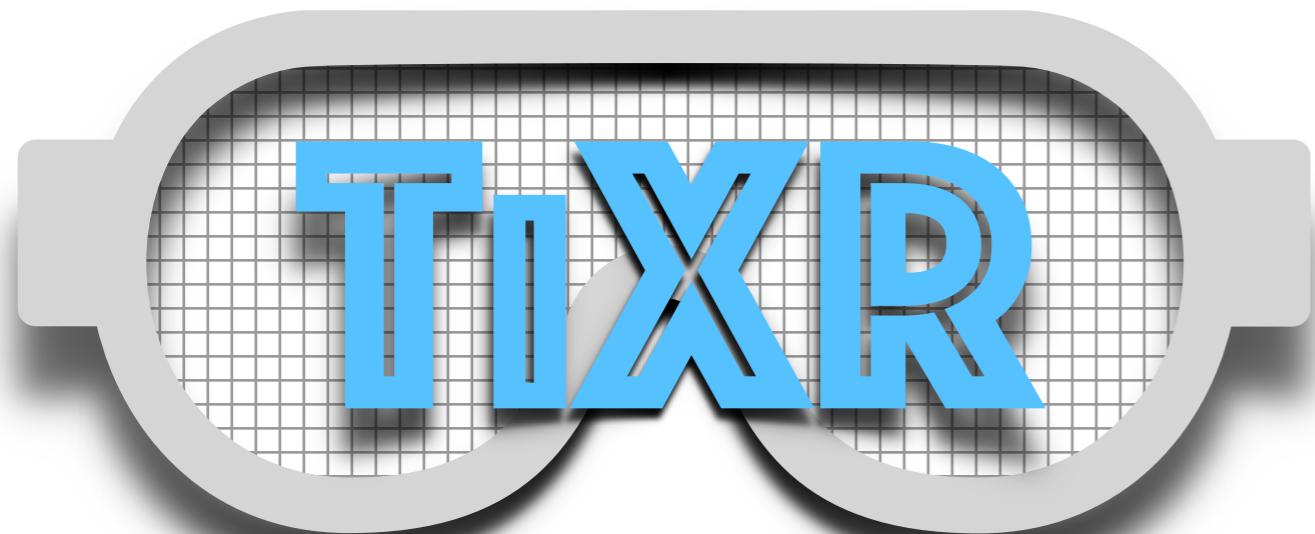


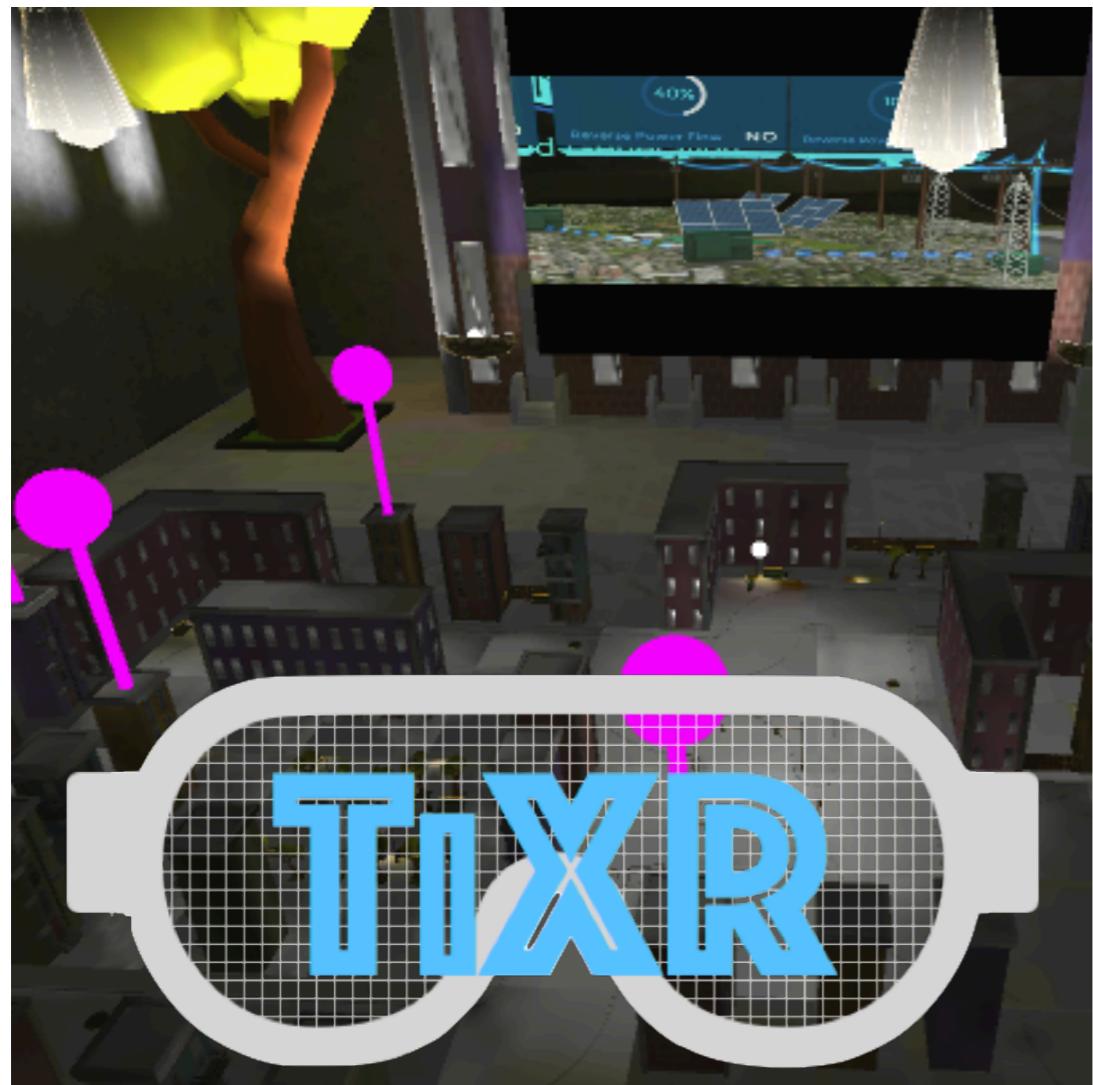
AR overlay for
pharmacy and
pathfinding

Graph and Menu Examples

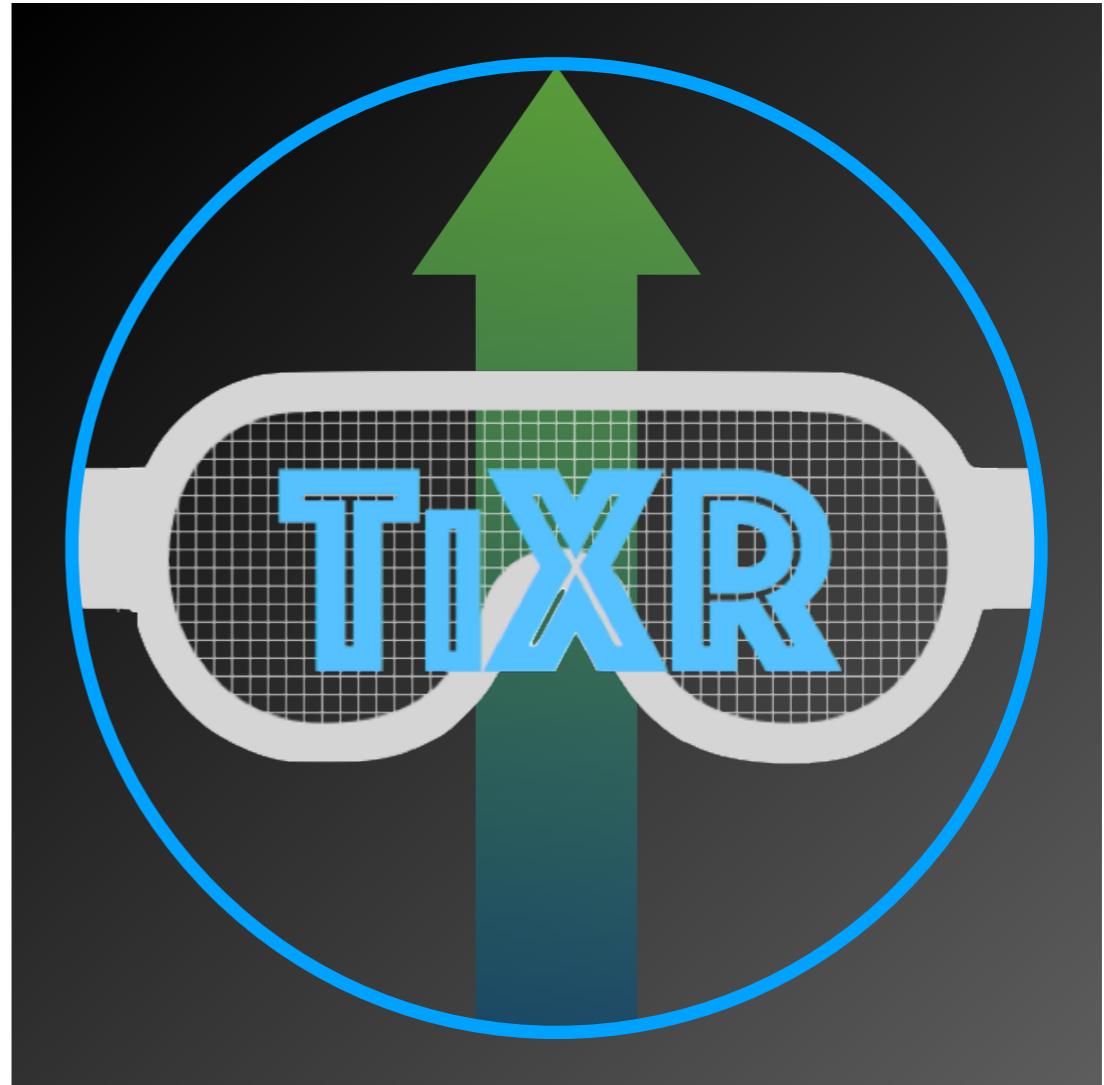








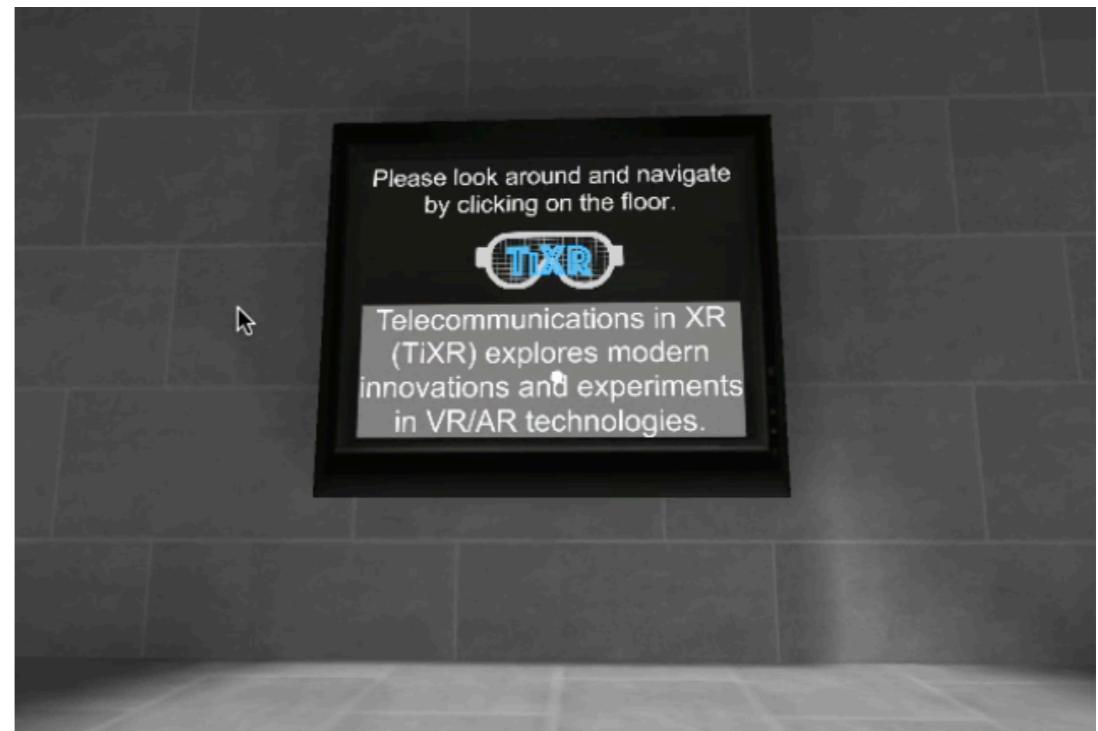
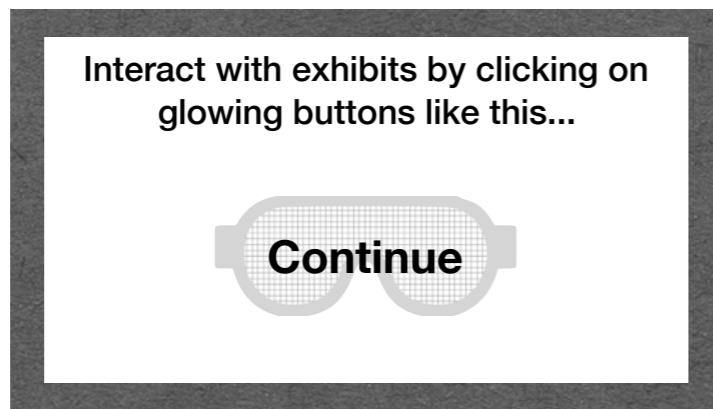
icon



nav button



proposed interaction and textures



realized interaction and textures

