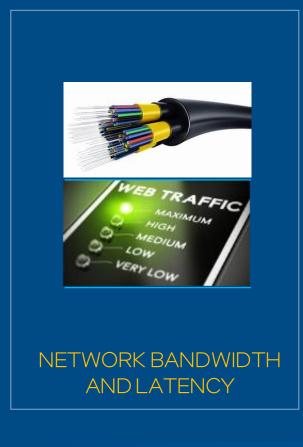
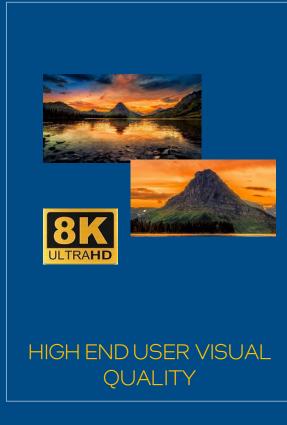
## WHAT'S DIFFERENT: IMMERSIVE CHALLENGES







LIVE USAGES

EXISTING DELIVERY INFRASTRUCTURE

SERVICE DEVELOPMENT COSTS

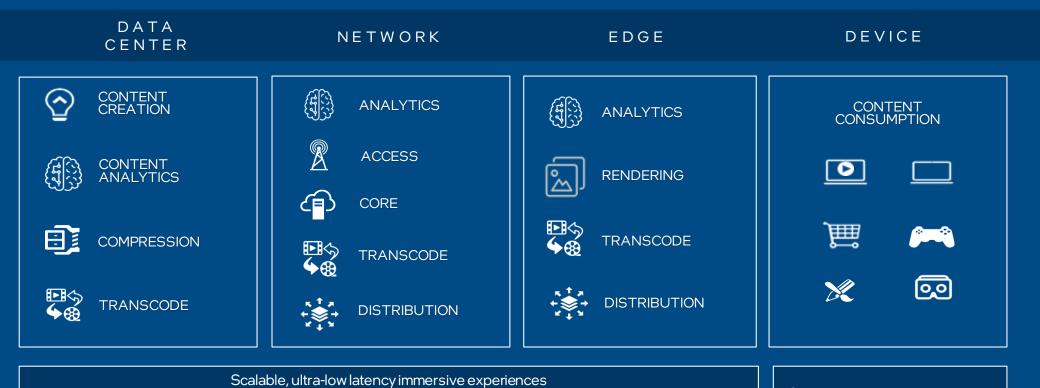
INVESTMENT SCALABILITY

DELIVER EXPERIENCES

EFFICIENTLY

THE GOAL IS TO STREAMLINE NETWORK DELIVERY OF IMMERSIVE MEDIA USAGES TO SUPPORT NEW SERVICE OPPORTUNITIES

## IMMERSIVE MEDIA OPPORTUNITES: END-END



Intelligent compression and edge-accelerated processing

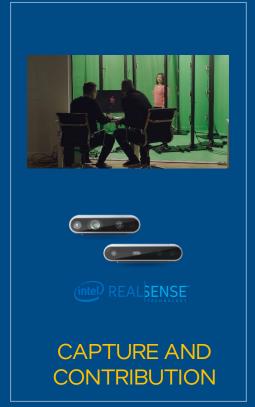
Enhanced delivery through intelligent networks (ex. orchestration)

Capability enhancements through Alintegration

Consistent quality of experience Multi-screen consumption Social interaction

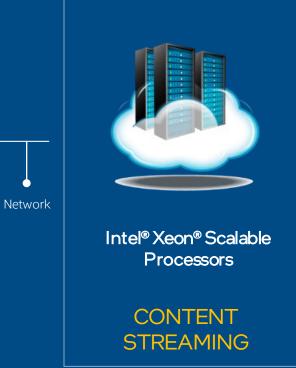
## Areas of focus and development

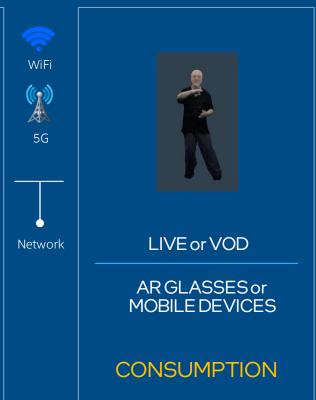
## **VOLUMETRIC: END-END VIEW**











THE GOAL IS TO ENABLE END-END LIVE/VOD VOLUMETRIC STREAMING
OVER TODAY'S AND TOMORROW'S NETWORKS