

WHAT'S DIFFERENT: IMMERSIVE CHALLENGES



NETWORK BANDWIDTH
AND LATENCY



HIGH END USER VISUAL
QUALITY



LIVE USAGES

EXISTING DELIVERY
INFRASTRUCTURE

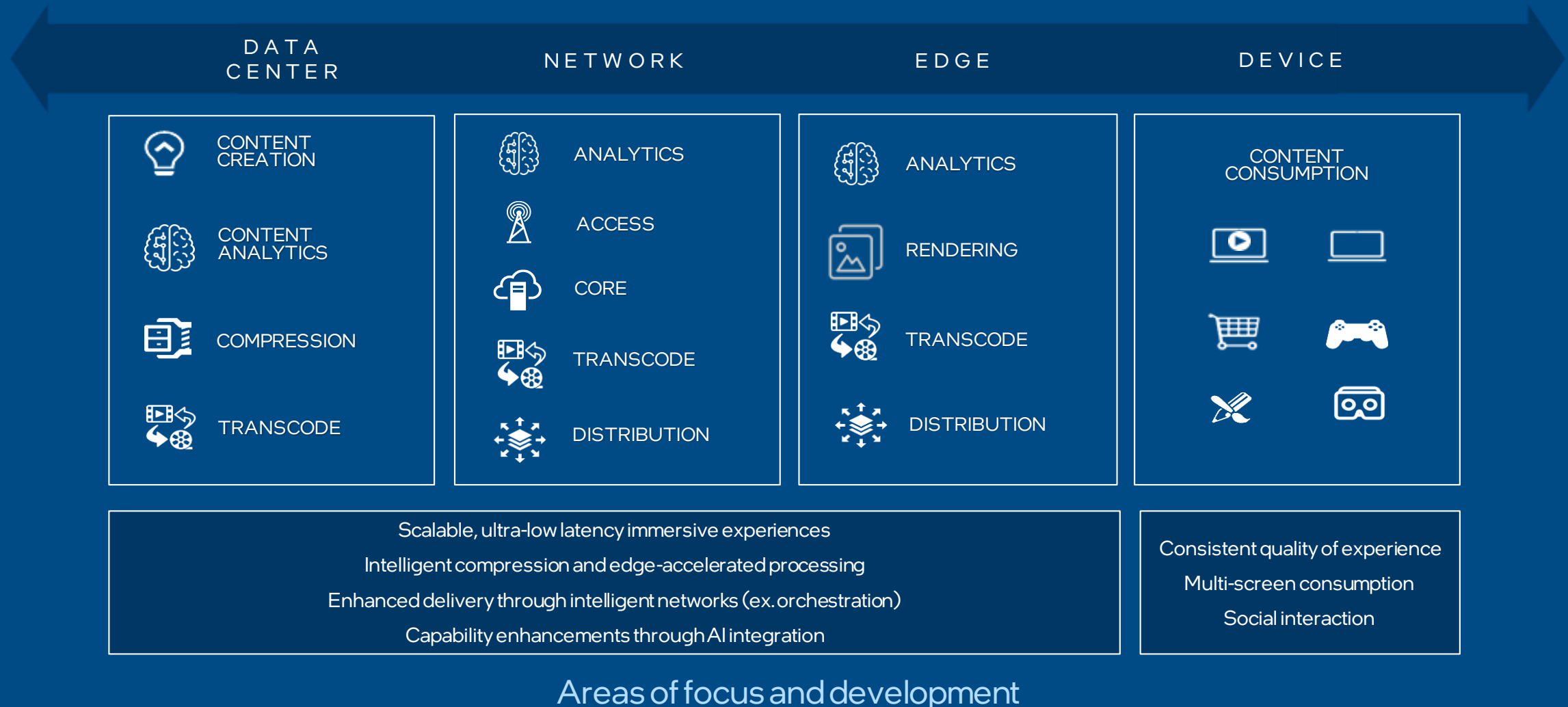
SERVICE DEVELOPMENT
COSTS

INVESTMENT
SCALABILITY

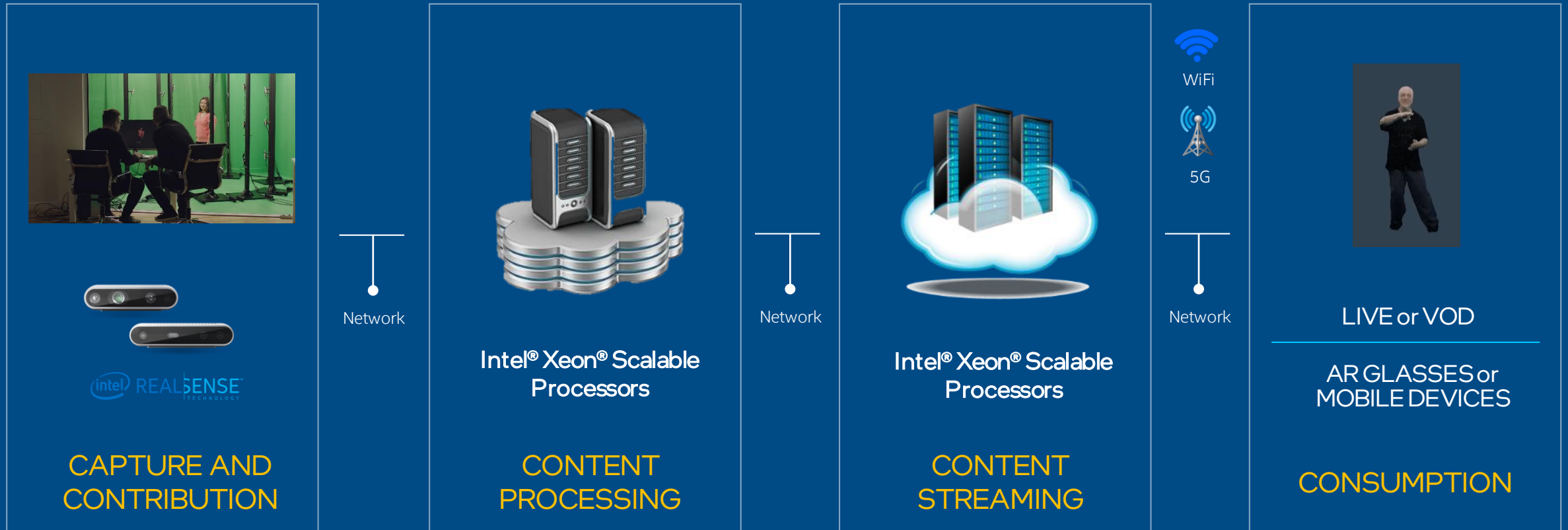
DELIVER EXPERIENCES
EFFICIENTLY

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

IMMERSIVE MEDIA OPPORTUNITIES: END-END



VOLUMETRIC: END-END VIEW



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