

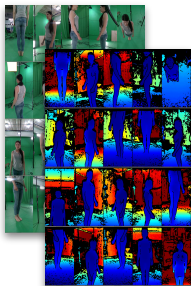


EVERCOAST END-TO-END VOLUMETRIC PIPELINE



Capture & Processing On-Premise

E1 Evercoast Mavericks 2.0
Volumetric Capture Software



Color and depth image plates

**5G[✓]
LAB**

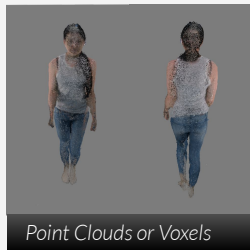
Optimize & Stream on the Edge



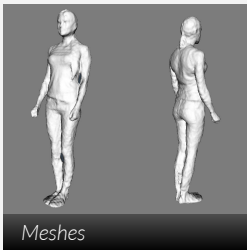
**5G[✓]
edge**

E1 Evercoast Cloudbreak Edge
Volumetric Rendering and Streaming

Industry leading compression and tiling
solution to reduce data footprint by 15x



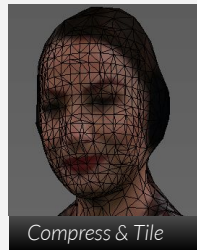
Point Clouds or Voxels



Meshes



Textures



Compress & Tile

Mobile AR & VR Headset Display **verizon[✓]**

Per point
3 - 8 bits (lossy compression)

1 million points
~100 mbps @ 30fps

400,000 points
~20 mbps @ 15fps

20
Mbps

Demo App & Client SDK
Intel Volumetric Tiling and Game Engine Rendering



Field of view and
tiling data stream

Content Delivery Network

<http://> WebRTC

Stream from the edge "only what
you can see" to yield high quality
user experience

Evercoast Cloudbreak Edge
enables network operators to
run Evercoast's volumetric
rendering pipeline to deliver
both recorded and real-time
rendering at the edge.