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abstract={Relatively inexpensive head mounted display (HMD) devices made possible by advances in digital imaging technology are moving the immersive virtual and augmented reality mediums into the entertainment mainstream. This departure from the traditional art of linear storytelling requires a richer production workflow and toolset capable of seamlessly integrating numerous potential narratives. An effective virtual reality (VR) workflow requires low-latency realtime synchronized capture of multiple live high-resolution video streams, realtime stitching and viewing of the captured assets, and realtime composition with computer generated elements optimally rendered for the HMD. This paper presents a realtime system for VR production that encompasses optimal high-bandwidth data transfers, graphics processor unit-based video stitching, and techniques for optimally rendering to the individual display characteristics of specific VR HMDs for on-set preview.},   
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**Bibliography**

Virtual reality is concept which has been fascinating owing to the fact of its vast diversity in various fields. In the recent time, HMD (head mounted display) devices are acting as a medium to propagate virtual and augmented reality.

To achieve an effective virtual reality results, the workflow pattern must be designed to have low-latency real-time synchronized capture of multiple live high-resolution video streams, real-time stitching and viewing of the captured assets, and real-time composition with computer generated elements optimally rendered for the HMD.

I am interested in this article since the paper focuses on a real-time system for VR production that encompasses optimal high-bandwidth data transfers, graphics processor unit-based video stitching, and techniques for optimally rendering to the individual display characteristics of specific VR HMDs for on-set preview.

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"This is entirely my own work, except as disclosed in the documentation. I gave help to the following persons:  
None  
Signed Kiran C Shettar"