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Key Technologies of VR include 360 degree video, Free viewpoint video, computer graphics, Light field, model reconstruction, Locating and Motion capturing and so on. VR 360 video is the First prosperous online VR service, with 99.3% proportion in VR content types.

The three main elements of VR are as follows:

1. Spatial-Virtual environment information perceived by users is spatial and contains mass information.
2. Interact-Users can conduct information interaction with spatial data in virtual environment and other users.
3. Real-time interaction of users in virtual environment.

The report made five predictions listed below:

1. Short term: The sensor experience improves as media technologies evolve.
2. Mid-term: Evolution of network enables more VR applications to go online.
3. Mid-term: Interaction technology development pushes VR to evolve from the “look only” weak interaction
4. Mid-term and long-term: The iteration of media, interaction and network technologies increases the user base.
5. Further future: Interaction of VR and AR fulfills the human life revolution.

**Research Findings**

Below is a list of findings of HuaweiResearch and other surveys

1. Digital media users in big cities like Beijing Shanghai, Shenzhen are the VR consumption pioneers because they are more open to new concepts and have higher purchasing power.
2. Many users of VR devices buy the devices in order to meet their curiosity
3. Many users prefer buying wireless HMDs compared to wired HMDs, other main factors include non-dizziness, diversity of available contents and degree of immersion.
4. Many users prefer the immersive VR gaming compared to traditional media,
5. Many VR users spend less than 30 minutes daily using VR. This is caused by low content quality.
6. The biggest barriers of VR are the discomfort of HMDs, psycho-physiological discomfort and lack of experience in VR storytelling. Others include lack of content creation tools, fragmented technology space etc.

The main drawback of VR 360 video is the lack of long Videos for experience. Content creators faces the challenge of telling a story in the VR perspective.

The main distribution method of VR 360 Video is online streaming accounting for 99% of current VR contents.

Network Requirements of VR 360.

1. Requires minimum bandwidth of 2.98 times the average bit rate for smooth VR video playback.
2. Live broadcast without freezing requires a minimum bandwidth of 1.5 times the average bit rate.
3. Requires a minimum bandwidth of 66.7Mbits/s to download on mobile devices.

Digital floods brought by VR living include: VR shopping, VR news, VR exploration.