

METASTAGE

LIBERATING THE VIRTUAL HUMAN EXPERIENCE WITH 5G





A close-up photograph of a young man with dark hair and brown eyes, wearing a blue t-shirt. He is seated in a white chair, looking down at a laptop computer. The background is a dark, neutral-colored wall.

inside technology's awkward teen years



connected but trapped behind screens

A dynamic photograph of a person in motion, running on a track. The background is blurred horizontally, suggesting speed. The runner is wearing a white long-sleeved shirt, dark shorts, and a blue headband. They are barefoot and wearing a blue strap around their right ankle. A small device is attached to their left thigh.

could we slow down

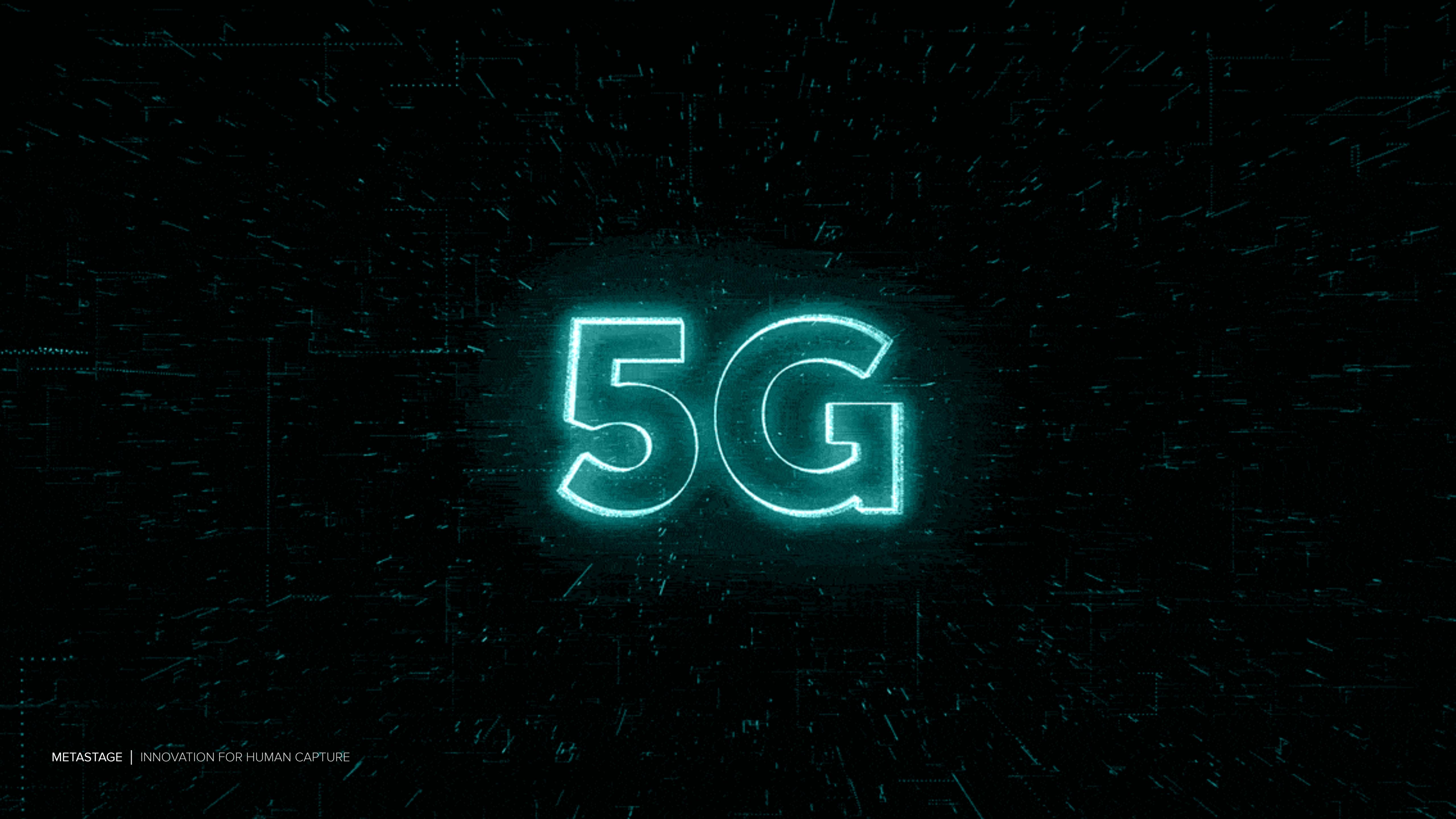
(even if we tried?)

Resistance is futile



A futuristic space station, resembling a large sphere with a translucent blue-green dome, is set against a dark, star-filled background. Inside the dome, a vibrant nebula with swirling clouds of red, orange, yellow, and blue is visible. The station has a cylindrical section at the bottom left and a smaller circular module on the right. A thin blue line extends from the bottom right of the main sphere.

tech is tied to human potential



5G

some 5G use cases are a little creepy





BUT OTHERS ARE
REALLY COOL

THINGS THAT
MATTER

THINGS YOU
CAN
Control

so I'm going to ignore the scary stuff for now

WHAT YOU SHOULD Focus On



And focus on the fun stuff...

How 5G will marry joyful human
experience with interconnectedness



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BRINGING THE HUMAN DIMENSION TO MIXED REALITY



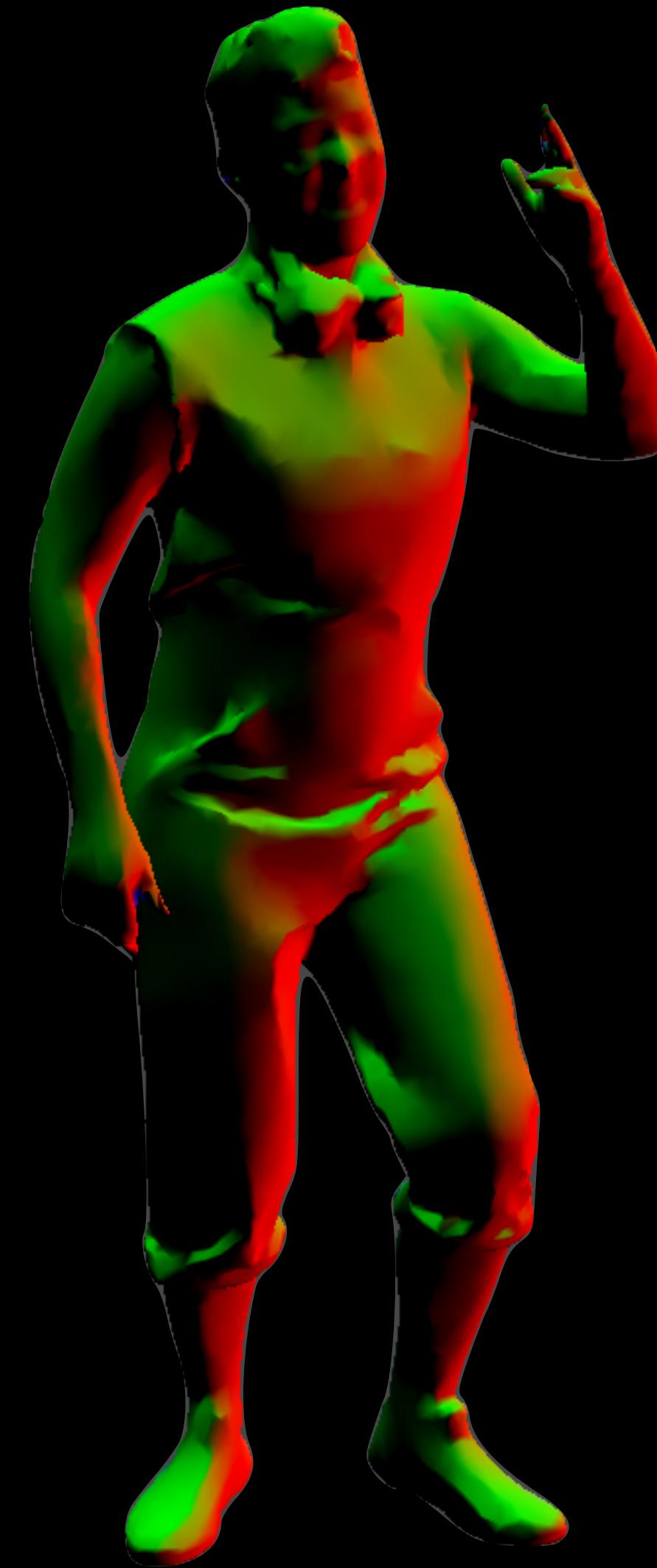
I feel lucky I get to work with real people

and bring their authenticity and beauty into digital worlds

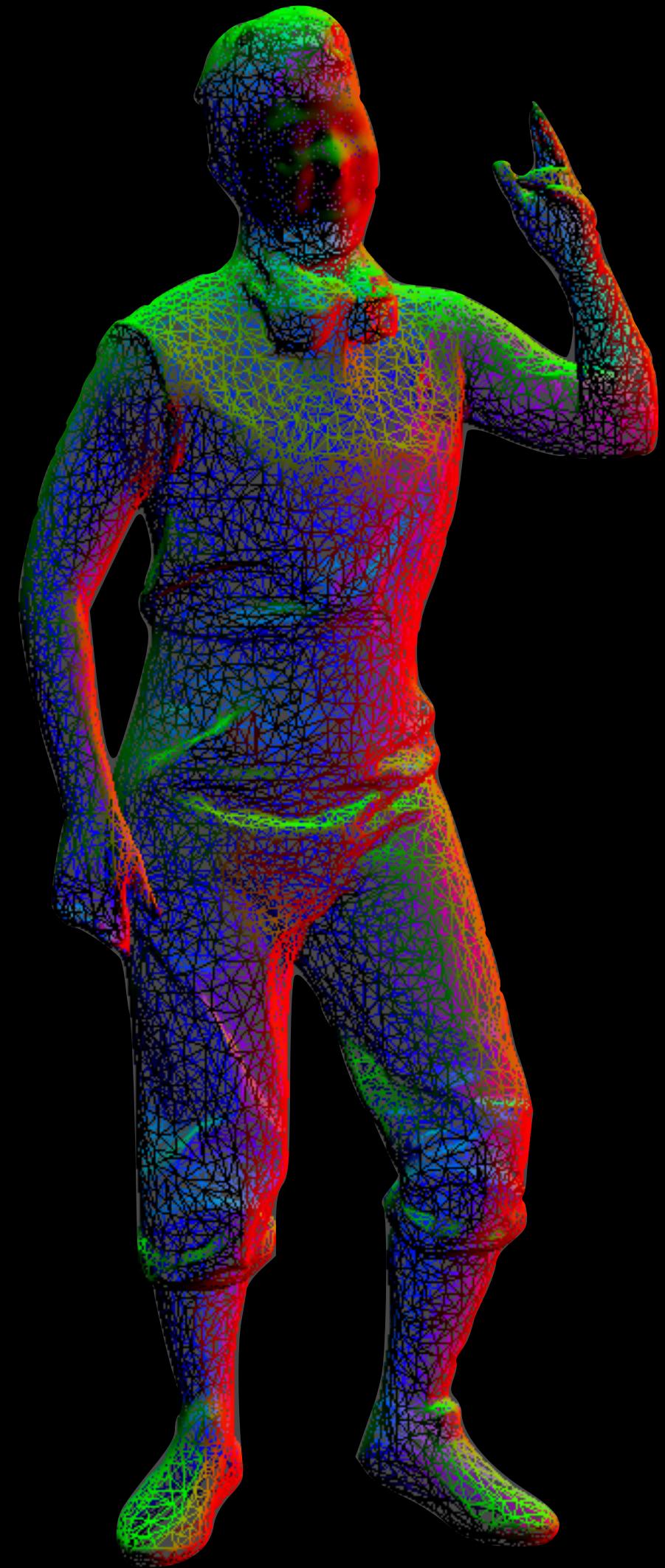




Normals



Mesh with Normals



Full 3D asset





CAMERA RESULTS

PREPROCESSED IMAGES

POINT CLOUD

SMOOTH MESH

TEMPORAL MESH

MP4 FILE

Shoot

- 53 RGB
- 53 IR

- Background masks

- Millions of points

- Hundreds of thousands of triangles
- Decimated to desired result
- Detail preservation (i.e., face)

- Mesh tracking creates keyframes
- OBJ mesh
- PNG texture

- Compressed file sizes
- Streamable
- Use wide variety of shaders

PLATFORM SUPPORT



Native



Native iOS/Android (Scene Kit, ARKit, ARCore)

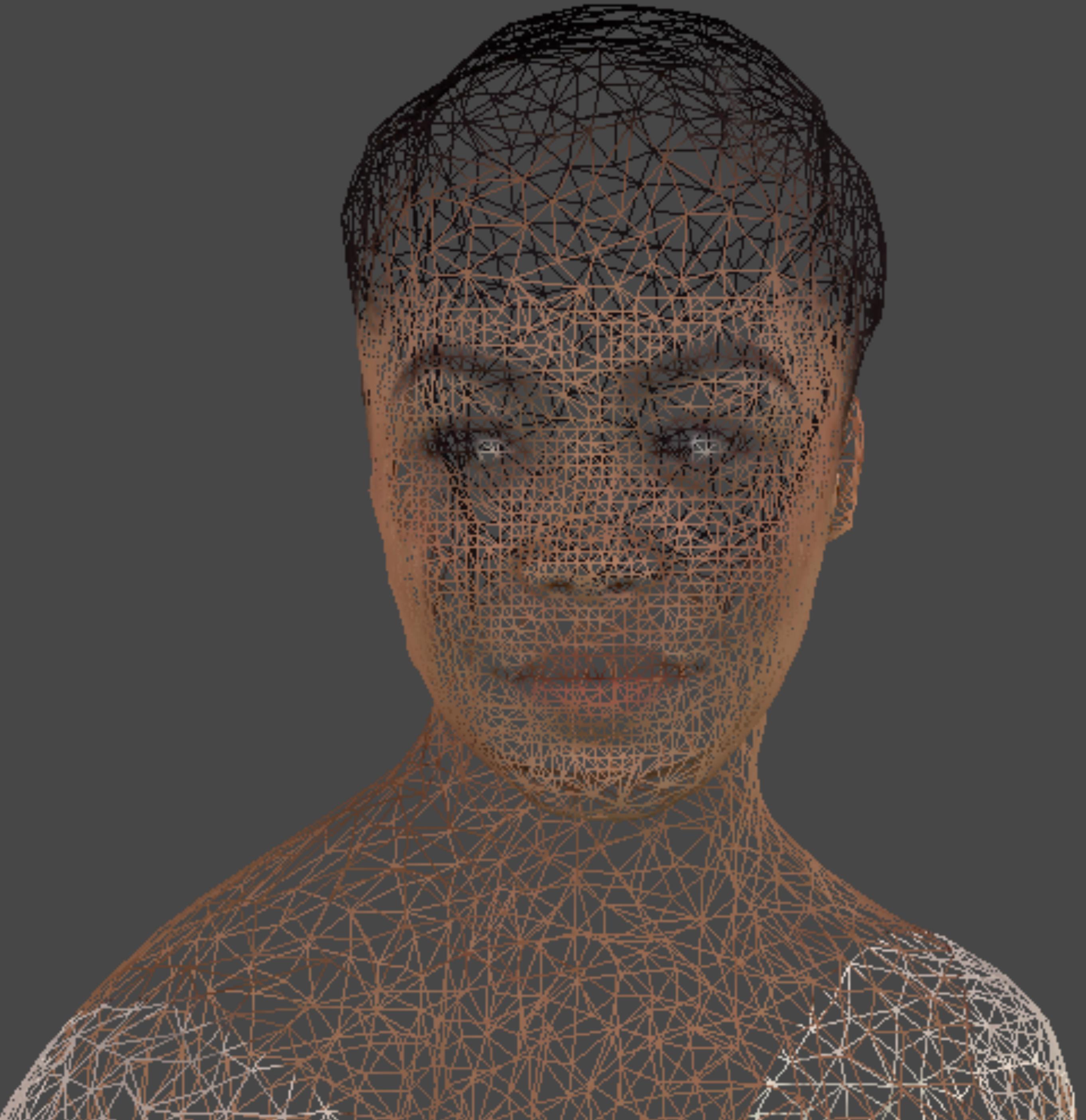
Relighting Tools

Gaze Shaders









Modes



Save Content Marketplace Quick Settings World Settings Blueprints Matinee Build Simulate Play Launch

Search Classes

Recently Placed

Geometry

Lights

Visual

Basic

Volumes

All Classes

Add Subtract

Content Browser

New Import

Game

Search Folders

Filters cloud

CloudPlane_01

Game

Audio

Effects

Materials

Dust

Fire

Flares

Snow

Sparks

Water

Meshes

Water

Particles

Dust

Fire

Snow

Water

Textures

VectorFields

Environment

Blueprints

MaterialFunctions

Materials

Bricks

Emissives

Ground

Ice

Misc

Rock

WarSpoils

Meshes

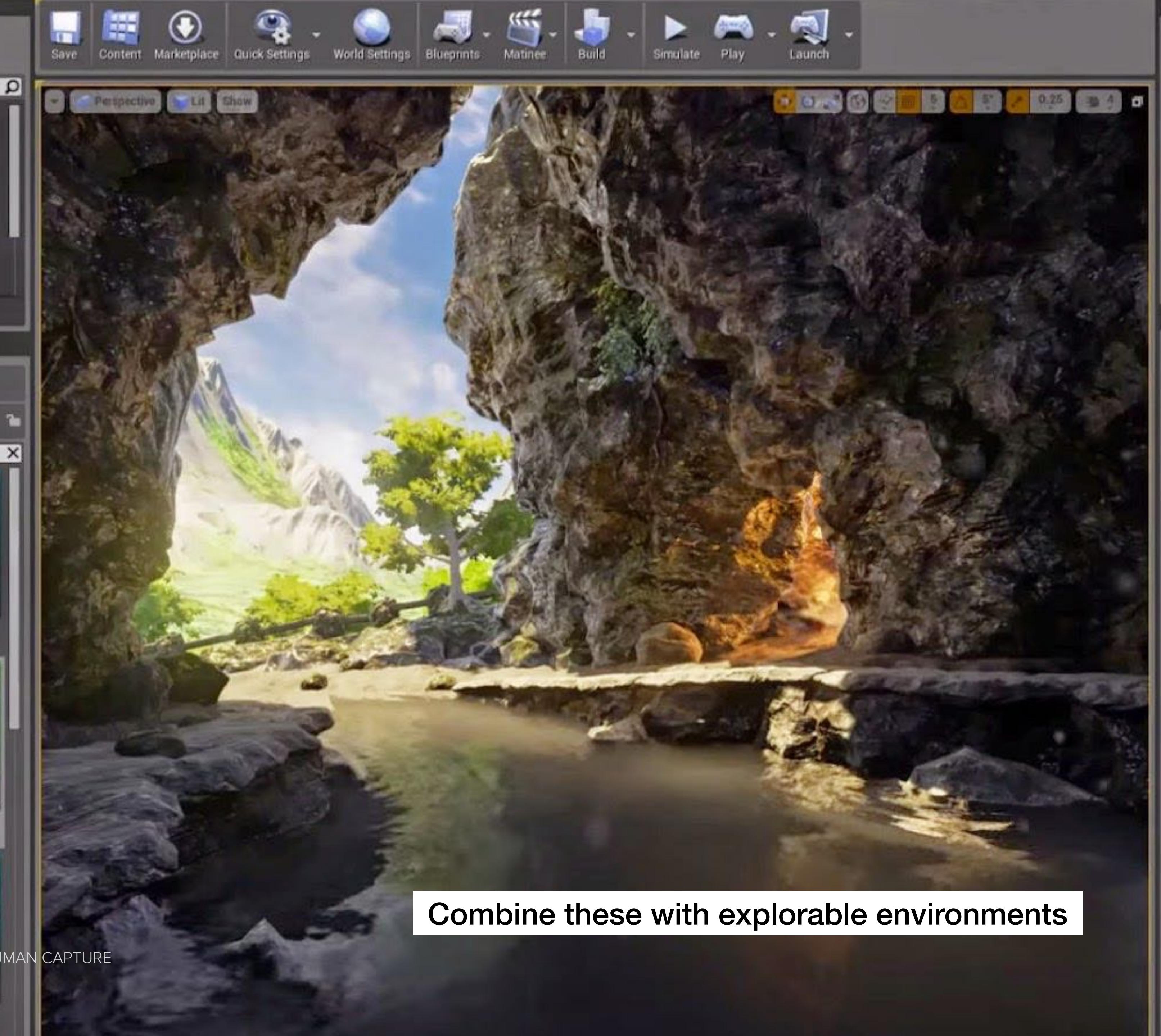
Blockout

Bricks

Castle

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SM_Sky_Clouds



Combine these with explorable environments

Scene Outliner

Search Actor

SM_Cave_Rock_Large_01a6
SM_Cave_Rock_Large_01a7
SM_Cave_Rock_Large_01a8
SM_Cave_Rock_Large_01a9
SM_Cave_Rock_Large_01b10
SM_Cave_Rock_Large_01b11
SM_Cave_Rock_Large_01b12
SM_Cave_Rock_Large_01b13
SM_Cave_Rock_Large_01b2
SM_Cave_Rock_Large_01b3

153 actors

View Options

Details World Settings

Select an object to view details.



or use AR to place them in the physical world







A person's head is shown in profile, wearing a VR headset. A vibrant, futuristic cityscape is projected onto the screen of the headset, showing skyscrapers, glowing lights, and a grid-like structure. The background behind the person's head is a dark, abstract space with some distant stars.

This is already happening

And with data moving
much, much faster

5g will unlock XR's potential
to transform industries

(and our daily lives)



I think computing will be a lot more fun

When we go from this



To this



XR APPLICATIONS

A photograph showing several students in a classroom environment. They are all wearing virtual reality headsets and are focused on their screens. One student in the foreground is wearing a pink tank top and has a colorful geometric graphic on their back. Another student behind them is wearing a green t-shirt. The room has large windows and various educational posters or displays on the walls.

Education

From Virtual Tours to real world training, VR technologies engage students in a completely transformative ways; Allowing for deeper learning and higher retention through fun and exciting new possibilities.

Live Events

With VR, live events can now be streamed and broadcast world wide.

Whether a rock concert or a far away wedding, never miss another moment.

Data Visualization

VR visualizations have the potential to offer easier pattern recognition and retention. They also feature different perspectives beyond the two-dimensional images with which we are familiar.

EXPERIENCES

Virtual reality creates opportunities for companies, brands, and planners to create engaging experiential content designed for the twenty-first century.

- 360 Domes
- Layered Experiences
- Branded Headsets
- Mixed Reality
- Branded AR Content
- Multi-Sensory Activations



Large Format Projection

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AMUSEMENT PARKS/ARCADES

INTERACTIVE PROJECTION MAPPING

LOCATION-BASED CONTENT

ROOM-SCALE EXPERIENCES

CUSTOM HAPTIC SEATING

ANCILLARY AR CONTENT

VR FOR INDUSTRY

FACILITY TOURS

PRODUCT VISUALIZATION

LARGE SCALE SIMULATION

ONBOARDING

COMPANY TRAINING
FACILITY TRAINING
PRODUCT SIMULATION
LOGISTICS
DATA VISUALIZATION



IMMI
ALTERNATIVE REALITY

VR FOR HEALTHCARE

Anti-Anxiety

From Virtual Tours to distraction therapy, VR can create calming experiences that ease a patients anxiety and phobias before ever entering a medical facility.

Deep Therapy

VR has proven to be highly effective in treating PTSD in soldiers.

And according to various studies, VR reduces the time of thinking about pain by 48 percent. Studies also found a 983 percent increase in a “better feeling” versus 33 percent decrease of joy while using narcotics.



Equipment Operations

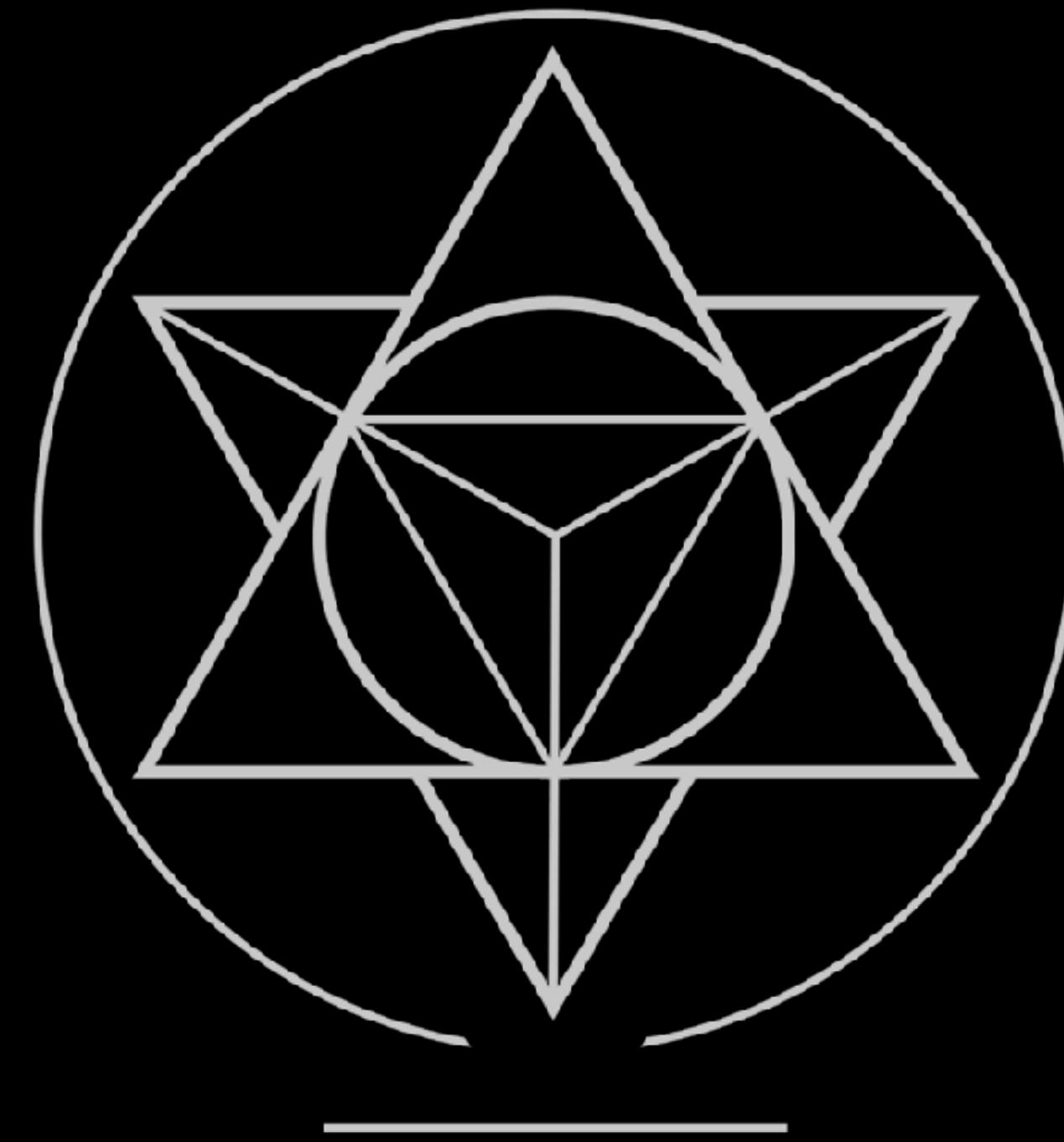
From medical education to enhanced surgical operations, VR is increasing the precision and training of medical practitioners around the globe.

Real Human Performance is a KEY part of building
these experiences!



And through 5G, XR will bring face to face, full bodied experiences into our new virtual life.





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