# **360** *End-2-End*

Luiz Velho IMPA

# Outlook

- Motivation
- 360 @ Visgraf
- State-of-the-Art
- The Course

# **Motivation**

# 360 is the Way!

End-2-End

- · Input
  - Cameras
  - Sensors
- Output
  - Displays
  - Sound

dependencies

#### Cameras

- Omnidirectional
  - Insta-360
- · Plenoptic
  - Lytro Immerge
- · RGB-D
  - Real Sense





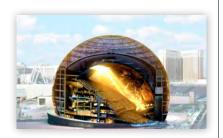


# The Dream Camera

- 360 Degrees
- Depth
- HDR
- Adaptive Resolution
- Noiseless
- Robotic

# **Displays**

- · Full Dome
  - LA Sphere
- Head Mounted (HMDs)
  - Apple Vision Pro
- · Light Field (Plenoptic)
  - NVIDIA Near Eye







# Ideal Display

- Stereo 3D / Holographic
- Viewpoint Aware
- Tone Mapped HDR
- Retina High-Res
- Space Embedded
- Zero Latency

# Dilema!



or



- · Are Theatres Doomed?
- · Multiple Scenarios / Platforms ...

360 @ VISGRAF

#### **Timeline**

- Visorama (1997)
- N-Pan (2009)
- RioHK (2010)
- Expanded Panoramas (2013)
- IMPA+IMS (2018)
- Ray VR (2019)
- Interactive 360 VR (2019)
- Egypt XR (2024)

#### Visorama



# N-Pan



# RioHK



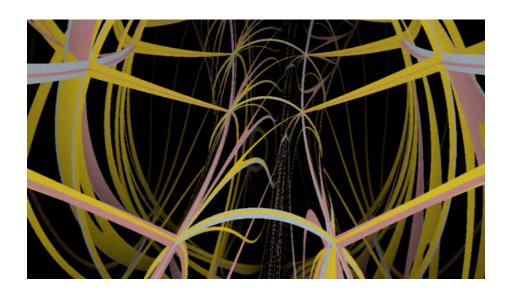
# **Expanded Panoramas**



# IMPA+IMS



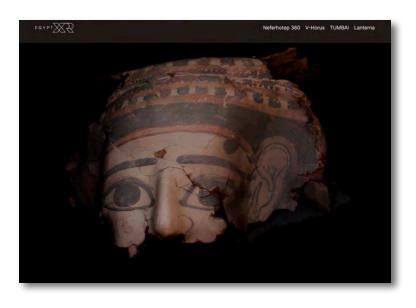
# Ray VR



# Interactive 360 VR



# Egypt XR



# State of the Art

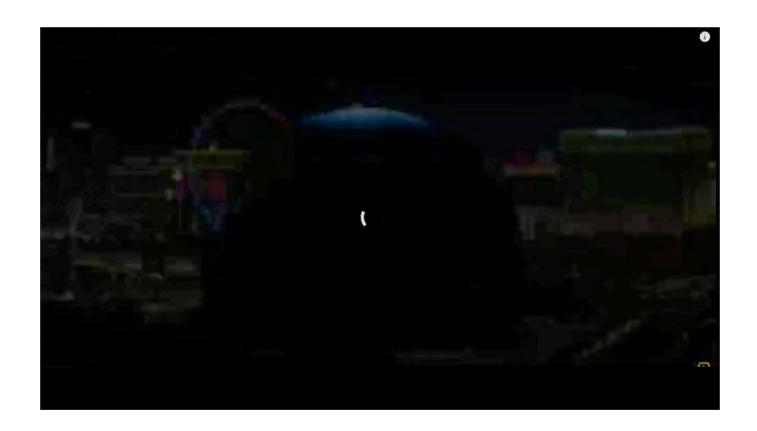
# Immersive Light Field Video with a Layered Mesh Representation

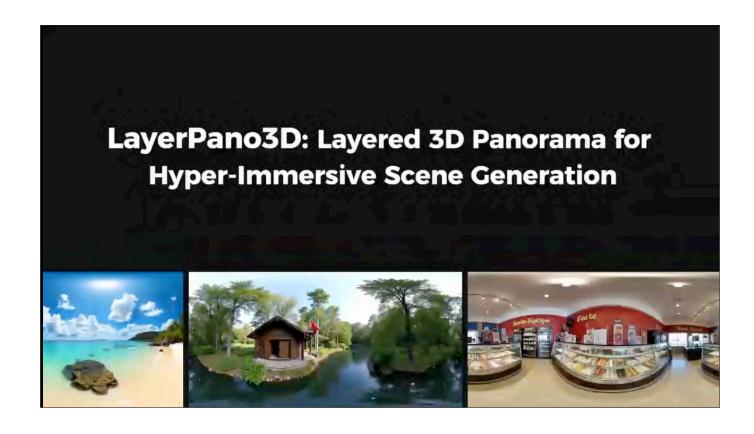
Michael Broxton, John Flynn, Ryan Overbeck, Daniel Erickson, Peter Hedman, Matthew DuVall, Jason Dourgarian, Jay Busch, Matt Whalen, Paul Debevec

> Google LLC SIGGRAPH 2020

This video has audio.







# The Course

# Administrivia

- About the Course
- · Course Material
- Lecture Schedule
- Coursework
- Resources

# Website

# 360 e-2-e: Analysis and Synthesis of Omnidirectional Video IMPA - August to November 2025 About the Course • Course Description • Instructor: Luiz Velho • Meets Course Material • Bibliography. Lectures • Schedule • Reading Material • Videos Resources • Elsewhere • Resources • Elsewhere • Resources • Elsewhere • Resources