Virtual Worlds and Virtual Productions

Who am I?

Nico Patz

Coordinator

of EC-funded Innovation project

XReco.eu

The XR Media Ecosystem

Co-financed by the EC under
Grant agreement ID: 101070250

Atos

Capgemini

CERTH
CENTRE FOR
RESEARCH & TECHNOLOGY
HELLAS

Continental

DW
Made for minds.

FFP PRODUCTIONS

FINCONS
FINCONS
GROUP

i2cat
THE INTERNET
RESEARCH CENTER

ip rights.gr
Intellectual Property Law & Practice in Greece
Copyright | Designs | Patents | Trademarks

JOANNEUM
RESEARCH

KU LEUVEN

rrog
DIGITAL MEDIA

NVIDIA
NETWORKING

Rai

Sound

POLITÉCNICA
UNIVERSIDAD
POLITÉCNICA
DE MADRID

University
of Basel

VISYON

XR3

ZAUBAR

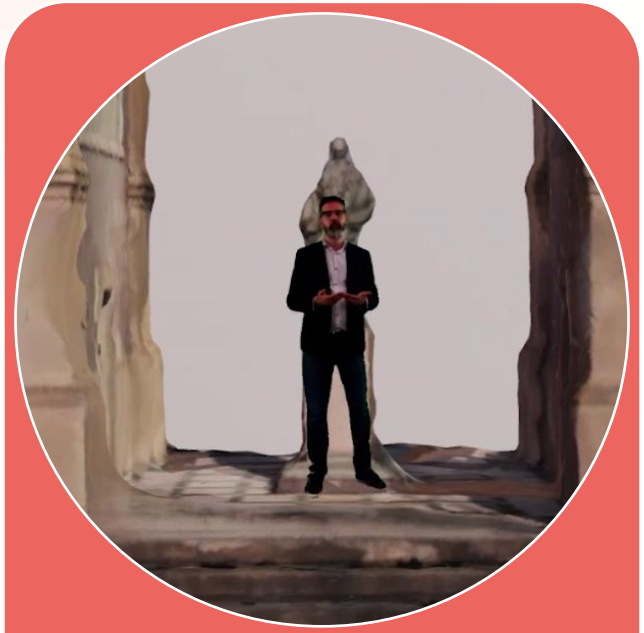
Project Vision

XReco will pave the way for lifting the use of XR media content from being occasionally involved in media production
to being regularly integrated in the media industry.

Towards Virtual Worlds

TV Production

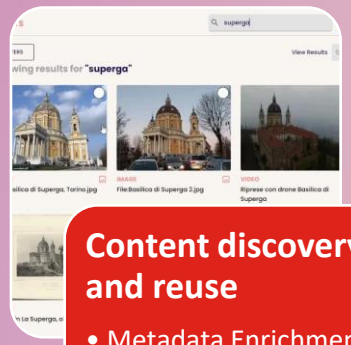
Virtual Production



Virtual World

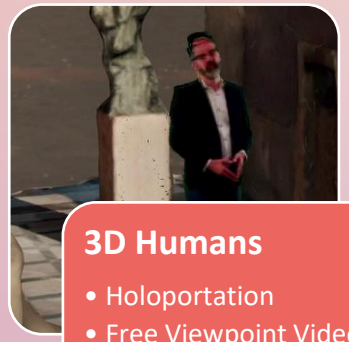
The Ecosystem

B2B Platform for
- **Creating - 3D Assets/ Scenes and**
- **Managing - XR Experiences**
- **Sharing**



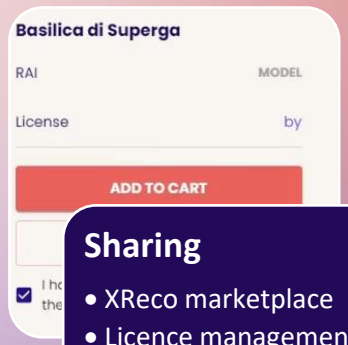
Content discovery and reuse
- Metadata Enrichment
- Context-based Search
- Metasearch

3D Reconstruction
- NeRF
- Structure from Motion
- Gaussian Splatting



3D Humans
- Holoportation
- Free Viewpoint Video
- Offline Volumetric Video

Authoring
- XR Capsule
- Unity 3D (XReco style)
- AR Authoring



Sharing
- XReco marketplace
- Licence management
- Smart Legal Contracts

Factsheets for all XReco technologies

Find all the facts

AT xreco.eu/technologies

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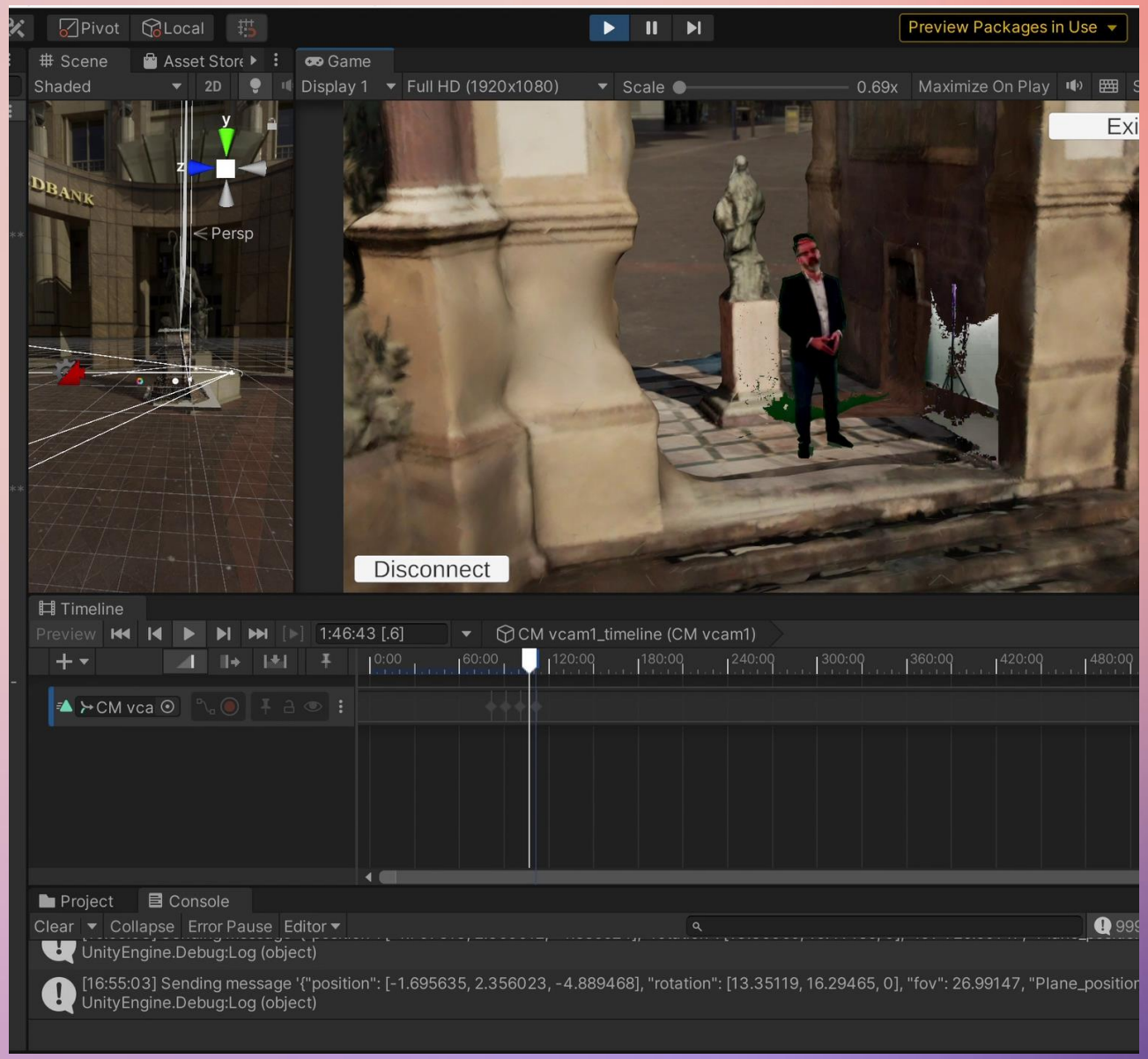
Virtual Studio Productions



The Ecosystem

B2B Platform for
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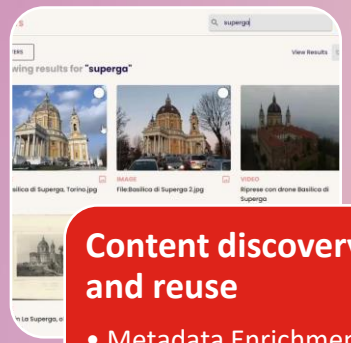

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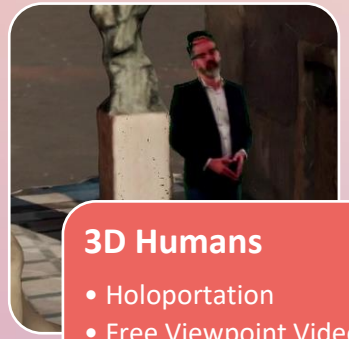

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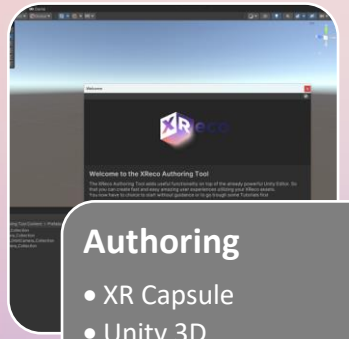

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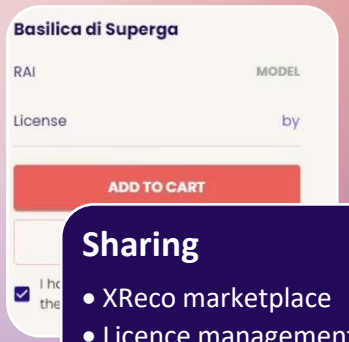


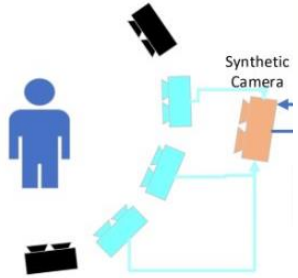
Sharing
- XReco marketplace
- Licence management
- Smart Legal Contracts

Capture presenters in 3D

- Holoportation
- Free Viewpoint Video
- Offline Volumetric Video

Virtual Production with Free Viewpoint Video (FVV)

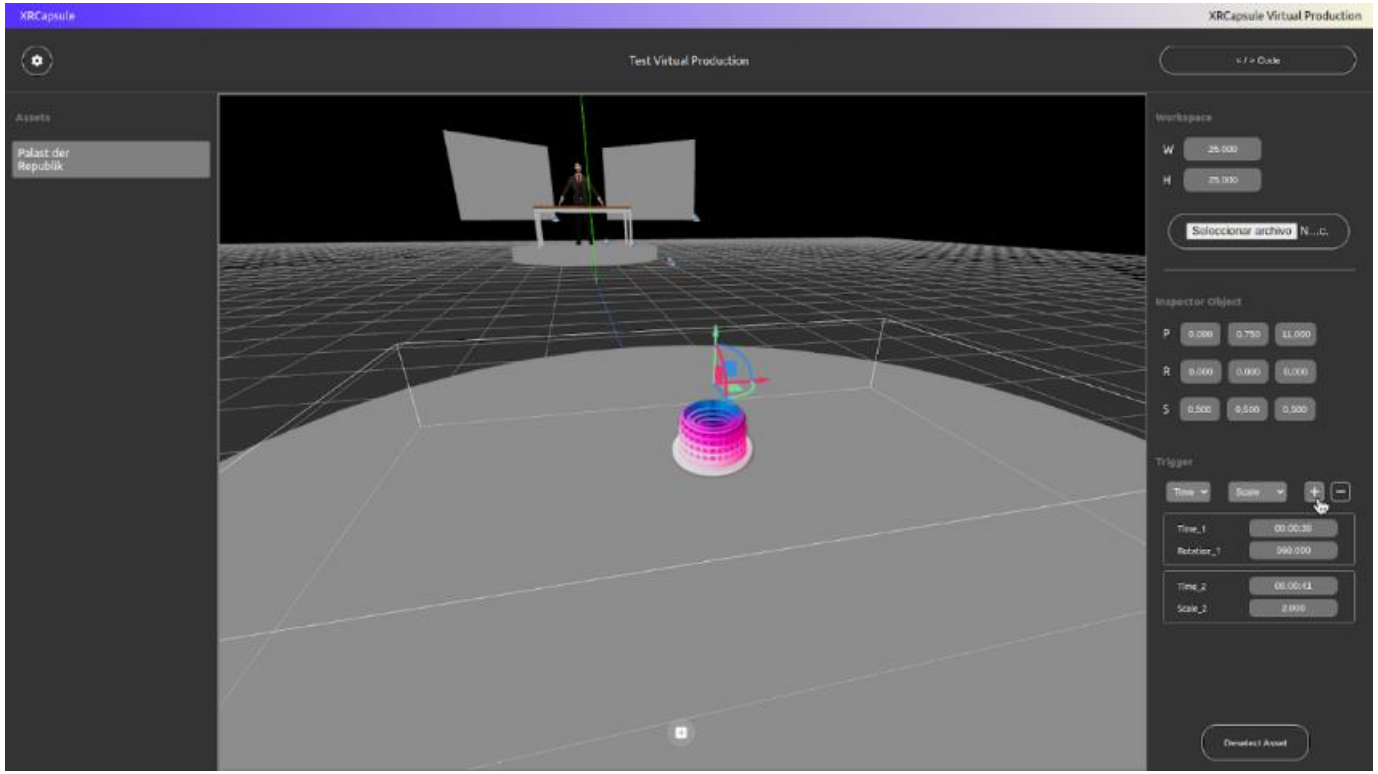
- Simple greenscreen setup with 9 sensors
- Deep learning to improve the segmentation of our FVV content
- Director decides on viewpoints AFTER production to provide natural spatial view
- Integrating FVV in a Virtual Studio in Unity3D XReco enables fully virtual production



Authoring

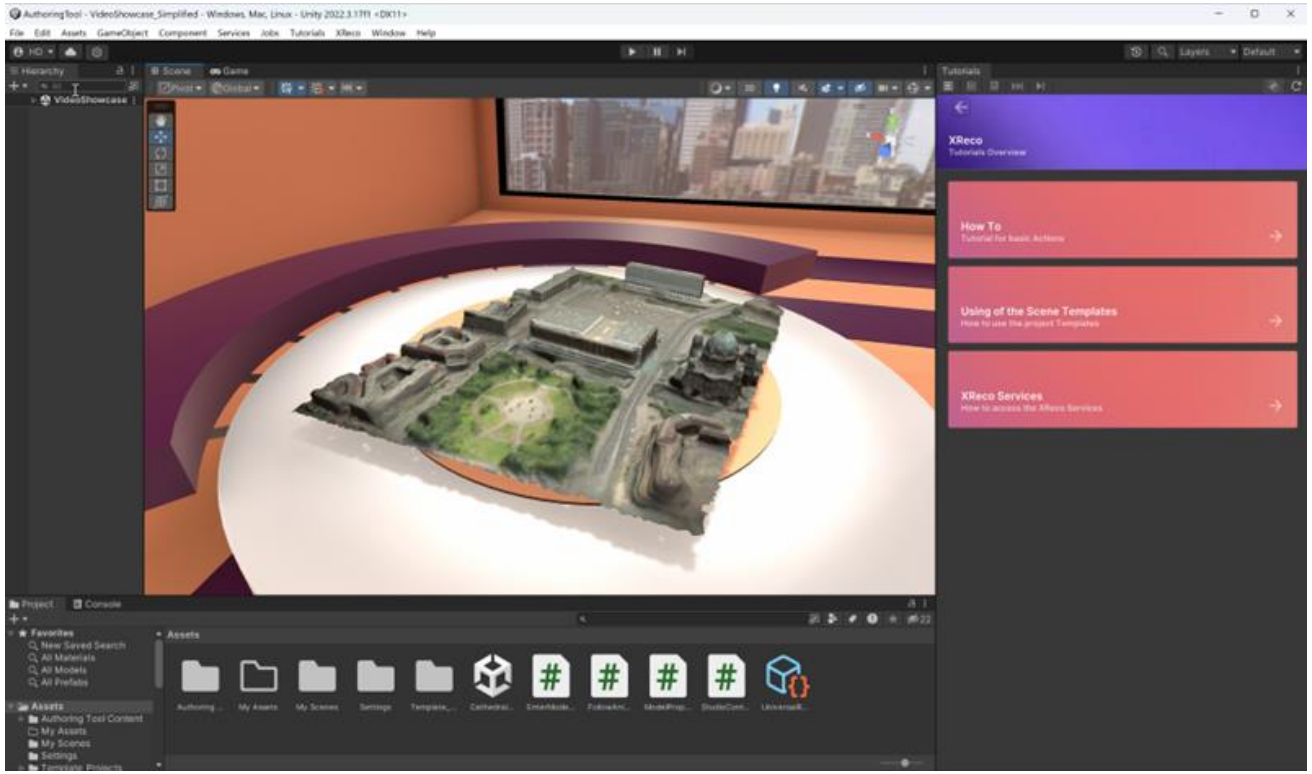
XR Capsule

- Create XR content without coding skills
- Simple interface
- Predefined templates
- Export to Unity



XReco @Unity3D

- Create XR content without coding skills
- Simplified interface
- Tutorials
- Predefined templates
- Assets directly from XReco



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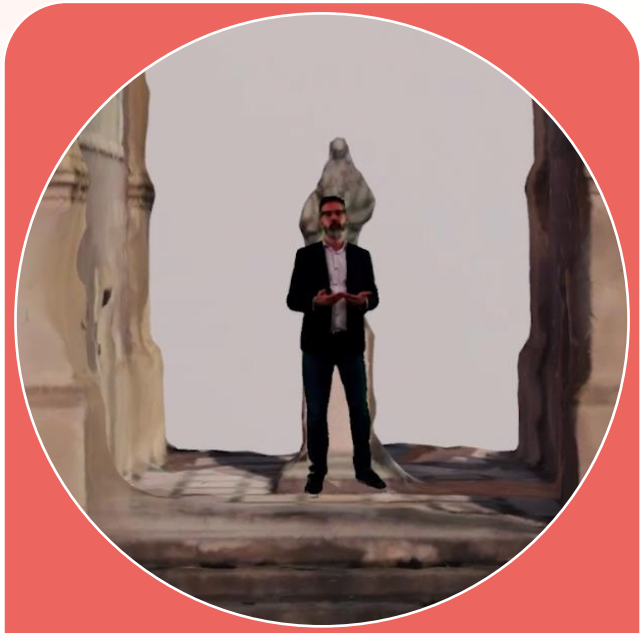

Virtual World

Stay in touch

Find all our
Social Media Channels
and
more tech info
at
XReco.eu

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