

### Volumetric communication

27 May 2020

Contact: Gur Arie Bittan gur@mantis-vision.com

Rob Christensen <u>rob.christensen@mantis-vision.com</u>



#### Factsheet

Founded: in 2005 by Gur Arie Bittan (CEO), Eyal Gordon (CSO) & Amihai Loven

Headcount: 50 employees

Offices: HQ in Israel, USA, and China(JV).

Acquisitions in 2018: Alces Inc (USA) – BrainVu Ltd (Israel)

Funds raised: 90M\$

IP: 46 granted patents and 30 pending applications, across 36 patent families

Key investors:















# Bringing MV and 3<sup>rd party</sup> Turnkey products leveraging costume camera spec and Algo pipeline.









Turnkey Solutions



MV F6 handheld Ho



Honeywell AutoCube

MV Portable Volumetric Rina

3D Face Capture (Baidu)

Software SDKs





Urovo Auto measurement



Xiaomi 8 Explore FaceID camera



Google Tango First 3D MANTIS VISION

### Volumetric remote communication Background

Remote collaboration and communication has been pushed and accelerate during that last few years, but has been a must with the global corona epidemic.

# Zoom's daily active users jumped from 10 million to over 200 million in 3 months

REUTERS APRIL 2, 2020 7:43 AM

Video Conferencing lacking the basic face to face experience and has no real eye to eye.



### Leap beyond Video Conferencing

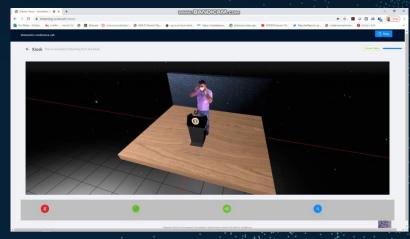
- Having a full 3D view of speakers and attendees.
- Allowing virtual meeting spaces with collaborative boards and presentation space
- Fully compatible with existing Video conferencing
- Targeted to a Minimum video rate ~5Mbps bandwidth, While allowing HQ experience with 5G
- Instant playback to WebAR\AR Phone\VR\AR Glasses.

#### Next step from Video to Volumetric conferencing

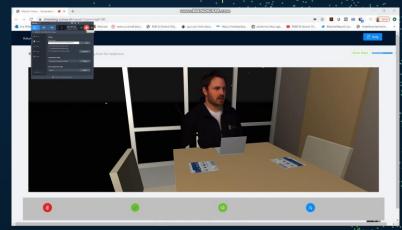
- Real time 3D (volumetric) enable real Eye to eye communication across group of peoples.
- Simulating perfectly a face to face interaction within a group.



3 mobile cameras RTC streaming to 4<sup>th</sup>.



Full body live volumetric to WebAR over <5Mbps

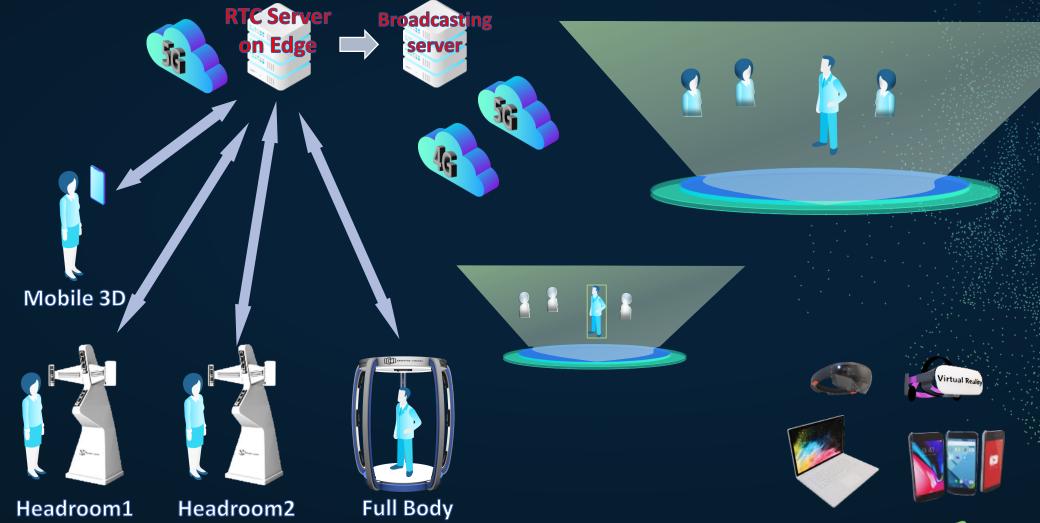


Front Torso (4Cams) live volumetric to

WebAR <5M

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### Real-Time Communications



### Higher bandwidth (20Mbps) = Higher quality



### Conventional Volumetric studios



- Need huge space
- Covered with greenscreen
- Requires days of setups.
- Requires 8-16 hours of processing for every minute...
- Or accelerated processing on expensive cloud service

### Mantis Volumetric studios\3iosk







- 20% of conventional space
- No greenscreen
- Portable option with 4 hours setup
- Support Real Time process as well as fast modes (1 minute\minute)
- No cloud processing requires.
- Enable live stream to AR\VR

Portable Studio Kiosk Headroom

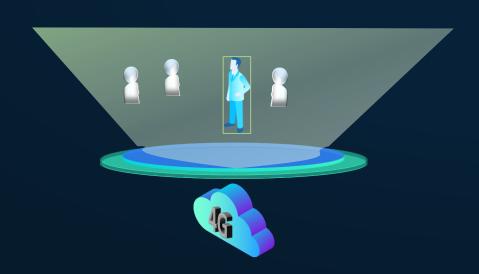
#### Key Experience Points

- The ultimate experience is with AR glasses.
- Headroom is all you need for front body Kingsman Conference
- Mobile 3D Phone could be adding lower quality experience from anywhere.
- Full body captures are perfect to allow product and training intro, as well as entertainment.



### Optional Broadcast Feed to the Experience

- Additional Volumetric broadcasting stream of any RTC session can be used to reach a wide audience (Expert Panel, Summit Meetings...)
- 5G clients can enjoy to full scene experience with all attendees.
- 4G clients will experience only one speaker at a time from same session.









## 3iosks - Streaming with 5G

One-to-Many Live-Streaming with broadcast latency











Processing Server Streaming Media Server (+CDN)



### Real-Time Communications

Holographic communications to become the next form of conferencing











### Back up Slides



#### Professional Handheld Scanners

#### Capture high resolution 3D depth data

- With the fastest workflow on the market
- In high resolution and accuracy
- In full color
- Static 3D modeling
- Publish and share VR\AR scenes

#### Echo Software with sophisticated measurement tool





### Professional Handheld Scanners



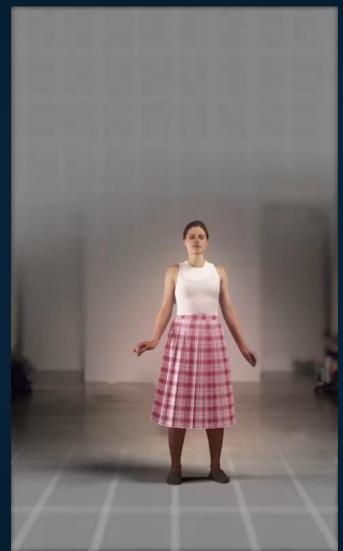
#### Mantis Portable Volumetric Studio



- 20% of conventional space
- No greenscreen
- Portable option with 2 hours setup
- Support Real Time process as well as fast modes (1 minute\minute)
- No cloud processing requires.
- Enable live stream to AR\VR
- By end of year live streaming to AR over 4G/5G network (<20mbps)</li>

## Virtual Try on



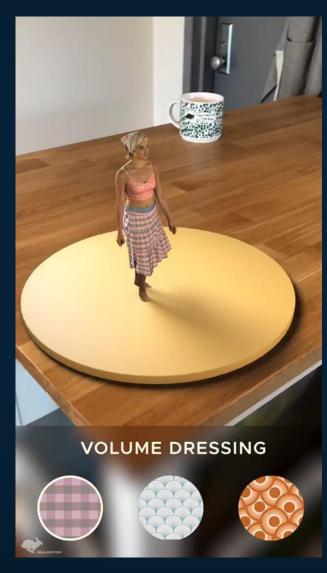






### Complement offline-online experience





- Captured once while in store
- Receives Video\AR for new collections and offers.
- Able to shop anywhere with clear vision of the outfit

Thank you





#### Mantis Volumetric content is getting into prime stage

## 370 lucky 'Rick & Morty' fans can put themselves into their favorite show. How they did it is our future in 5G

The Adult Swim Festival has a treat for the famously rabid fans of 'Rick and Morty' that's the latest example of AT&T's 5G-powered experiences.



[Image: courtesy of Adult Swim]



LA Nov.15.19 -Rick & Morty Event, 900 Peoples instant holograms



LA Oct.22.19 NBA Season opening Prime Time TV hologram interview



Activation event intro



LV Oct.18.19
Friends 25<sup>th</sup>, anniversary
1500 peoples instant capture Holograms

