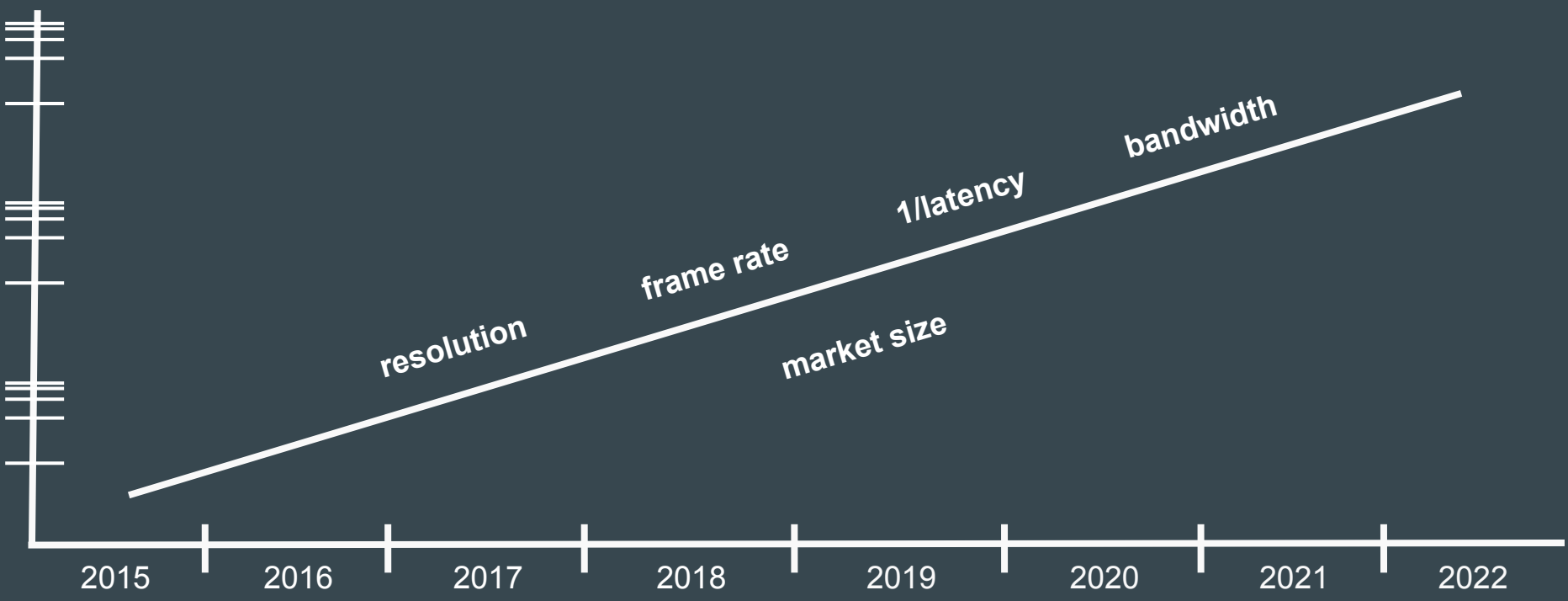


VirtuOSo

Colin McDonnell and Priyanka Shome





One-player games

Multiplayer games, improving latency, quality...

MMORPG, Metaverse

Local monoscopic

Local stereo video, streaming mono video

Streaming immersive stereo video (from phone?)

Social applications, improving latency

Takeoff of VR for productivity

VR is not just for gaming or consumption

It's a totally new medium

SYSTEM BOOTUP: VOLU

VirtuOSo



Technical capabilities

Photorealistic graphics

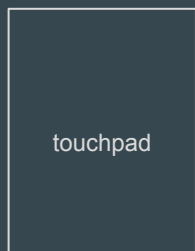
Computer vision for facial/hand/eye tracking

Scalable low-latency multi-user interaction

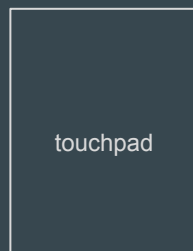
Wireless headsets – onboard computing

Submillimeter-accuracy positioning

User interaction



POV manipulation



cursor
manipulation



voice input

voice commands

facial expression sensing

CV-based hand tracking

head tracking

Metaphors

desktop → space

buttons/icons → objects/tools

New

opening application → “popping”

collaboration as space sharing

“digital whiteboard”

3D manipulation



META WORLD

PROJECT WORLDS

APPLICATION WORLDS

Business Model



licensing



etc...

15% royalties
low initial investment
high gross margin
building infrastructure

Unknowns

Technical

specs of mass-market headsets
stickiness of existing operating systems

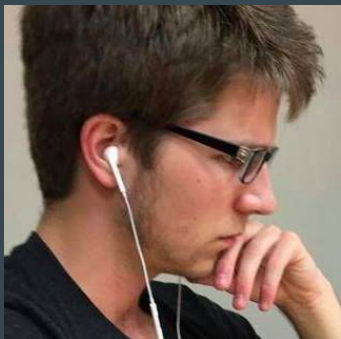
Market

user preferences and inertia
rate of consumer and industrial adoption
licensing options
competitors

can we create a VR computing experience that is sufficiently superior to the status quo to incentivize large behavioral change?

Team VirtuOSo

Colin



MIT '16
EECS

Previous
Brookings Institution
Swift Navigation
Matrix Partners

Pri



MIT '16
Brain and Cognitive Sciences with
Management

Previous
Morgan Stanley
Altman Vilandrie & Co



Questions?