



# Encoding at Scale for AR, VR, and Volumetric

August 8, 2019



Flash Memory Summit

How will we compress and distribute future volumetric content to the masses?

# A brief history of Video – 60s through 90s



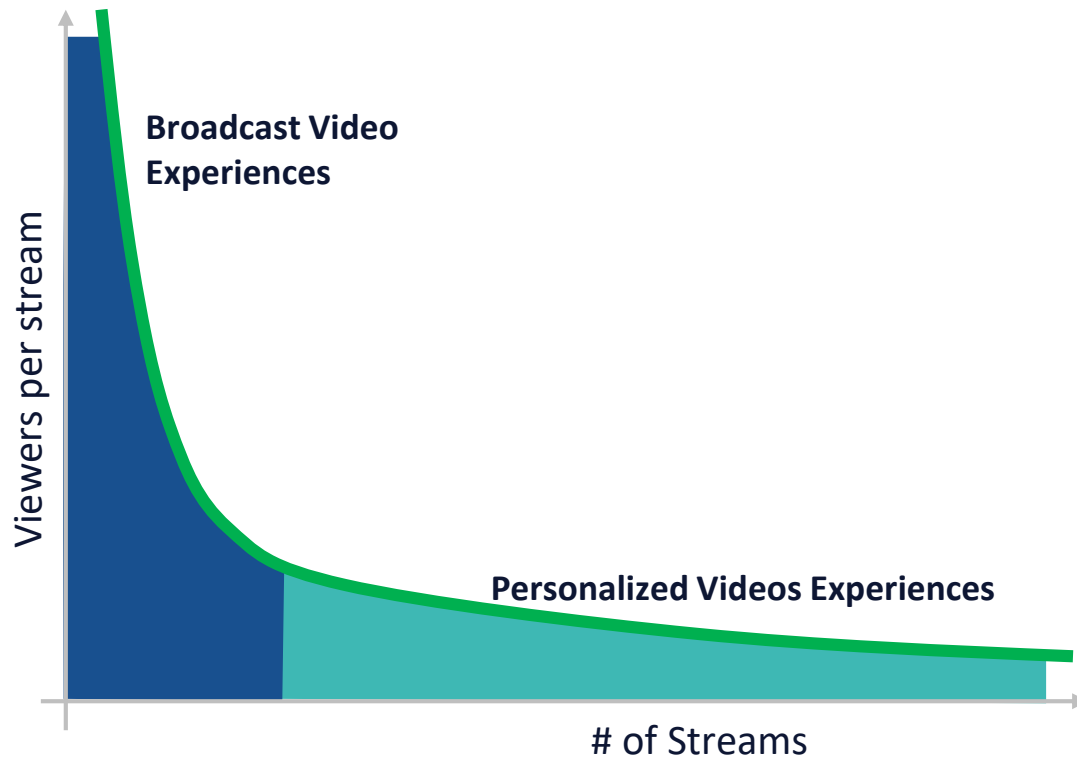
# A brief history of Video – 90s to 2010



2010s



# Video Experience Distribution



## Video in 2020s and beyond - Volumetric Video In Real Life



# How will Volumetric be stored and distributed to the masses?

Stadium Cameras



180GB/s  
Video



Compression  
1.5GB/s

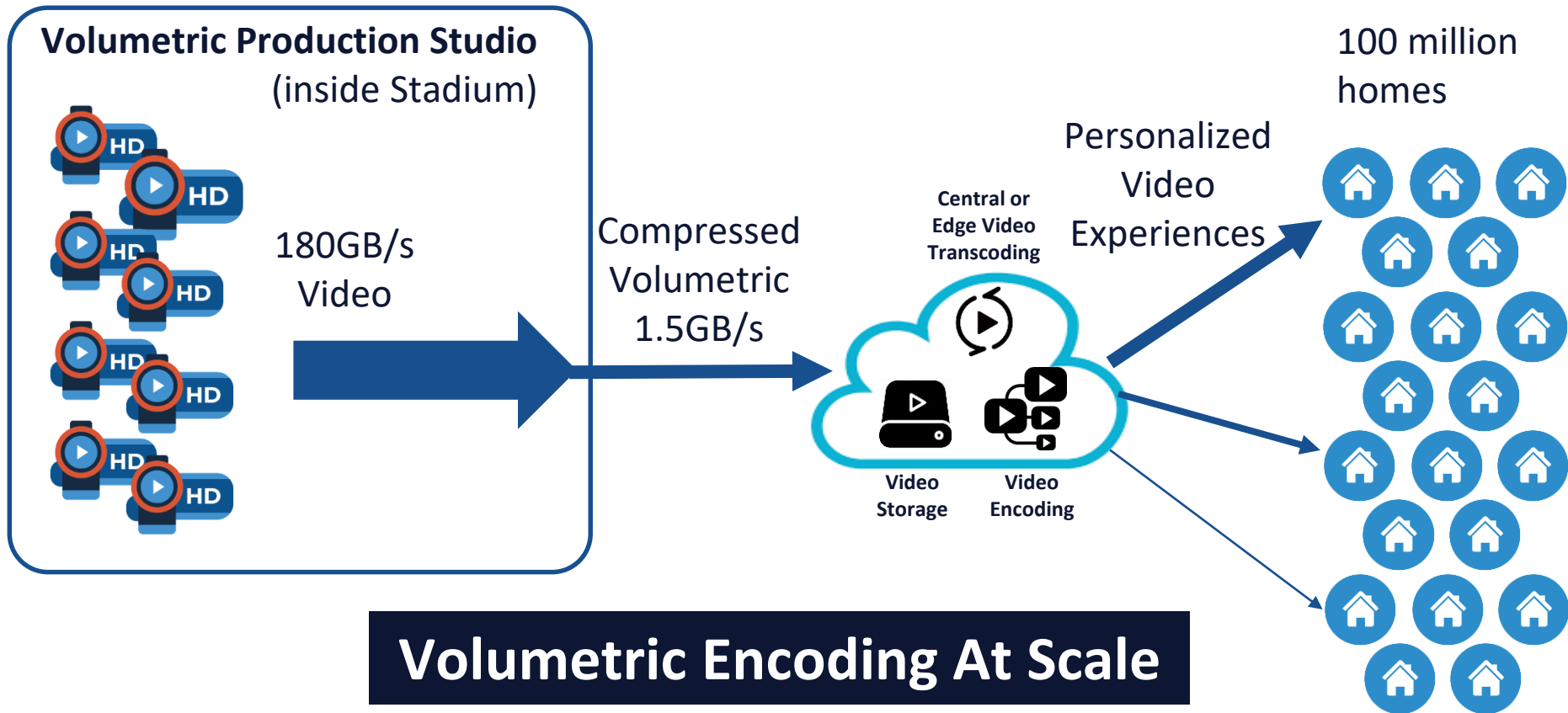


100 million  
homes





# How will Volumetric be stored and distributed to the masses?

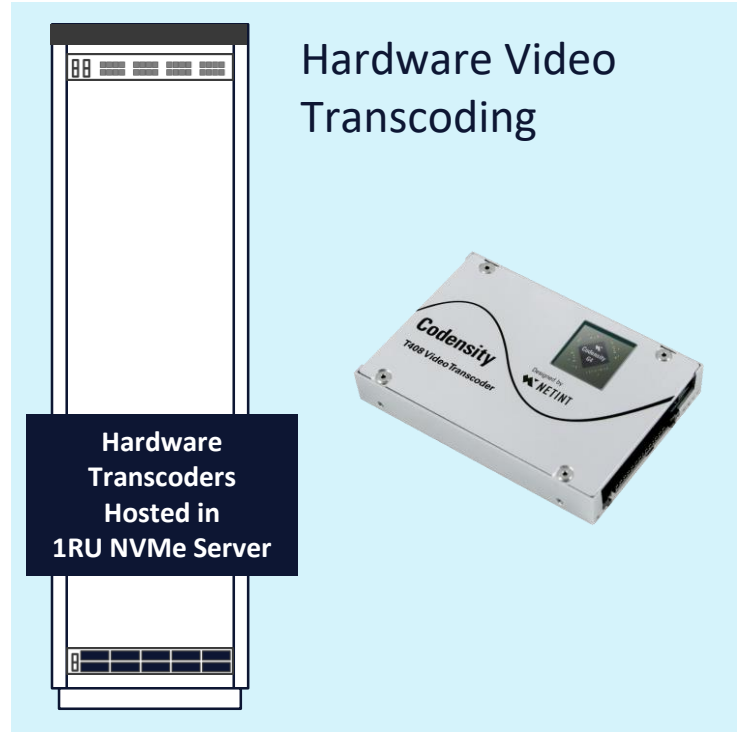
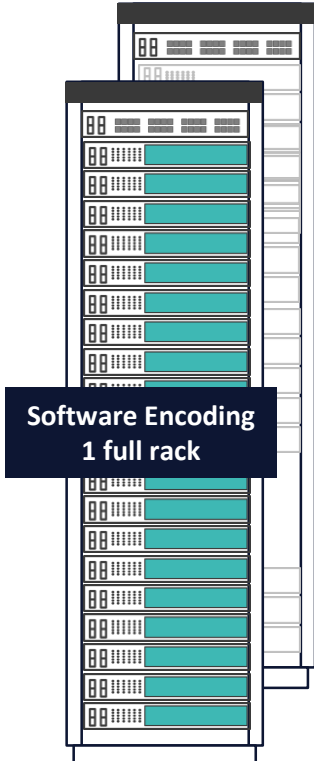




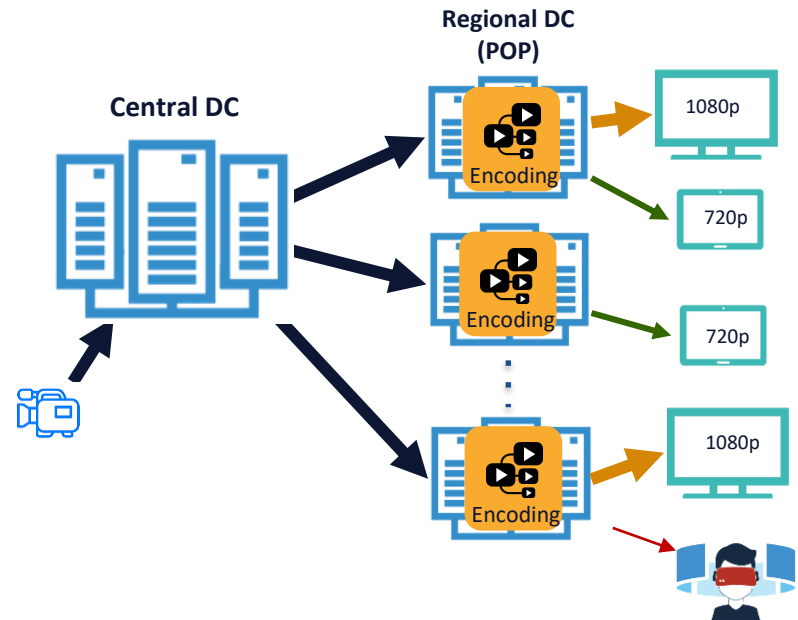
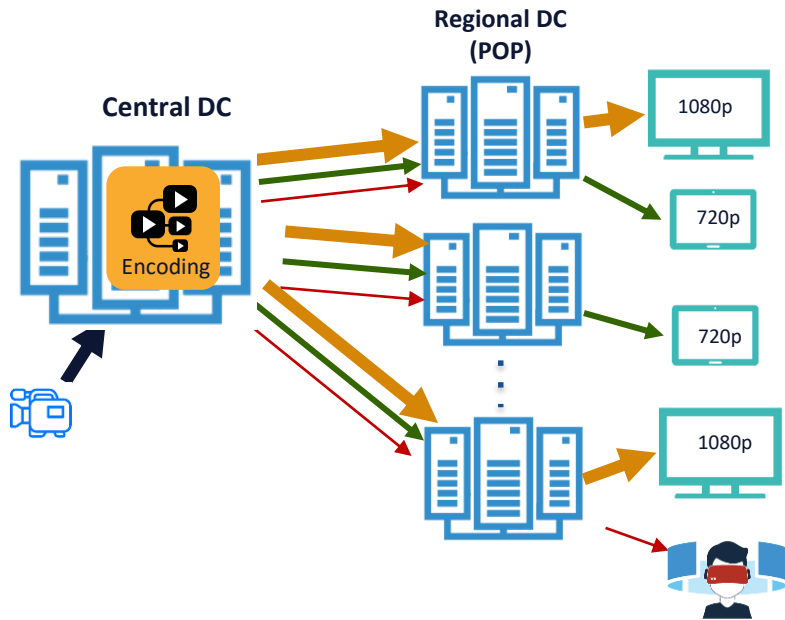
# Video Encoding Alternatives Compared

## Encoding HW to generate

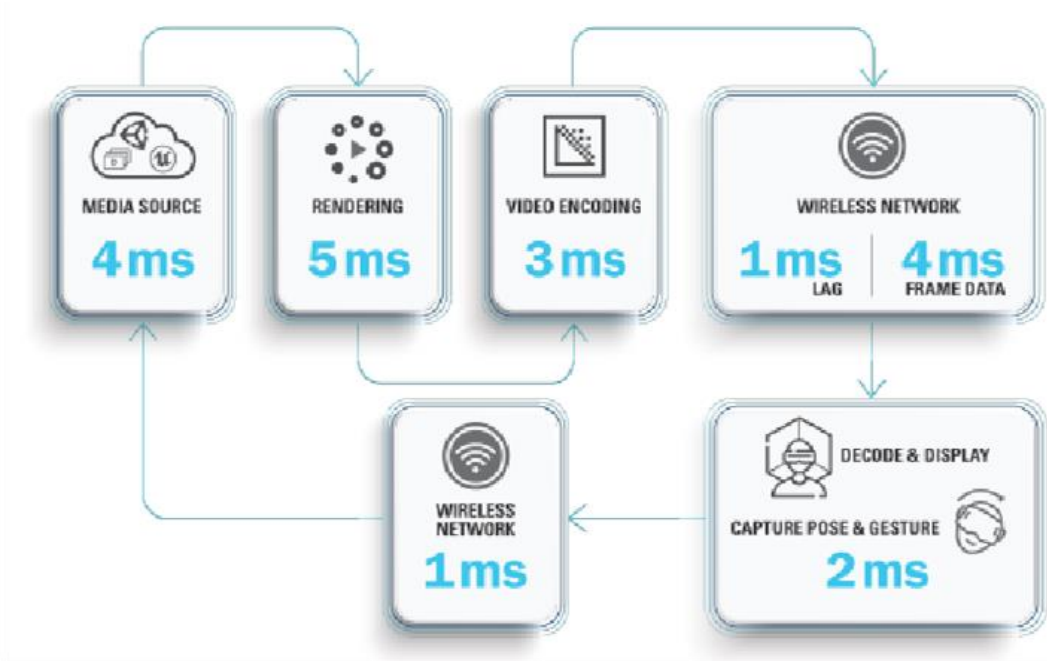
= 40x 8 Mbps (1080p60 H.265)



# Central vs Regional Video Encoding



# VR/AR Experiences – Low Latency



# The Future Superbowl – an Individualized Experience





Flash Memory Summit

# Questions?

Visit our booth#724 during FMS 2019,  
or [www.netint.ca](http://www.netint.ca) for more information

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