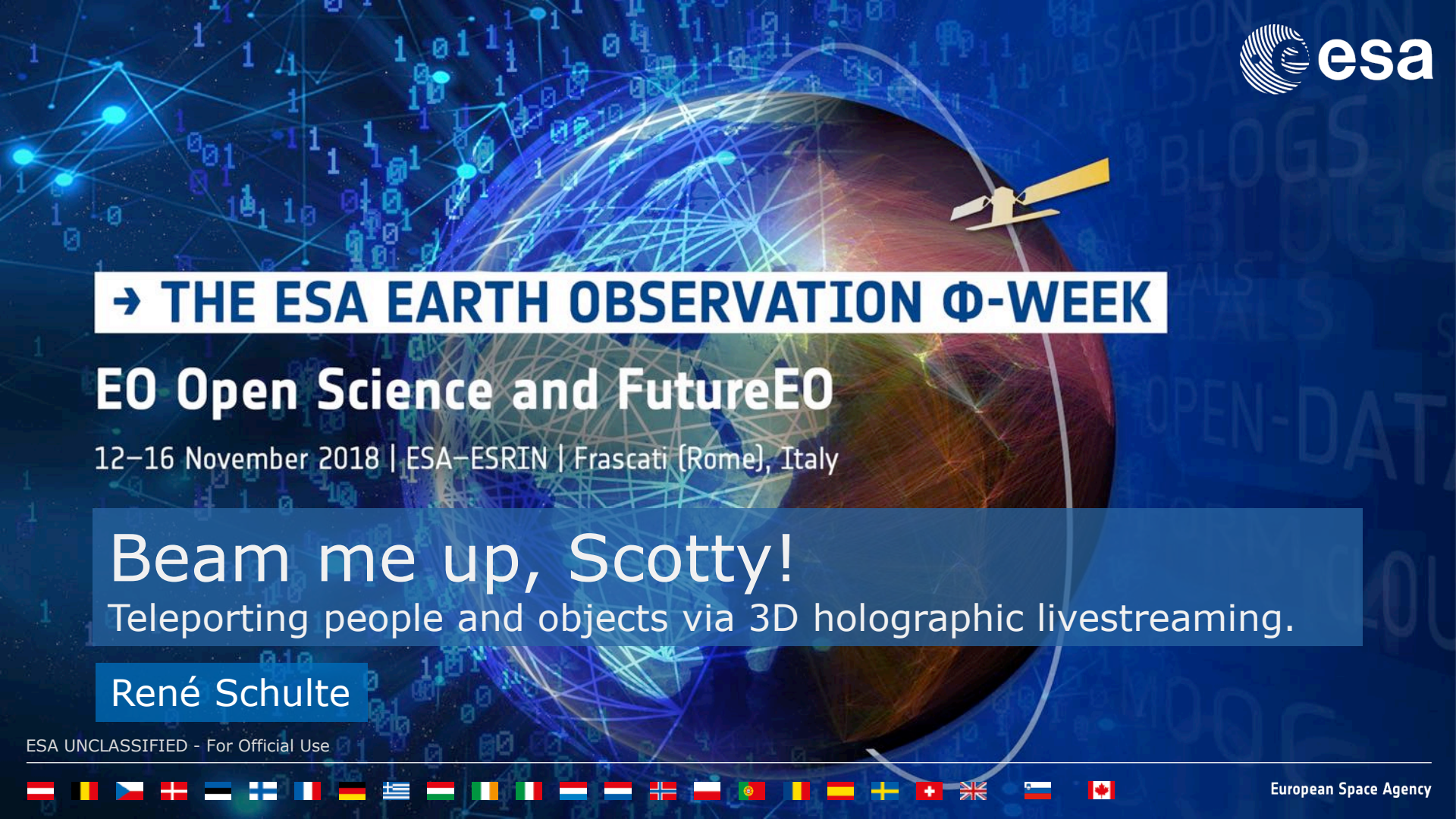

→ THE ESA EARTH OBSERVATION Φ-WEEK

EO Open Science and FutureEO

12–16 November 2018 | ESA–ESRIN | Frascati (Rome), Italy

# Beam me up, Scotty!

Teleporting people and objects via 3D holographic livestreaming.

René Schulte

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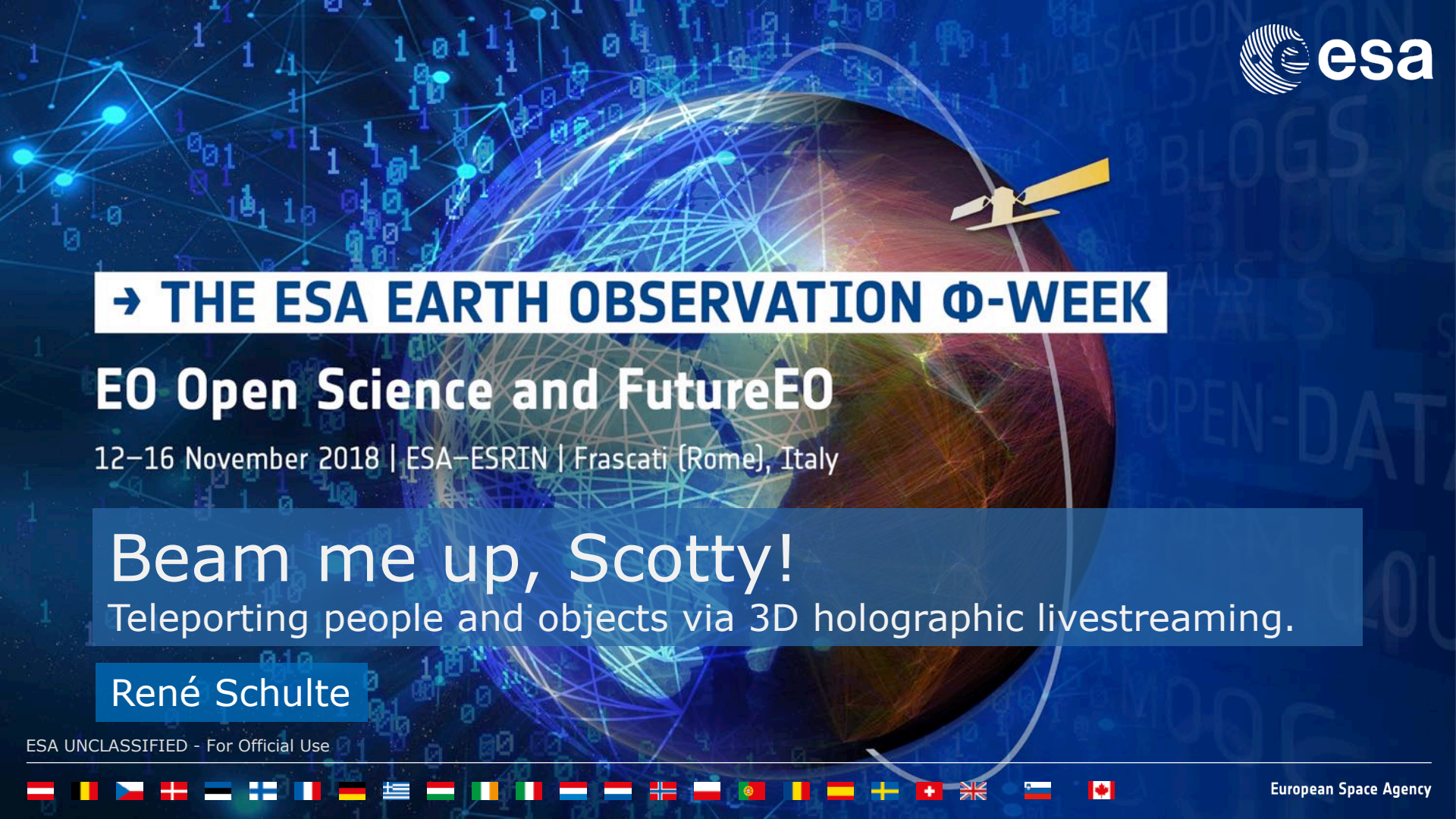

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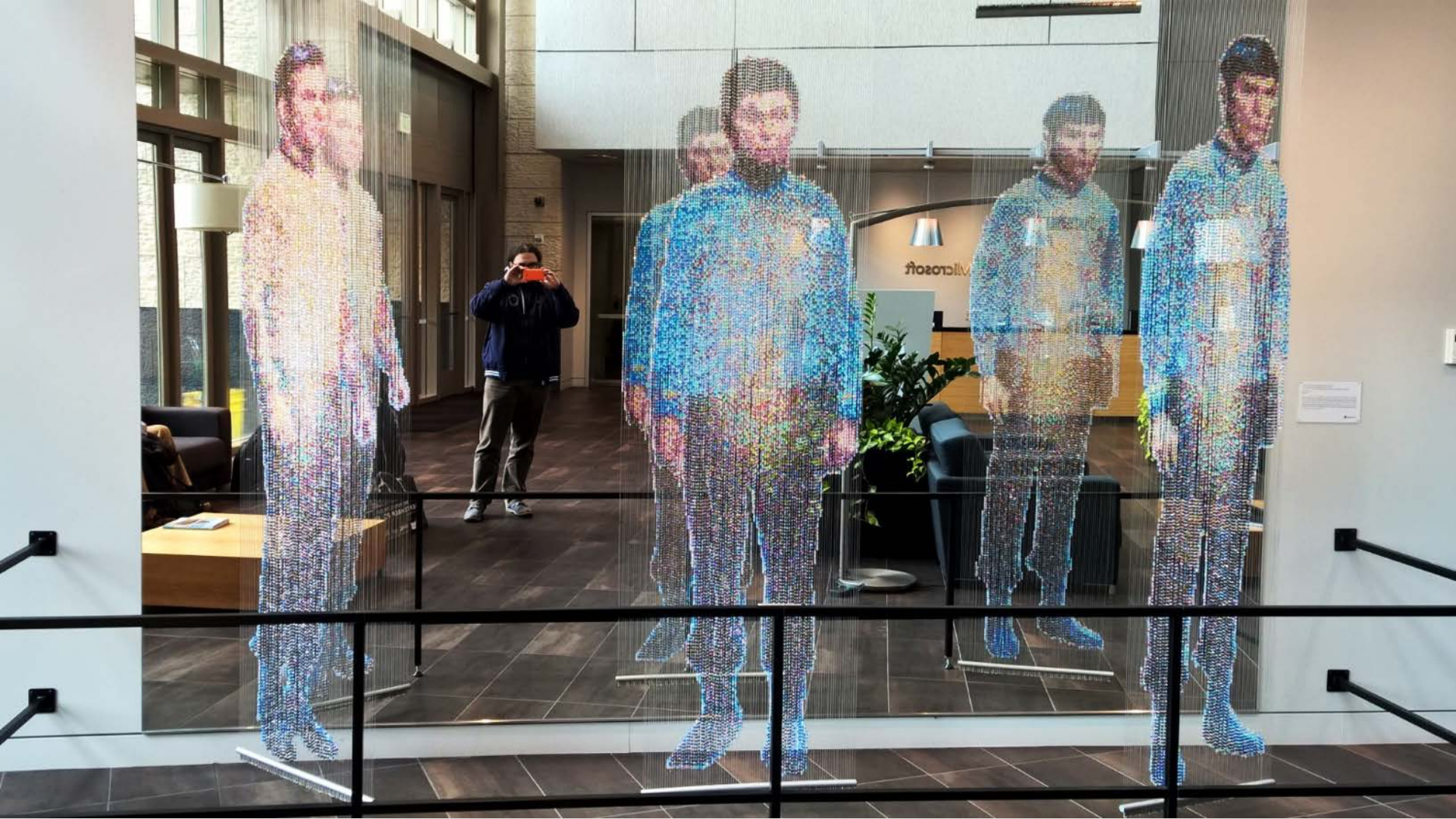

Devorah Sperber (American, b. 1961)
*Holodeck: Simulation Program*, 2007-2008
9,600 spools of thread, stainless-steel ball ch
149 x 95 inches
2009036/MSA3002374

Devorah Sperber's installations comment on
and human perception and subjective reality
reconstructs the door to the Holodeck fro
thousands of spools of thread, which appear
distance. Sperber uses optical illusions to p
subject matter – the Holodeck is a simulati
adventures throughout the series.

Real Estate & Facilities
Microsoft Art Collection
http://aka.ms/artweb

# HoloBeam – Immersive Telepresence

Real-time volumetric video streaming and on-demand playback of recordings

# HoloBeam – Immersive Telepresence

Easy setup with just one depth camera and one Mixed Reality device

# HoloBeam – Immersive Telepresence

On-demand playback of volumetric recordings with dynamic filtering

# Microsoft HoloLens on the ISS

Astronaut Scott Kelly had a live Skype call with earth from the ISS and used the Project Sidekick app in space



Courtesy of NASA. Clip used for non-commercial, educational purposes only.

# Microsoft HoloLens – Windows Mixed Reality

Untethered, self-contained with built-in computing, sensors to sense the environment and semi-transparent displays

# Microsoft HoloLens – Windows Mixed Reality

Untethered, self-contained with built-in computing, sensors to sense the environment and semi-transparent displays

# HoloBeam – Immersive Telepresence

Real-time interactions and collaboration

# The Age of AI

Deep Learning is going to make specialized depth cameras obsolete

# The Age of AI

Deep Learning real-time inference for object recognition and semantic understanding

# “People are the killer app”

Charlie Fink
Futurist, author and Forbes columnist

Courtesy of Brigham Young University. Clip used for non-commercial, educational purposes only.

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# Thank You!

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Director, Global Innovation

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