

# COLLOQUIUM ON MULTIMEDIA COMPUTING SYSTEMS 2022



Speaker: **Jangwoo Son**  
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## Biography:

- 2019 ~current: Fraunhofer HHI Research Assistant and Berliner Hochschulen – Ph.D. Student
- 2018~2019: Fraunhofer HHI research intern
- 2018: M.S. degree, Computer Engineering from Gachon University
- 2017: B.S. degree, Computer Engineering from Gachon University

## Interactive Volumetric Video Streaming in Real-time with Low-latency for Cloud-based Mixed Reality

**Abstract:** As there has been an increasing interest in promising industries such as AR, VR, MR, and Metaverse, cloud-based streaming has been an active research and development topic for video streaming in recent years. Examples of cloud-based streaming system deployed by global companies are Google Stadia, Nvidia CloudXR, Amazon Luna, Microsoft xCloud, etc. The purpose of the technology is to offload intensive workloads for rendering to the cloud server and provide reliable interaction to users through low-latency streaming. This colloquium will represent the cloud-based mixed reality streaming system in real-time with low-latency corresponding to the above purpose, as well as the interactive animation and the production process of the volumetric video which is immersive media content. The main research topics to be dealt with in this colloquium are (1) Production process of volumetric video covering omnidirectional capturing, compression, and compatible mp4 file conversion (2) Interactive animation on volumetric video (3) Stable and low-latency cloud-based MR streaming through Low Latency, Low Loss, Scalable Throughput (L4S) standard.

**Dec. 21, 2022(Wed.) 16:30pm – 18:00pm**  
**Seminar room, Hoam Hall 2F**

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