

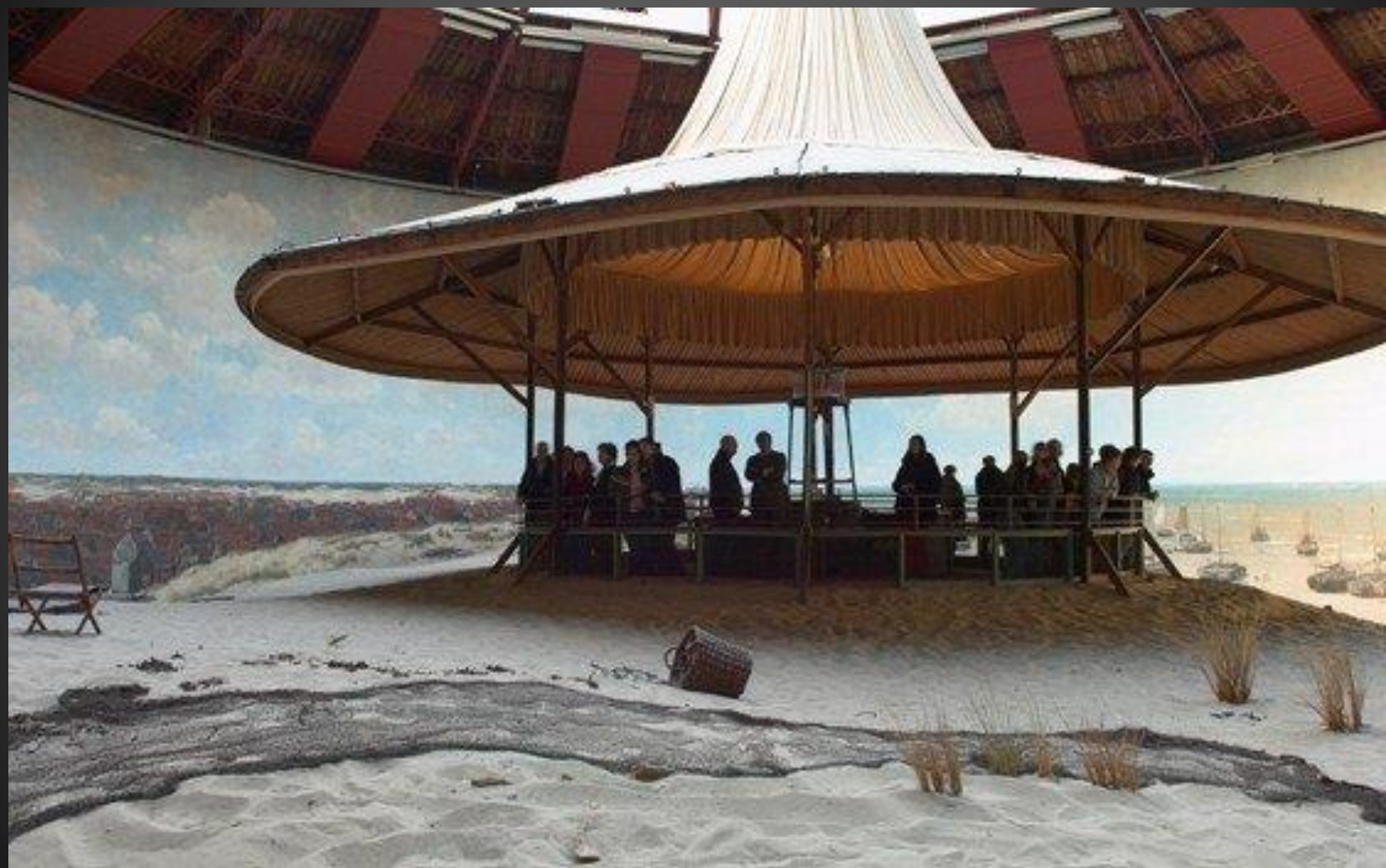
The future of video  
is VR. And it is now.

#GTC15



Nicolas Burtey

Back to 1895



# *L'Arrivée d'un train en gare de La Ciotat*







# Ecosystem

Camera

Post processing

Hosting

Delivery

HMD

# Consumer devices are here



# Mobile VR







**With 1.2bn+  
smartphones  
sold every year:  
mobile VR will  
lead the way**

# Ecosystem

Camera

Post processing

Hosting

Delivery

HMD



2K / HD



4K



8K UHD

HEVC / VP9

Fiber base and 4G / 5G



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HMD



March 2015

# Ecosystem

Camera

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Delivery

HMD



# Ecosystem

Camera

Post processing

Hosting

Delivery

HMD



# Ecosystem



Camera

Post processing

Hosting

Delivery

HMD

Story





Post-production

# VideoStitch Studio

File Edit Calibration Window Help

Source Output Interactive Process

cam1.MP4  
02:56:49 100 fps  
1280 x 960  
Remove  
Replace  
 Enabled

cam2.MP4  
03:11:59 100 fps  
1280 x 960  
Remove  
Replace  
 Enabled

cam3.MP4  
03:11:83 100 fps  
1280 x 960  
Remove  
Replace  
 Enabled

cam4.MP4  
03:07:05 100 fps  
1280 x 960  
Remove  
Replace  
 Enabled

cam5.MP4  
03:07:29 100 fps  
1280 x 960  
Remove  
Replace  
 Enabled

cam6.MP4  
03:08:93 100 fps  
1280 x 960  
Remove  
Replace  
 Enabled

List View

Timeline

02:14:43  
13443

00:00:00 02:56:48

Rendered frame 02:14:43 @ 35.2fps

Stitched size: 1024x512 GPU Memory usage: 417MB/4096MB GeForce GT 640

The screenshot displays the VideoStitch Studio software interface. At the top, there is a menu bar with 'File', 'Edit', 'Calibration', 'Window', and 'Help'. Below the menu is a toolbar with 'Source', 'Output', 'Interactive', and 'Process' tabs. The main workspace is divided into six panels, each representing a camera feed. Each panel includes a video preview window, a 'Remove' button, a 'Replace' button, and an 'Enabled' checkbox. The camera feeds show various views of a roller coaster track and surrounding landscape. Below the camera panels is a 'List View' button. At the bottom, there is a 'Timeline' section with a play/pause button, a time display of '02:14:43', and a progress bar. Further down, there are buttons for '00:00:00', '02:56:48', and a stop button. The bottom status bar shows 'Rendered frame 02:14:43 @ 35.2fps', 'Stitched size: 1024x512', 'GPU Memory usage: 417MB/4096MB', and 'GeForce GT 640'.



# VideoStitch Studio

synchronized.ptv\* - VideoStitch Studio - registered to nelk

File Edit Calibration Window Help

Source Output Interactive Process



Input Number Edit orientation

Timeline

02:13:42  
13342

01:55:41 02:52:42

Stabilization

- yaw
- roll
- pitch

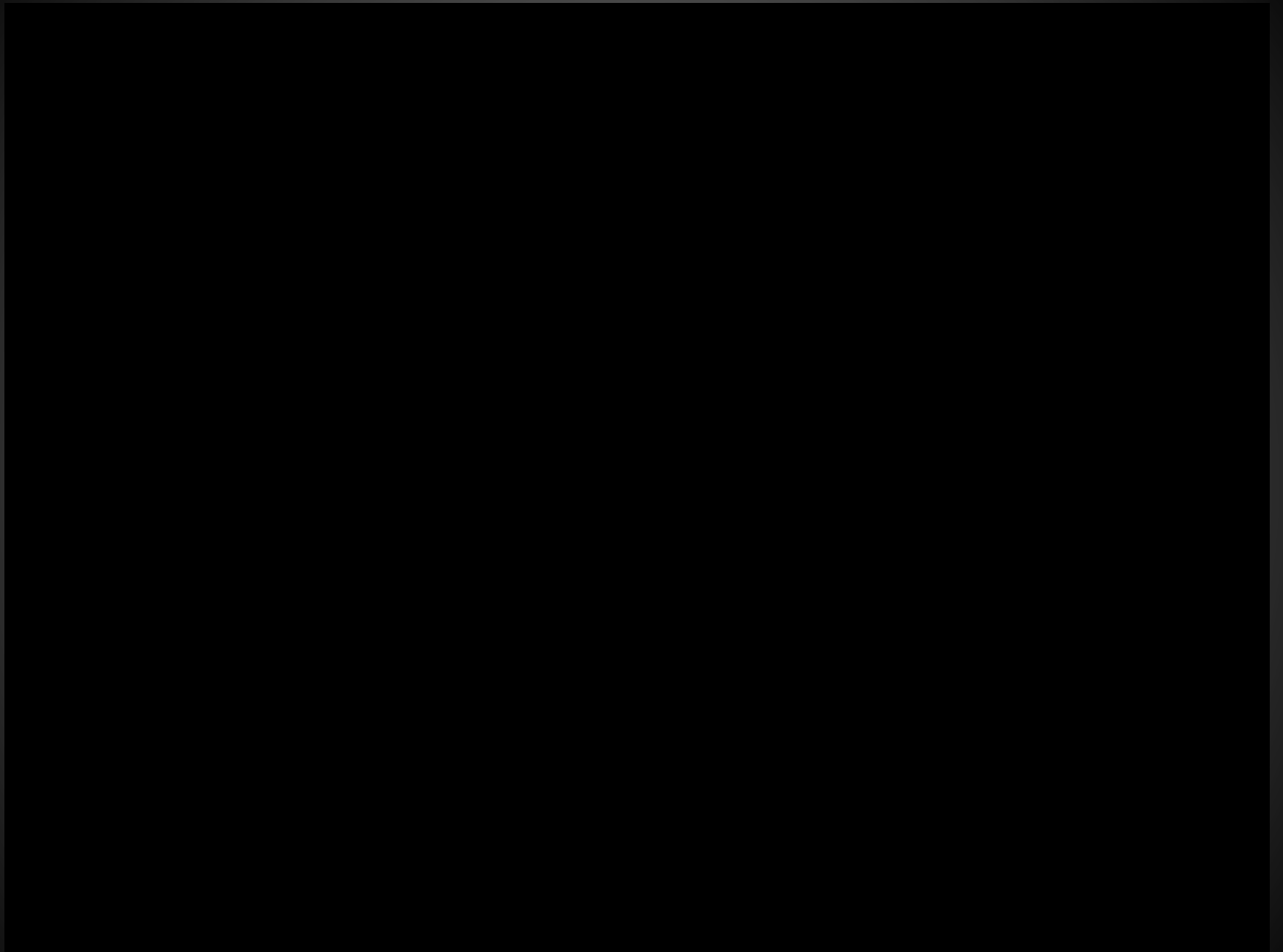
Orientation

- Global orientation

Exposure compensation

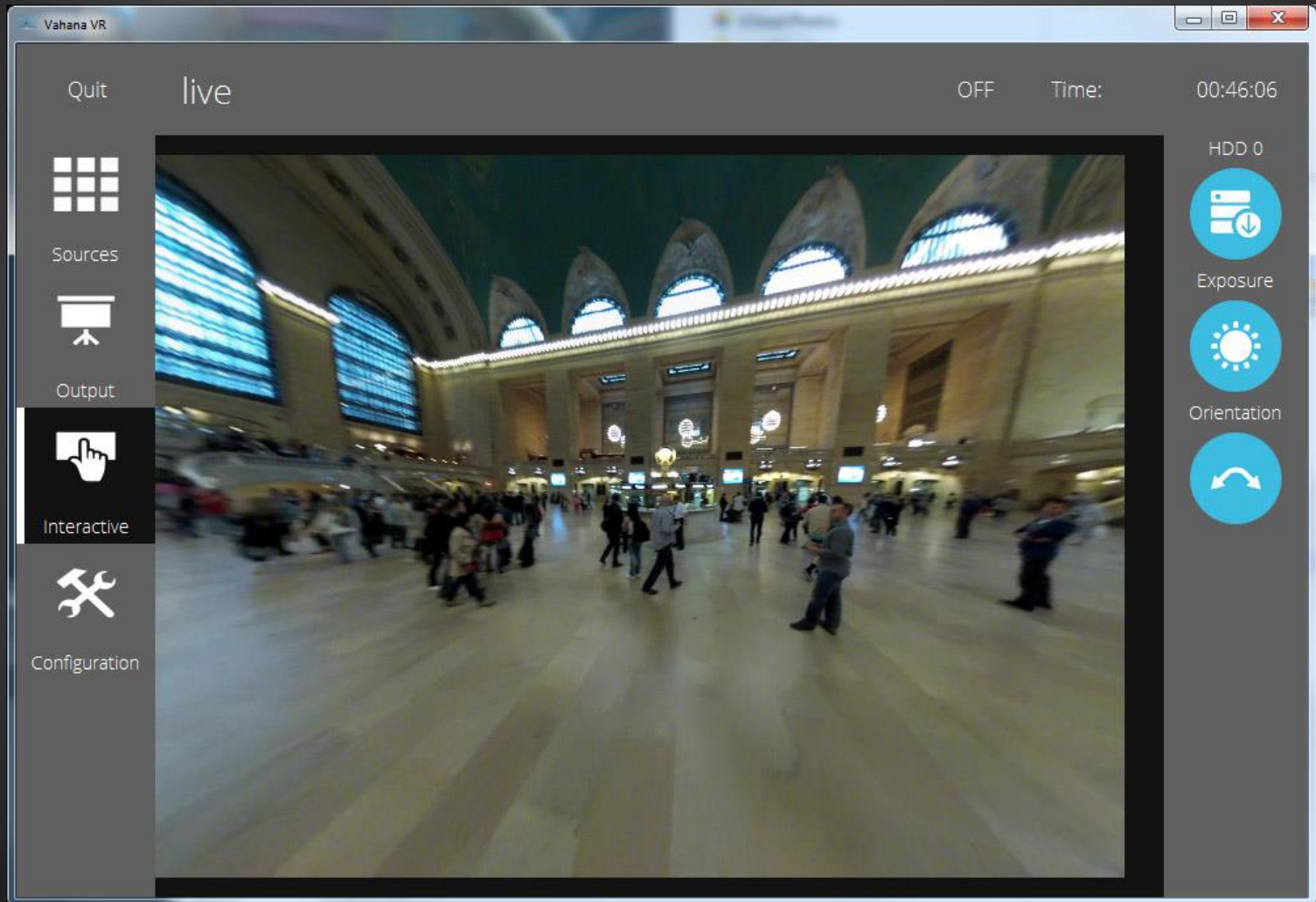
Rendered frame 02:13:42 @ 24.9fps

Stitched size: 2048x1024 GPU Memory usage: 441MB/4096MB GeForce GT 640



Live

# Vahana VR



Some uses cases...





















# VideoStitch SDK



6x 1920x1980 @ 60Hz  
input

Convert into

4096x2048 60 Hz  
Output

700 Mpixel/sec processed with a single GTX 980



@VideoStitch

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