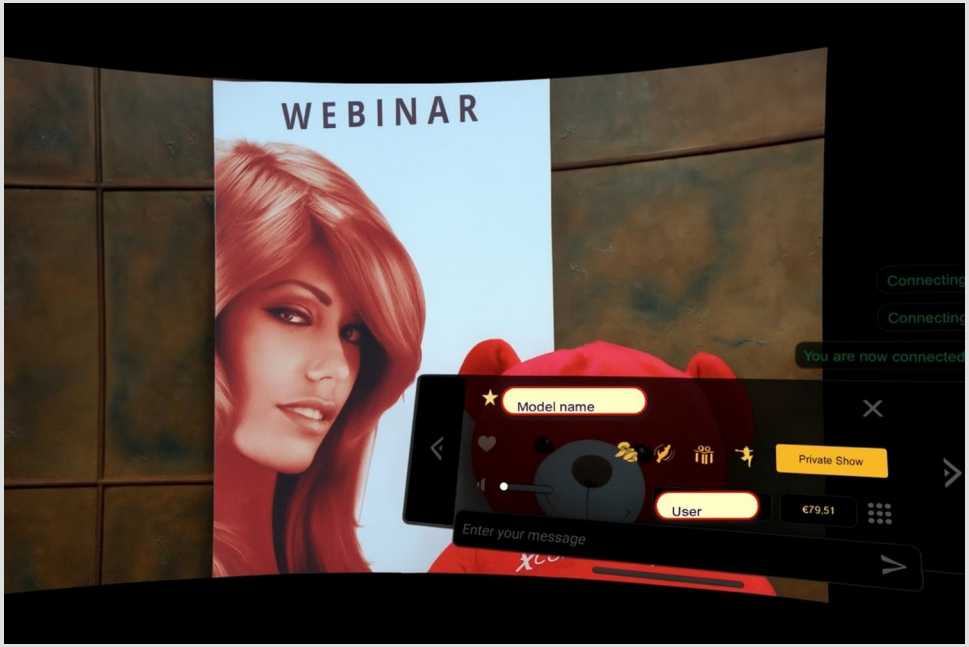
Technical Webinar 65

Subjects:

1.VR Streaming on xlovecam.com

1. What is Virtual Reality (VR)?

Virtual reality (VR) is a technology that replicates or simulates an environment. This environment can be real or imaginary; it could also be created using photography, videography, computer animation or a combination of all three.
When users using VR technology access our platform, they have a 180-degree view of what is going on around them in the model's rooms.



It is an experience very similar to the real world, the user has the possibility to see the model's streaming in a 3D view.

Virtual reality (VR) technology is a growing force in entertainment industry and, beyond this, it is an important tool in many other fields.

2. How does virtual reality work?

The simplest answer is that virtual reality “tricks” your brain into thinking you are somewhere else. A virtual reality headset shows you an image, and when you move, the device modifies the image to make it look like you are in a different environment.

VR - Eye and Brain

The immersive experience creates images as if the eye and brain form visual elements. Human eyes are about three inches apart and therefore form two slightly different points of view. The brain merges those views to create a sense of depth or stereoscopic visualization.
Virtual reality applications replicate that phenomenon with a pair of exact images from two different perspectives. Instead of a single image covering the entire screen, it displays two identical images made to compensate for each eye's view. VR technology "tricks" the viewer's brain into perceiving a sense of depth and accepting the illusion of a multidimensional image.

What technology does virtual reality use?

Common VR technology:

- Headsets and accessories such as motion controllers/trackers

→ For users-people who enjoy the environment and this type of services

- Cameras

→ for content creators/models who use this technology to transmit and “create” this environment.

1. What is a VR headset?

A virtual reality headset is what you use to enter virtual reality. These devices are lightweight devices that are placed over the eyes. There are two main types: mobile and computer. A mobile VR headset works with a smartphone. Open your favorite virtual reality app, lock your smartphone into the headset and start enjoying. A computer virtual reality viewer is significantly more powerful (and expensive) than a mobile viewer.
This type of VR headset connects to a high-performance computer, allowing for better graphics, among other things.

2.What are virtual reality controllers?

If a VR headset allows you to see the virtual world, controllers allow you to interact with it.
The controllers help you register the movements of your hands and fingers in a virtual environment. They convert your physical, mechanical-type movements of your hands (and/or body) into digital movements within your chosen virtual world.
Although all virtual reality controllers may look similar, they are different based on a number of qualities, and even minor differences are important when controllers are used for a long time.

XLoveCam.com

3.VR Camera (VR.Cam 02)

A model can “create” a virtual world using specially designed software hardware.

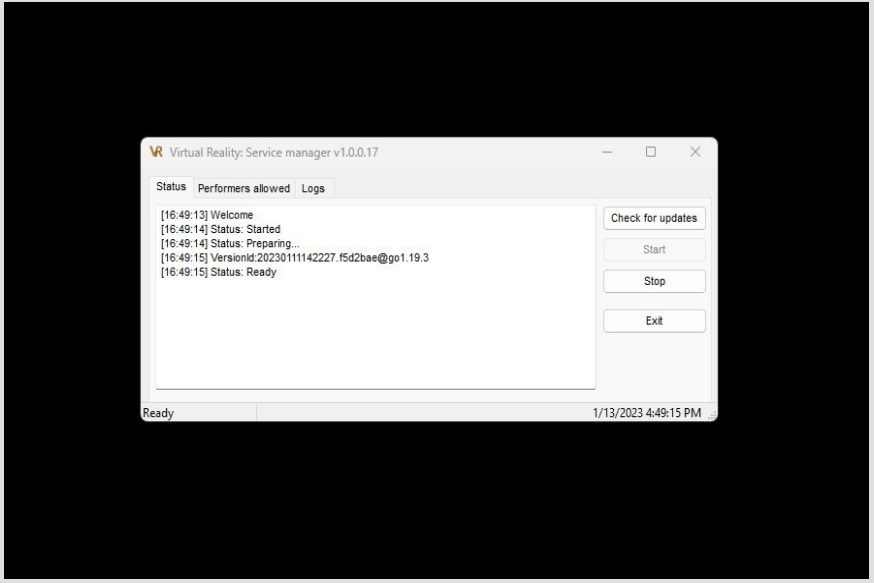
We made a prototype camera (VRCAM01) to propose to a growing number of models the possibility to broadcast in VR.

How does our 180-degree VR camera work?

These eyeball-shaped cameras (fisheye lenses) record 180 degrees of a scene thanks to their multiple lenses:
- often two wide-angle lenses working together to capture the view all around.
The camera will then automatically stitch the two shots together to give you one image, which can be viewed on browsers, mobile devices and in VR.

Virtual reality streaming software:

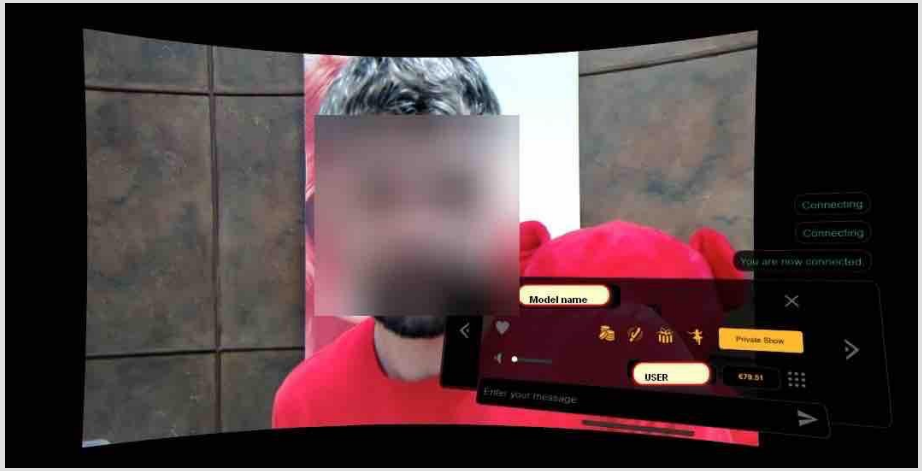
A software will need to be installed to enjoy a full VR live streaming experience.
This software is available to download and install from your Model Manager and we will discuss about the installation in the next part of our webinar.



VR is more engaging than traditional content, which means people are more likely to interact with it for longer and have a more intense experience.

These engagements lead to more conversions and interactions,
users will become more loyal, and this will definitely improve profits for content creators/models.

For a more interesting point of view, the model will need to address a different way of positioning in front of the camera, to give the user the impression of being close to it.
Of course, this will mean a closer frame.



You will also have to adapt the interaction to the user's perspective, giving them the same sense of closeness we were talking about.
It will be necessary to put yourself in their shoes, understand them and mold this whole environment you create for an unforgettable experience.
This devotion will definitely bring you the desired results.

VR on XloveCam.Com
→Install the VR.Cam Broadcaster and connect the VR camera

The XloveCam team is pleased to announce that a new technology has been officially launched, with possibilities for models to improve the quality of their services and keep up with the new technologies that are starting to make their presence felt more and more strongly in the network. environment.

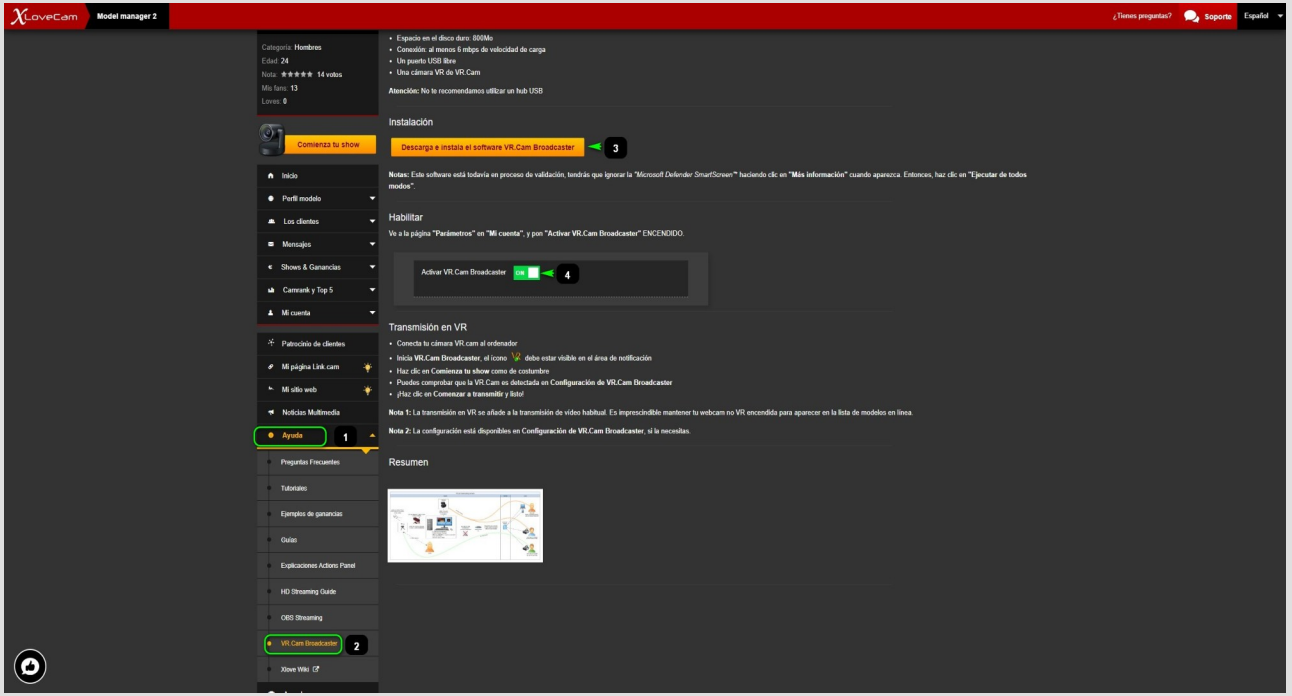
Yes, we are talking about the VR technology that is available on our platform for models who can stream with the help of the new features and for users who can enjoy a new, higher quality experience.

How does this work, we'll find out more!

The first step to start a model is to open the VR.Cam Broadcaster Help and enable VR Broadcaster:

1- https://model2.xlovecam.com/help/vr/

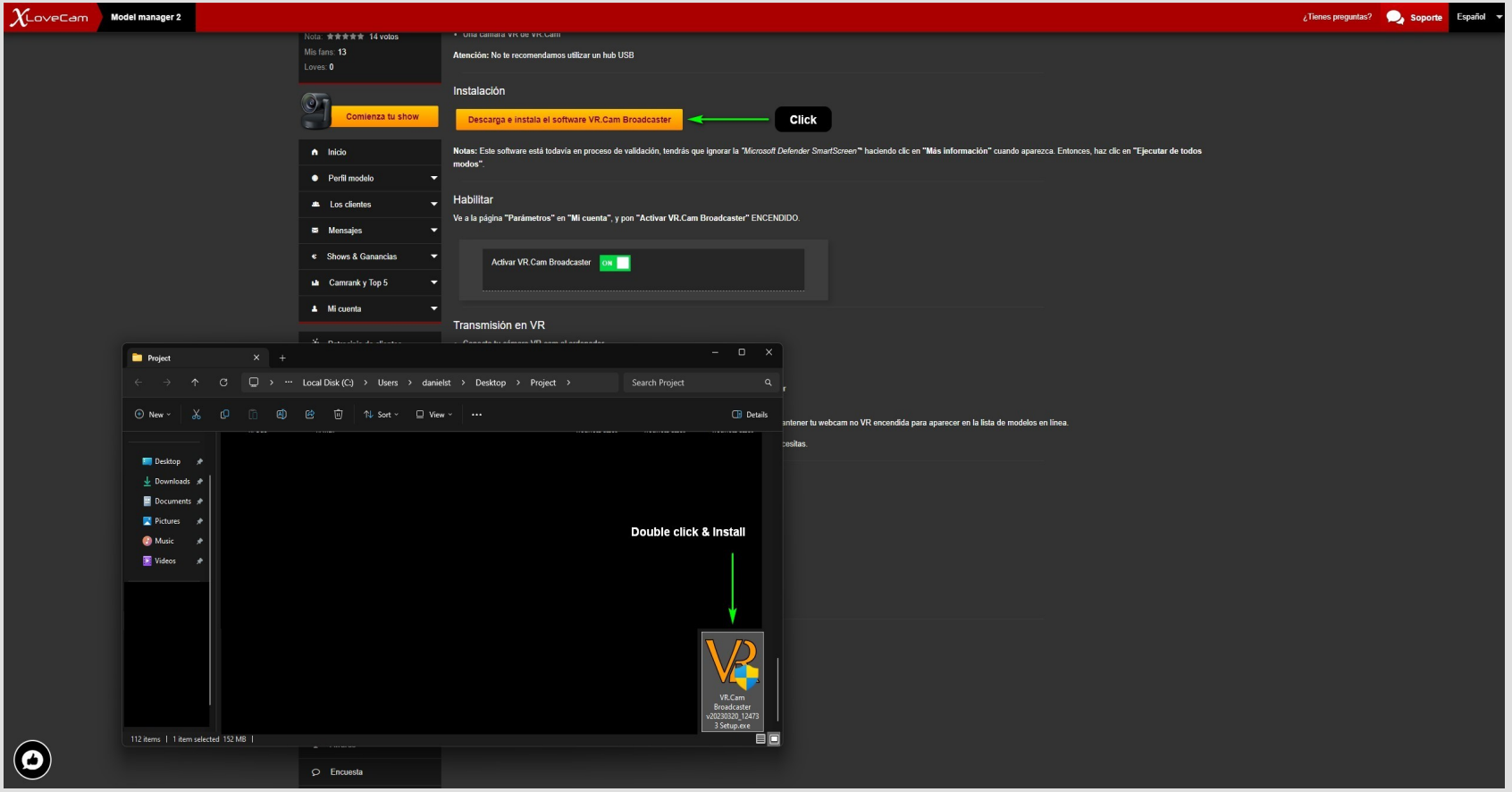
2- Model Manager → Help → VR.Cam Broadcaster



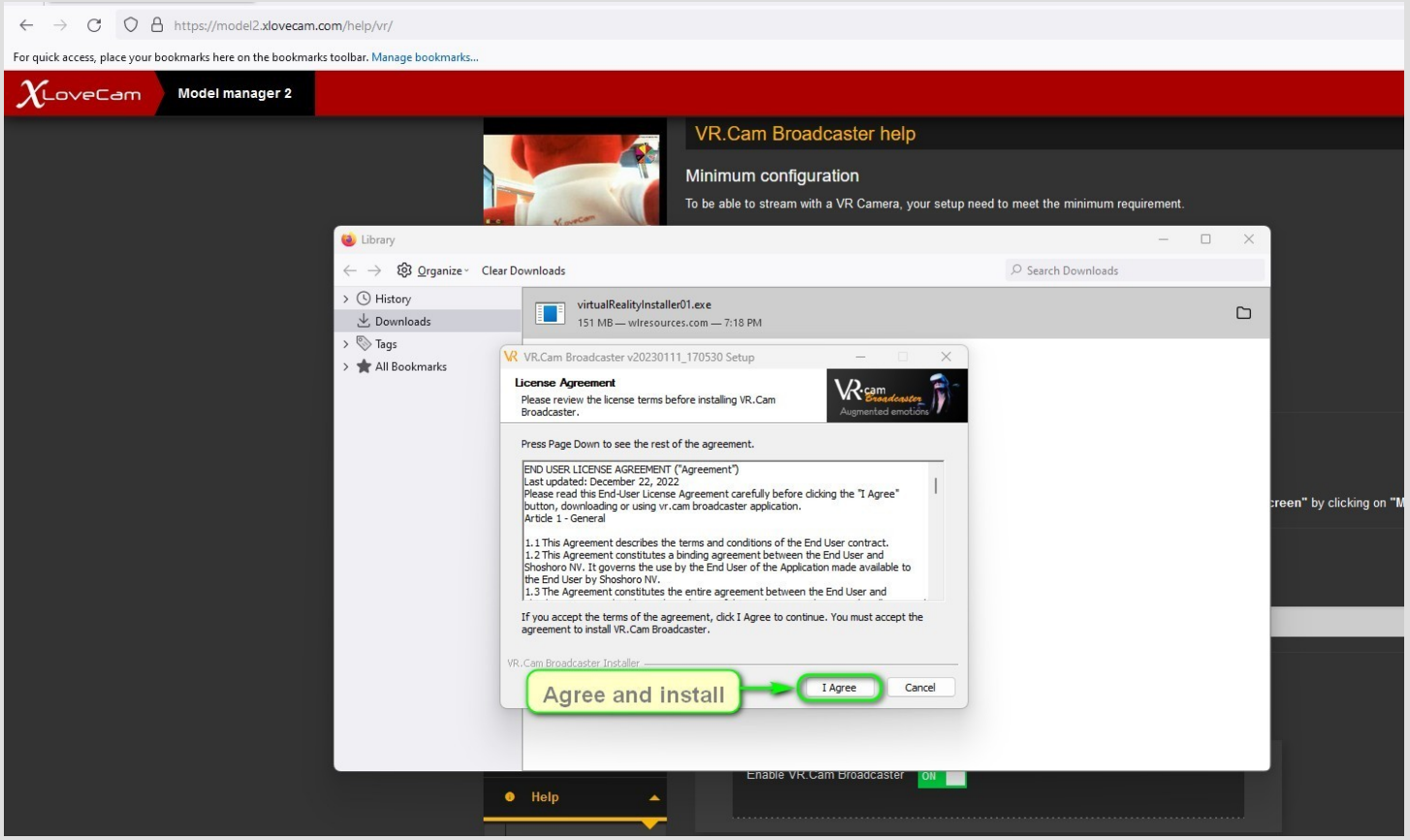
There are mandatory minimum requirements that the system and connection of the model must meet to be able to stream in good conditions:

*System: Windows 10 at least
*CPU: Core i5@2.5Ghz or equivalent
*RAM: 8 GB or more
*Hard disk space: 800 Mo
*Connection: at least 6 Mbits/s upload for the following test:
https://model2.xlovecam.com/fr/tools/
*One free USB port, on the backside of the PC.
*One VR.Cam camera from http://vr.cam/
*Warning: It is not recommended to use a USB hub.

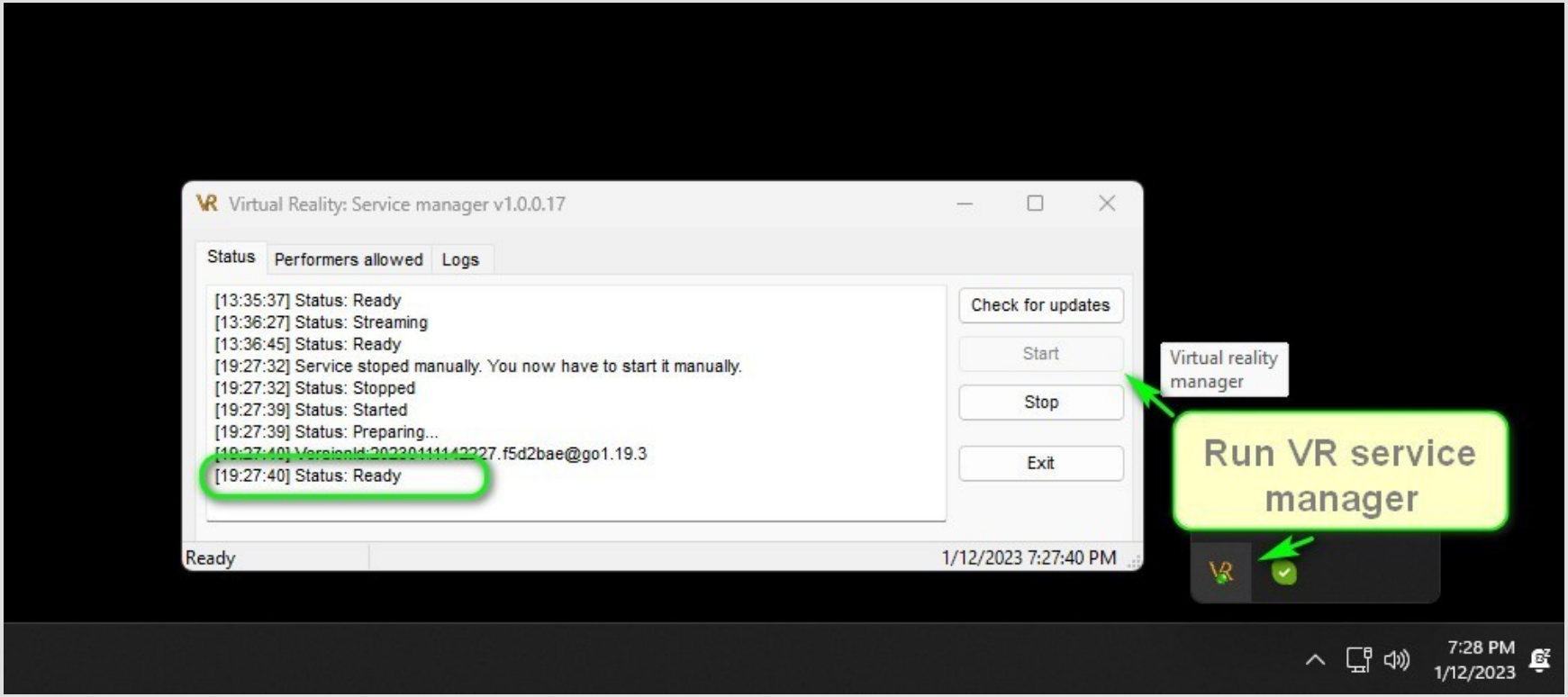
The second step is → Download and install the VR.Cam Broadcaster software.



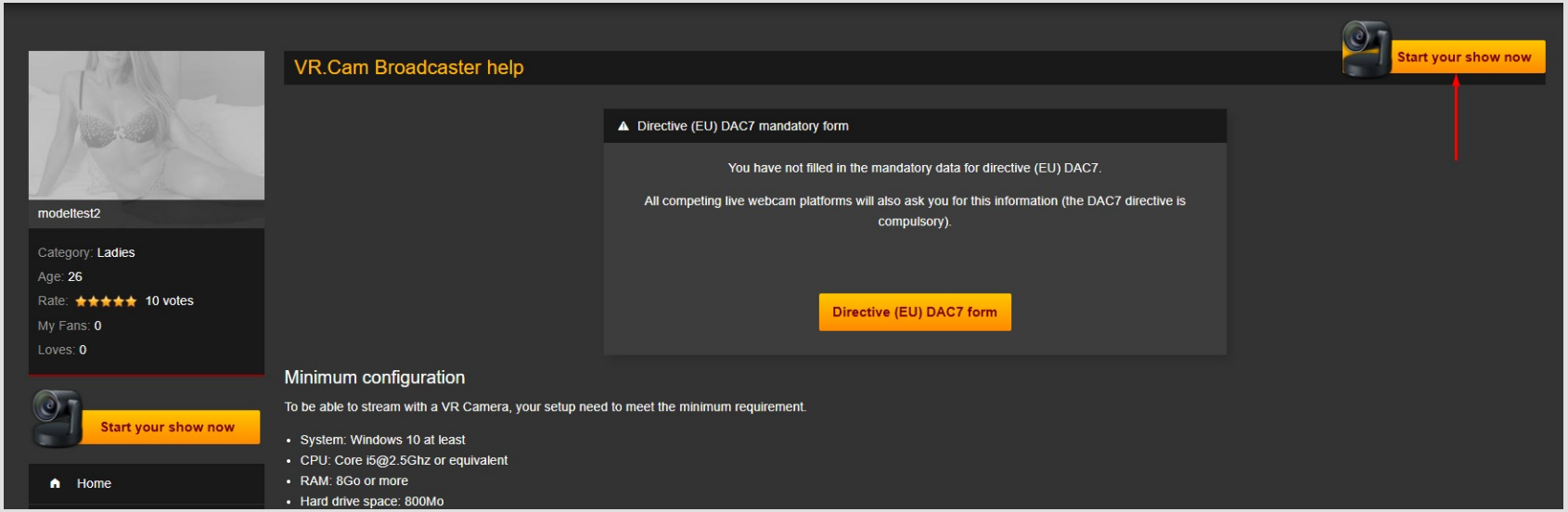
Click on the button “I Agree”



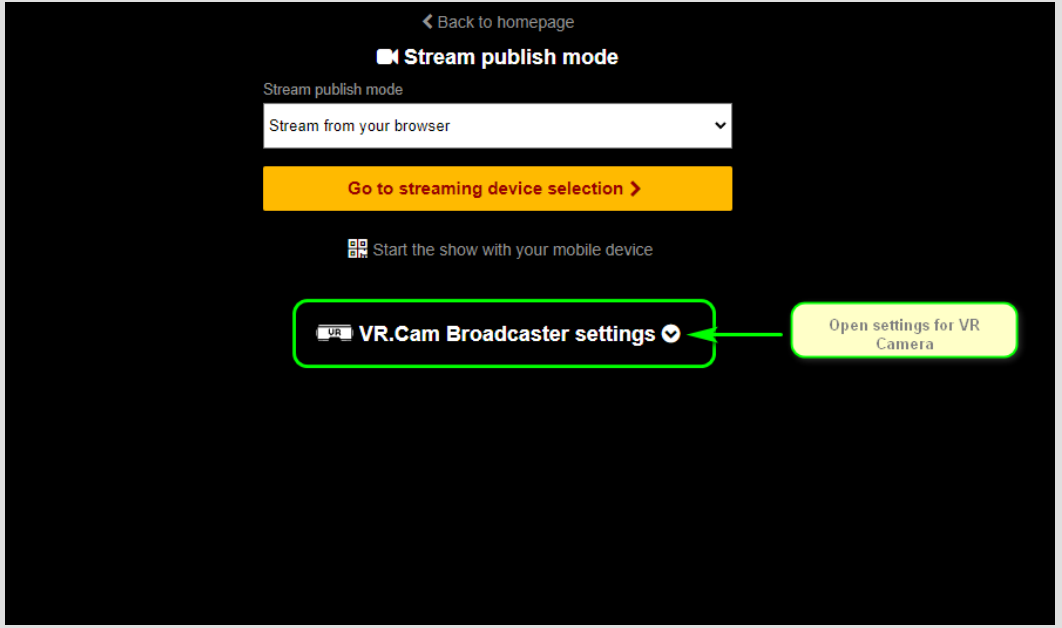
Launch the virtual reality manager :



With all the configurations done, we can now start streaming on xlovecam.com : → start your Show

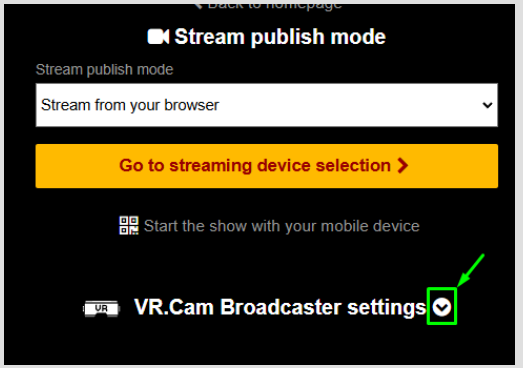


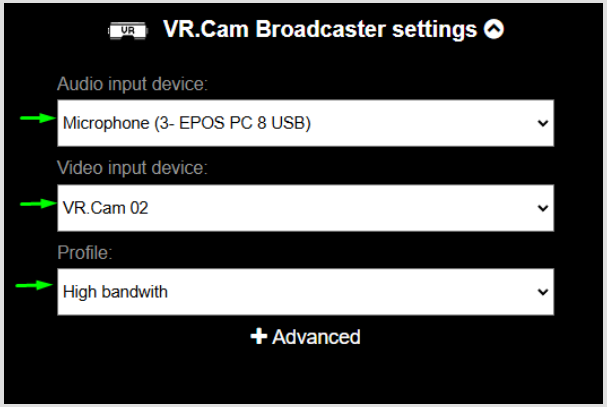
The VR.Cam Broadcaster settings are now available → open VR Broadcaster settings.



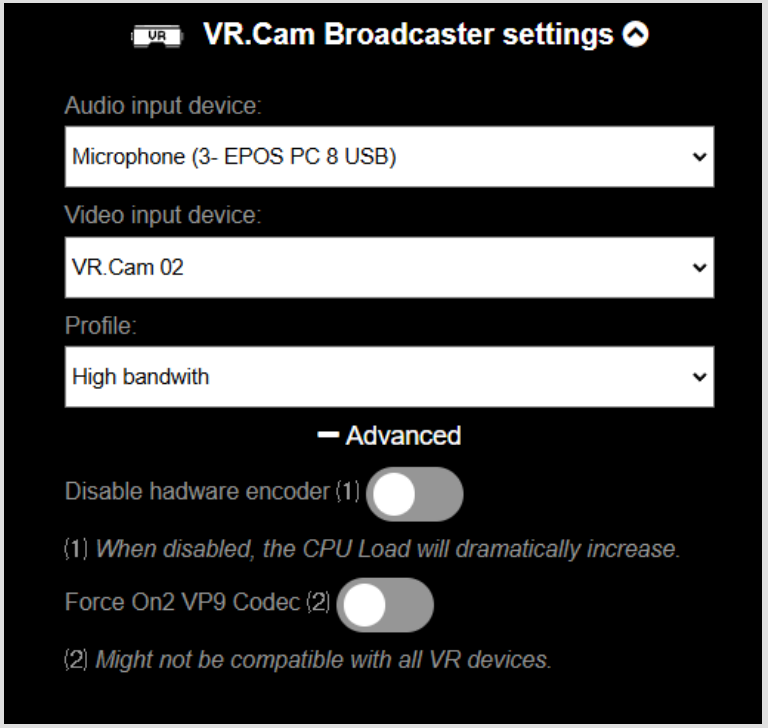
We will have available the settings for the VR camera:
→ audio input : microphone
→ video input : VR.cam 02
→ profile (High/Medium/Low Bandwidth)

For the video input device, the VR camera will be selected automatically.





Advanced settings

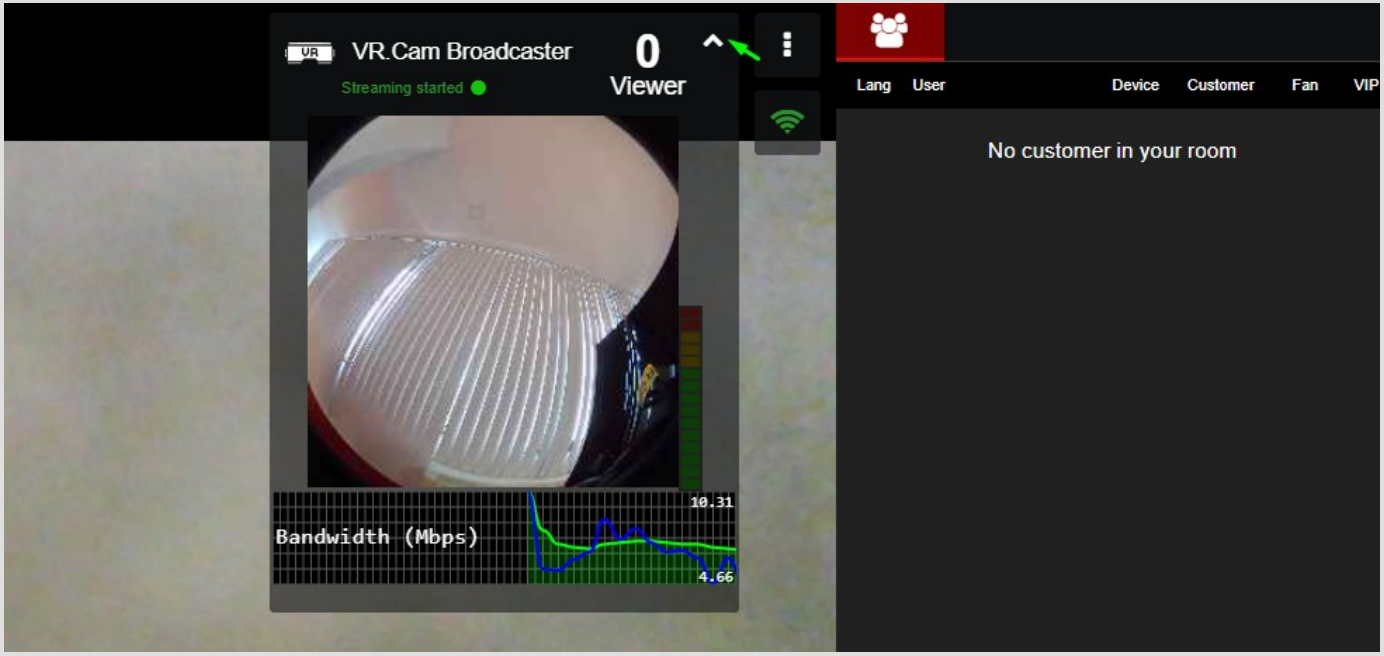


1. *Disable hardware encoder*:
   - *Purpose*: This option allows you to turn off the hardware encoder, which is responsible for offloading video encoding tasks to dedicated hardware.
   - *Implication*: When this option is disabled, the CPU will take on all the encoding tasks, leading to a significant increase in CPU load. This may affect performance, especially if your CPU is not powerful enough to handle the extra workload.

2. *Force On2 VP9 Codec*:
   - *Purpose*: This setting allows you to force the use of the On2 VP9 video codec for streaming or recording.
   - *Implication*: While this codec can offer better compression and quality, it may not be compatible with all VR devices. If your VR setup doesn't support this codec, it could lead to issues with playback or streaming.

These settings provide flexibility in terms of performance and compatibility depending on your specific requirements and hardware capabilities.

Success! You are online right now.
The VR.Cam preview will be available at the top right of your standard broadcast.
To open it and display your VR.Cam, press the down arrow next to it:



The only thing you will have to consider at this point is the quality of light you have in your room.
Good light quality will also increase the quality of your transmission.
For models that have movable lighting fixtures, we recommend that they be placed behind the model to improve image quality.

A new point of view and skills need to be acquired, but it already feels that virtual reality is changing the way we communicate, and it is only a matter of time until this technology becomes the standard.
There are new perspectives in the game for those who are ready to open their minds to the idea of immersive technology and virtual environments.

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thanks

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