

# 5GMediaHub – Immersive 360° VR Use Case

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***Abstract*** - Immersive 360° VR is emerging as a very promising enabling technology for the consumer market, as it will allow users equipped with VR headsets to get immersed into virtual scenarios where they will explore in 360°. Using specialised sensors at the VR headset, the video follows the user's head movement to present in real-time a 360° stereoscopic view at the headsets' UHD screens. This use case will leverage BRA's InfinitySet application, which already allows live 3D insertion of persons captured over a green screen, in virtual environments, the capability to stream VR events based on this technology.

Current VR headsets already allow 360° video streaming from graphic stations provided that both the graphic station and the headset are in the same WiFi6 local area network. It is very likely that these devices will become 5G compatible and will become capable to provide VR experiences, streamed directly from the Internet. This use case objective is to explore this concept, streaming similarly to Youtube, with live or produced VR contents, directly to the user VR headsets. And based on the proof of concept developments try to understand the pros and cons of this future technology, how interaction will take part in it, how live events will be experienced, and how successful it can get.