

**3DVideo-Alive System for
Bunshin-Presence
in
Virtual Environments**

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**Virtual presence
is
necessary
for
Bunshin communication.**

**3D-Video-Alive system
to create
virtual presence**



**Different Parts owned by
Different People**

- **Multiple participants** can own portion of a video-image as their own and manipulate owned-objects using a variety of input/output devices.

- A participant should be able to interact, wholly or partially, with other participant's by changing the other participant's video images

Depth enhanced video-stream

- 3Dimensional objects can also be merged with 3D video-streams providing a new interaction paradigm
- 3D objects could be an avatar of a participant and therefore under their direct control, or could be self sufficient with their own motion algorithms based upon motion capture, dynamics, or kinematics.
- Therefore, a variety of interaction are possible.

- The depth enhanced video feed could be the surroundings of the participant.

- Synchronization would allow participants to appear to exist at the same place at the same time.

- 3D input device such as PHANTOM(TM) Force Feedback Device to be used to create depth enhanced video images.

- 3D Video-Alive system can also be used to extrude 3D objects from multiple camera images

- These depth-enhanced videos will be used to create stereo-effect in a virtual reality environment.

Applications of 3D Video-Alive System

- medical,
- game playing
- Digital video 3D interaction
- Extruding surfaces from the depth enhanced videos
- Moving your body part from by someone else
- Physical properties of objects can be owned and changed
- Interactive Digital theater
- digital story telling