

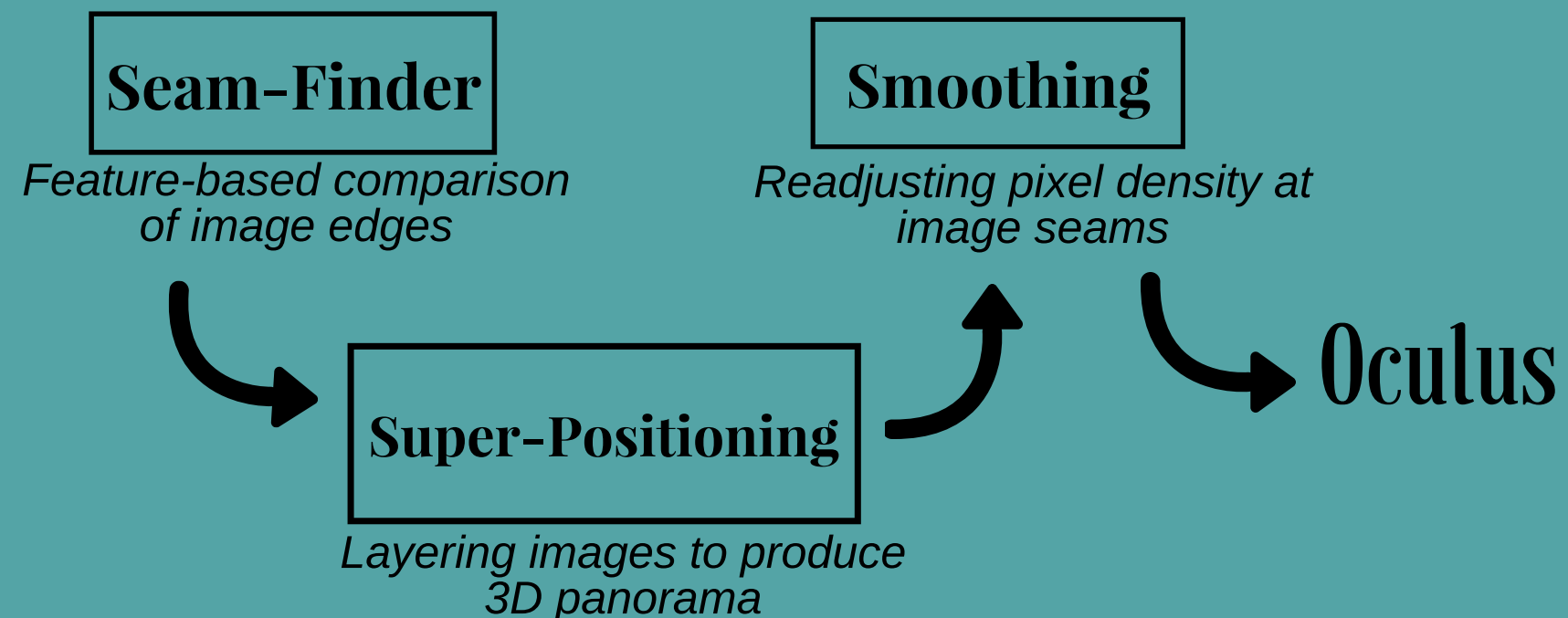
# Remote 3D Livestream for Oculus Rift

Ryan Maponga, Syed Musa Bukhari EE'17

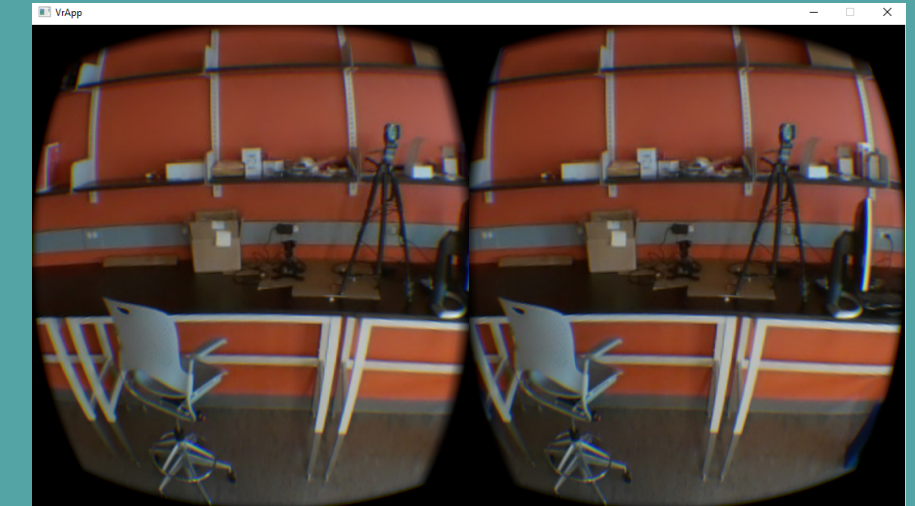
## Purpose

- Creating a platform for VR realtime broadcast
- Exploring capabilities of Rift SDK
- Applications: Search & Rescue, entertainment and distance learning

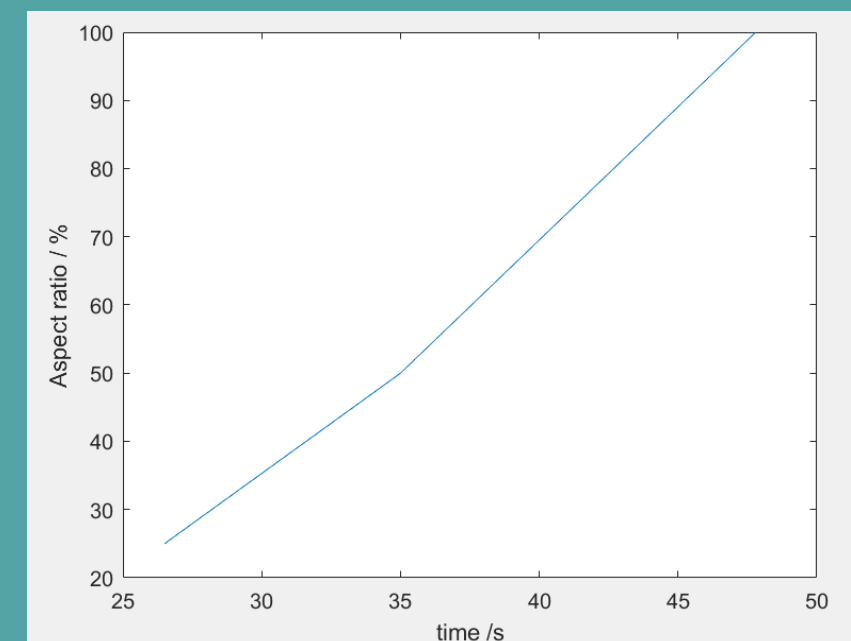
## Core Algorithm



## Through the Lens



## Processing Speed



## Way Forward

- Optimize algorithm for increased speed
- Investigate alternate stitching algorithm
- Integrate camera movement