

ADVANCES IN EDGE-BASED AND IN-NETWORK MEDIA PROCESSING FOR ADAPTIVE VIDEO STREAMING

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EXAMPLE 3 – SPIRIT PLATFORM (I)

SPIRIT := Scalable Platform for Innovations on Real-time Immersive Telepresence

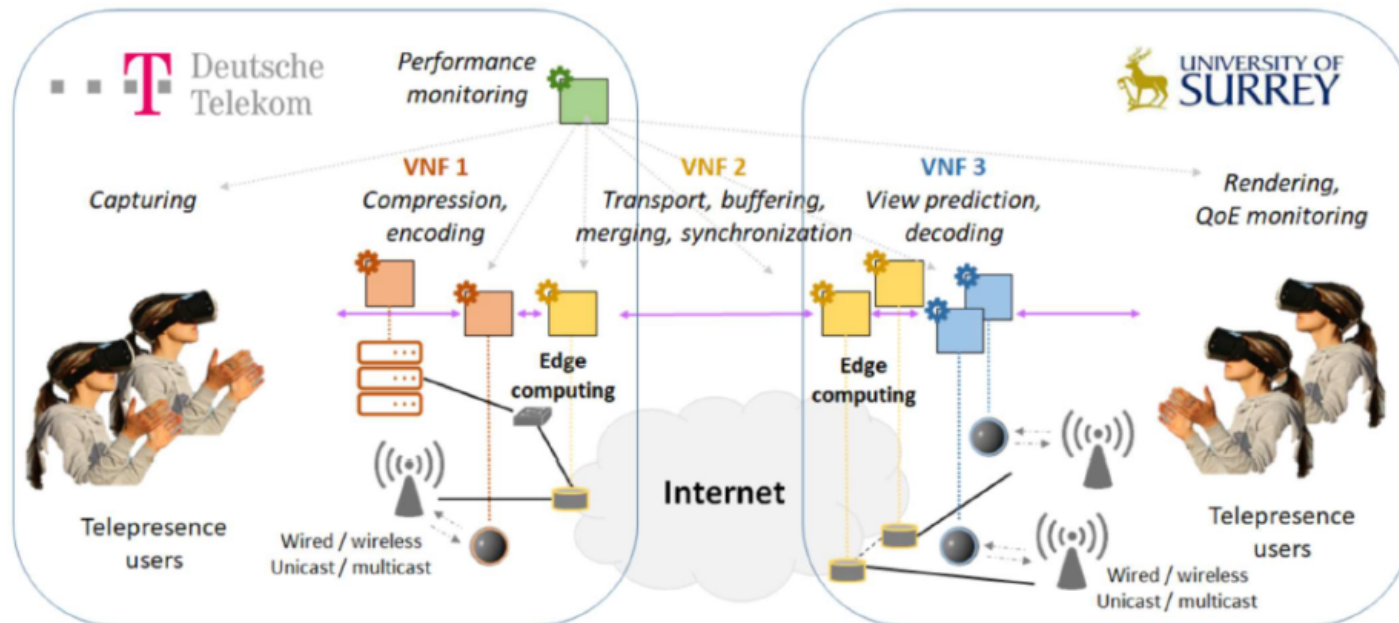
- EU Horizon Europe **Innovation Action**, 2022-25
- **Mission:** to create a multi-site platform capable of supporting a wide range of collaborative immersive telepresence applications
- **Partners:** Deutsche Telekom, Ericsson, Fraunhofer, IMEC / U of Ghent, U of Surrey, U of Klagenfurt, AWTG, D4P
- <https://www.spirit-project.eu/>

[Note: SPIRIT will have Open Calls (in 2024), i.e., will provide financial support for further partners contributing use cases / applications.]



EXAMPLE 3 – SPIRIT PLATFORM (II)

High-level view of SPIRIT platform:



Edge computing indispensable for volumetric media:

- Capturing, preprocessing, compression
- Packaging, transport, merging, synchronization
- Decompression, view prediction, rendering