

POWER OF MR LIVE BROADCASTING

A TALK BY MOTOHIRO KONOE
PREPARED FOR UI/UX CONFERENCE CHINA2018

I'm
**MOTOHIRO
KONOE**



2001

I'm
**MOTOHIRO
KONOE**

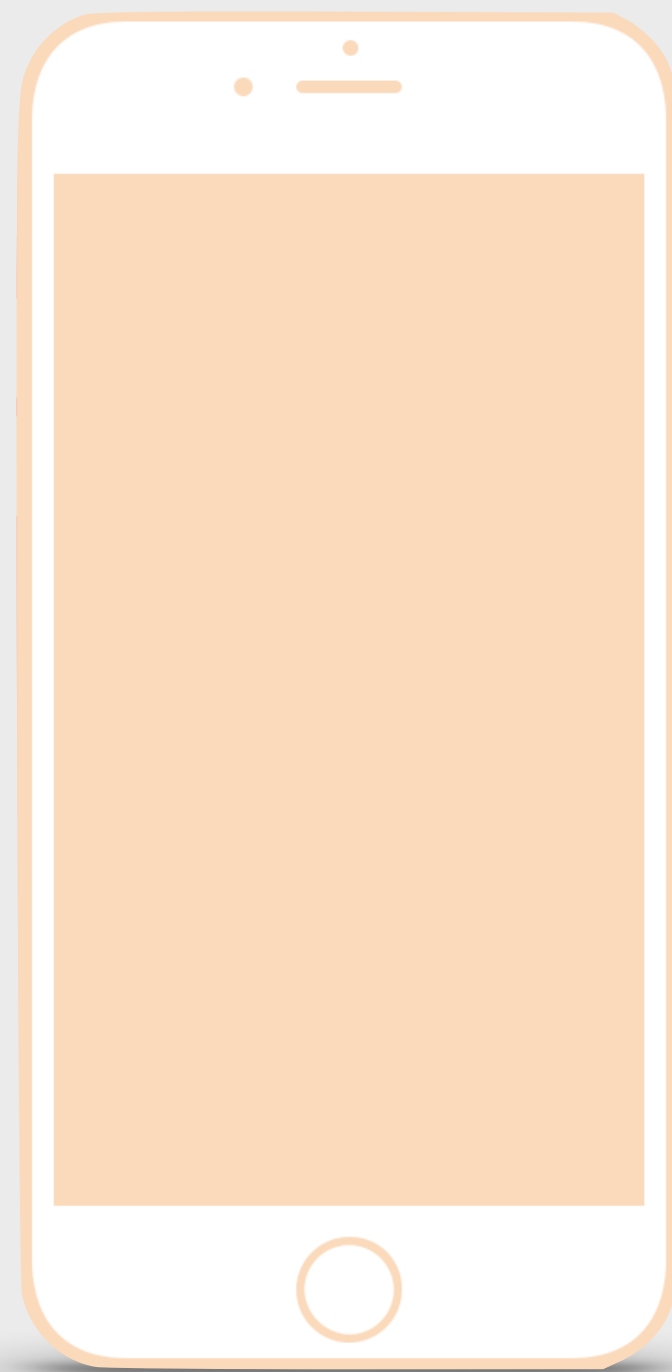
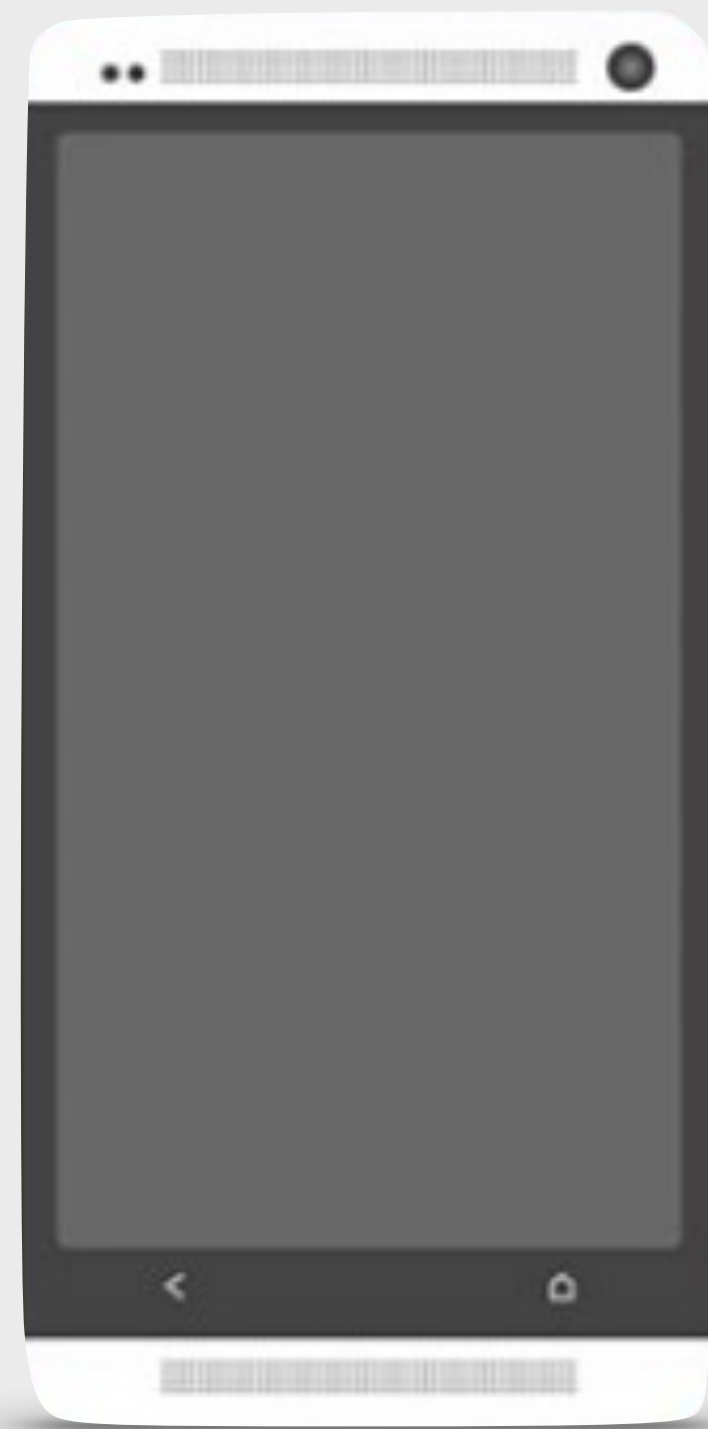
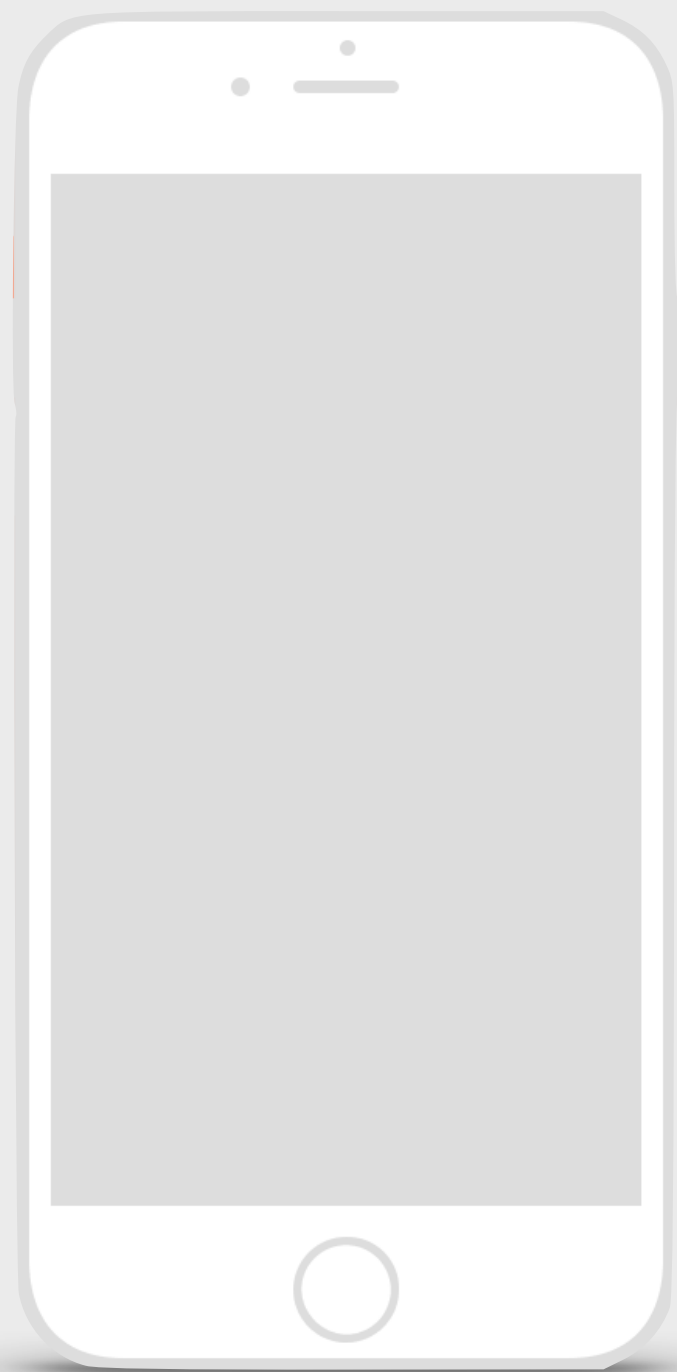


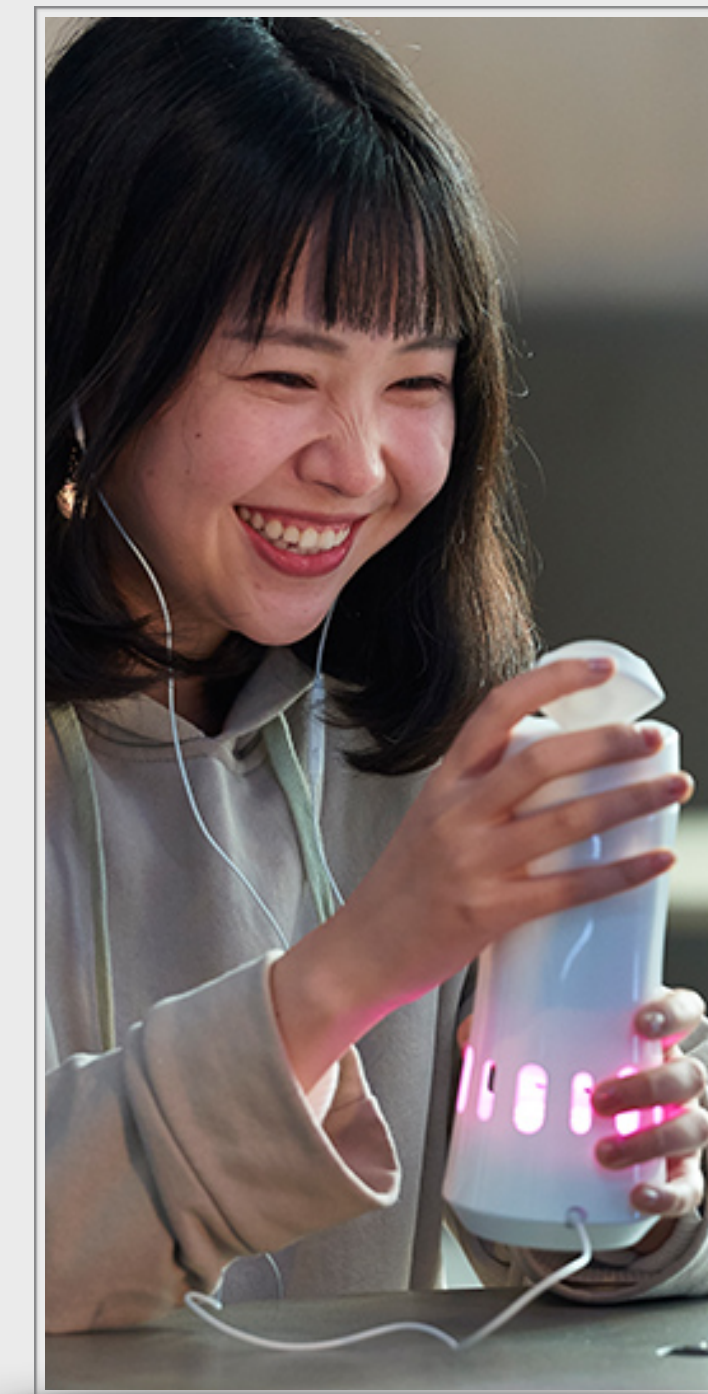
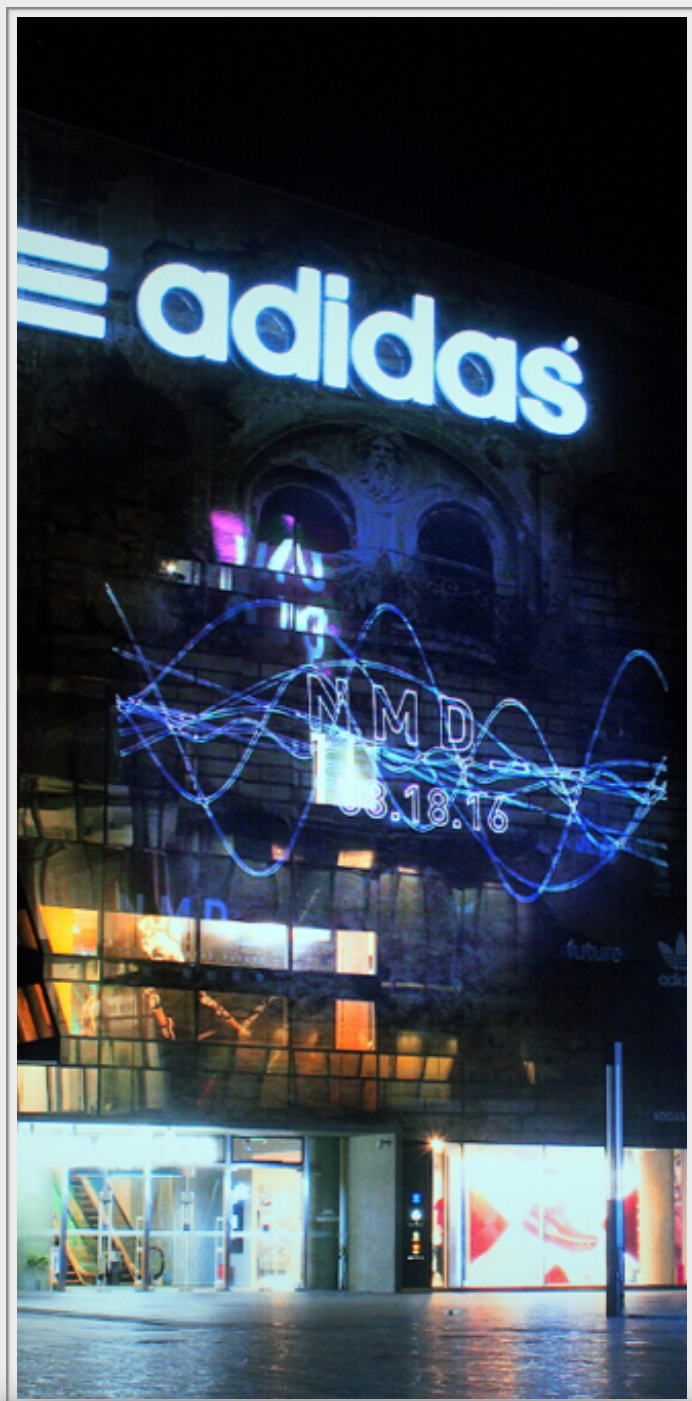
- I want to be an opera singer. -



Central Park, NYC







DIGITIZATION OF STORES & EVENTS



TECHNOLOGY
INSPIRES
CREATIVITY



WHAT IS

MIXED REALITY

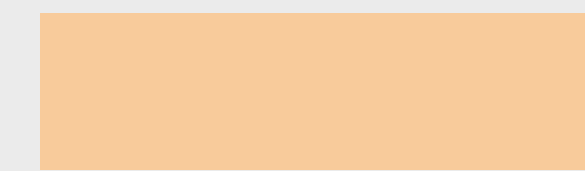
“

MIXED REALITY

— IS —

the result of blending the physical world
with the digital world.

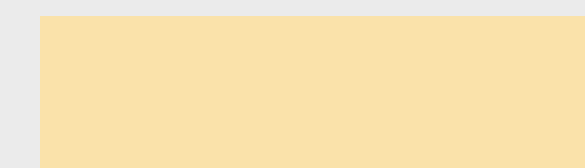
- Microsoft



HUMAN-COMPUTER
INTERACTION



CONVENTIONAL
REALITY



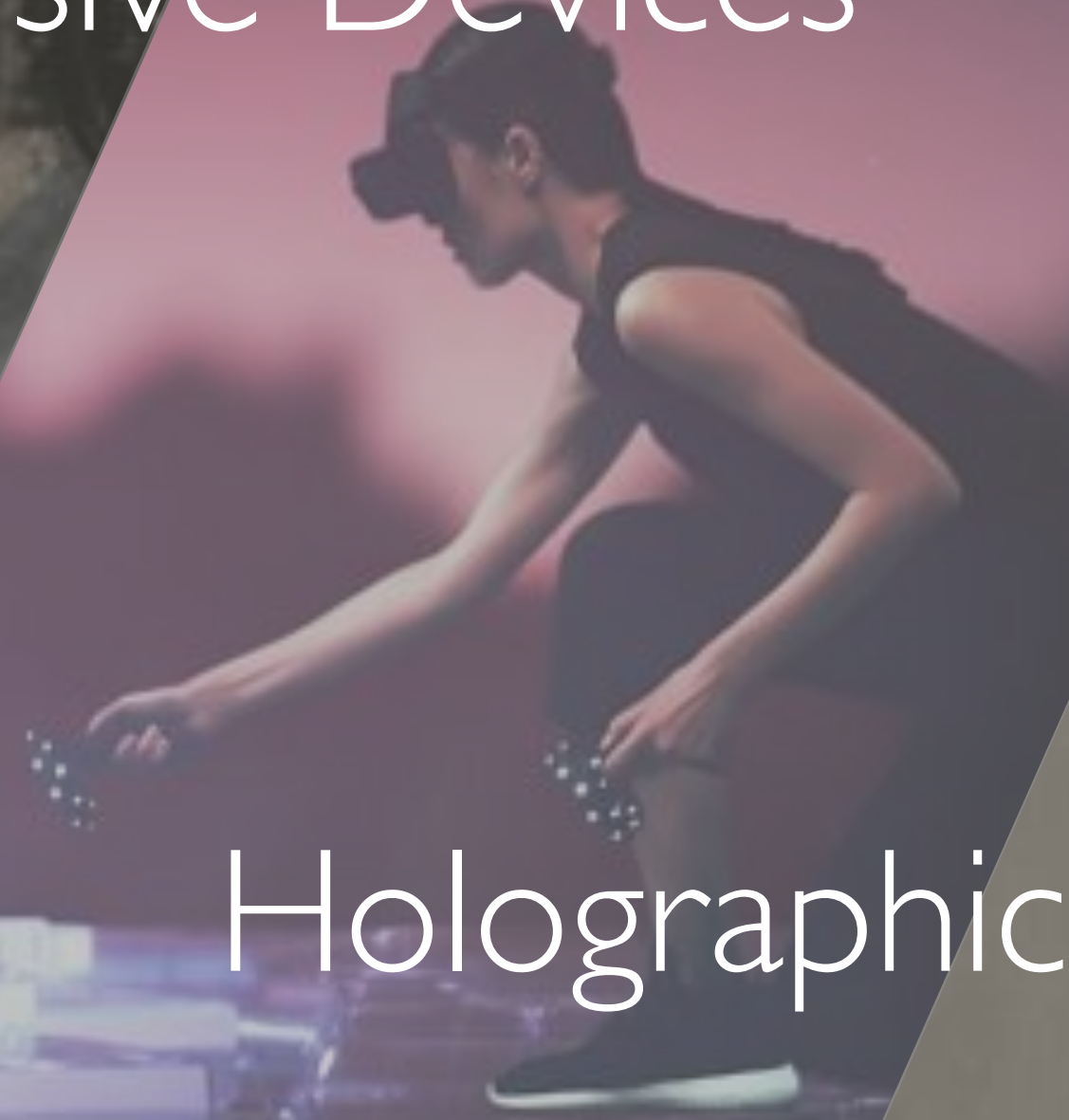
PERCEPTION



DIGITAL REALITY

VR

Immersive Devices



Holographic Devices

AR

PHYSICAL REALITY





A large, realistic-looking whale is breaching the floor of a gymnasium, creating a massive splash of water. The whale is positioned in the center-right of the frame, with its head and back visible above the floor. The water splash is large and white, spreading out to the right. In the background, a large group of children are sitting on bleachers, watching the event. The gymnasium has a polished wooden floor with visible court lines. The ceiling is high with exposed wooden beams and fluorescent lights. Large windows on the right side of the gym provide natural light. In the foreground, the backs of several children's heads are visible as they watch the spectacle.

AMAZING, RIGHT?



ONLY IF IT WERE REAL.



A person's hands are holding a tablet computer in front of a blurred background of a gymnasium. The tablet screen is white and displays the text 'WE NEED DIGITAL DEVICES TO EXPERIENCE MIXED REALITY' in a dark, serif font. The gymnasium background shows a wooden floor, a basketball hoop, and a crowd of people in the distance.

WE NEED
DIGITAL DEVICES
TO EXPERIENCE
MIXED REALITY



HOW CAN WE MAKE THE BIGGEST

IMPACT

WITH CURRENT MIXED REALITY



内村五輪 ● 宣言!

生放送

2017.10.28 OA



NHK WORLD

Again, this was done
LIVE

THIS LIVE MR
IS MY LATEST
PASSION

WERE YOU ABLE TO UNDERSTAND

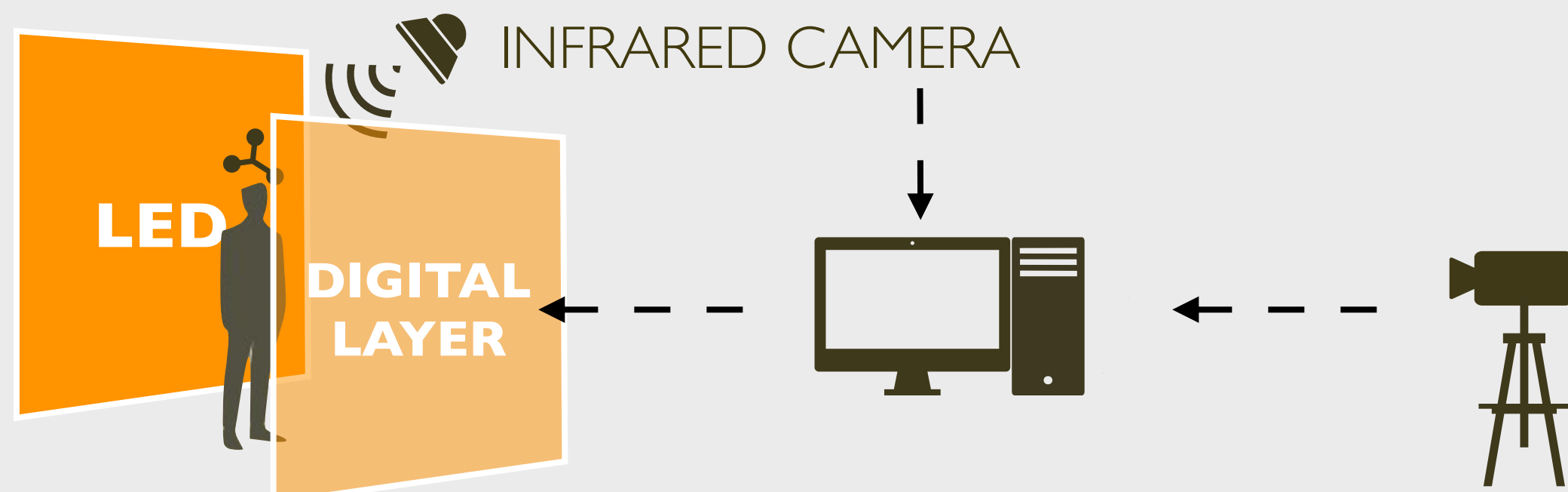
HOW IT'S DONE?

Point 1 DYNAMIC VR

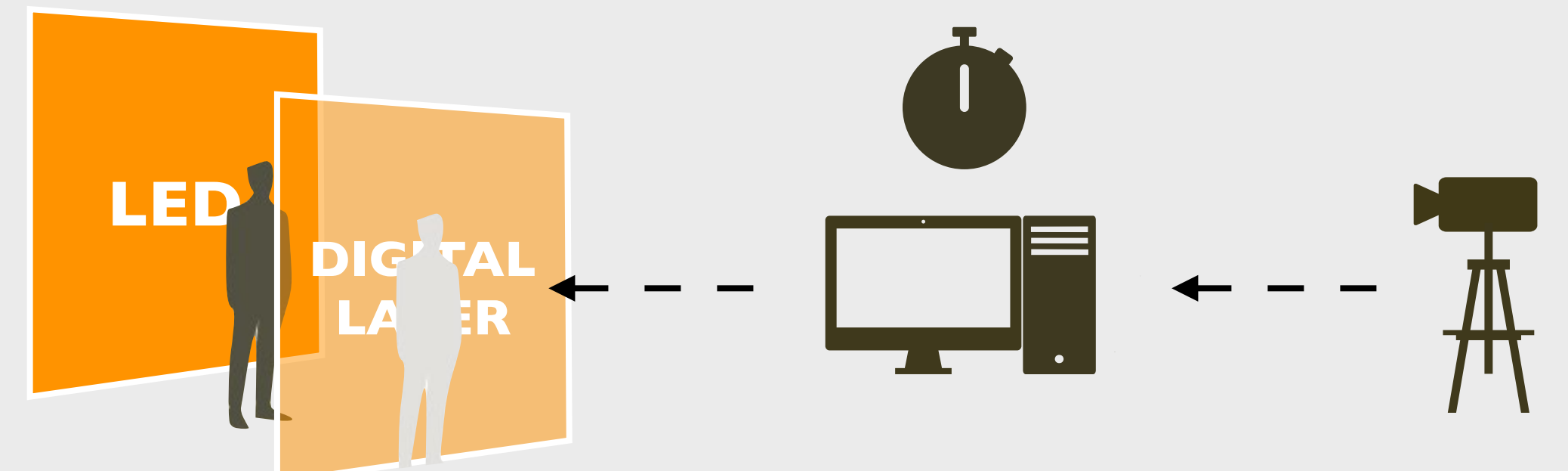
A technique to make objects appear to be in a virtual space without digitally processing the camera footage. It is usually achieved by placing screens around the object and adjusting the contents based on camera position.

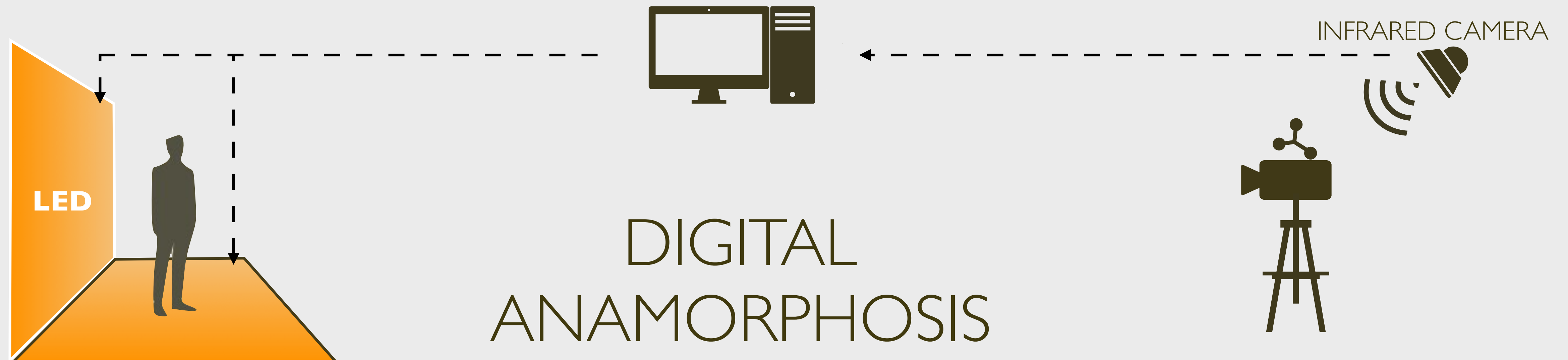
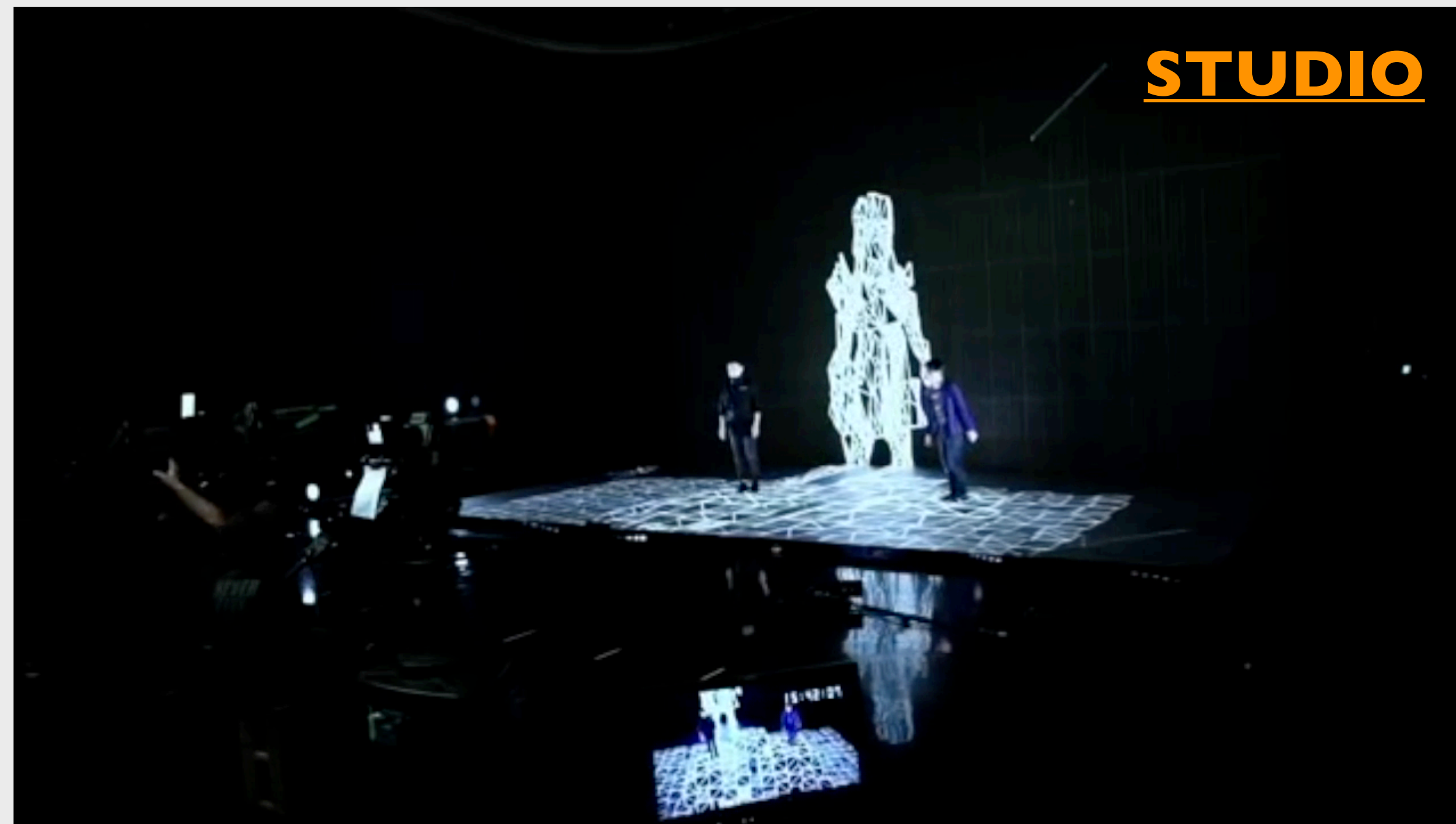


CONVENTIONAL AR

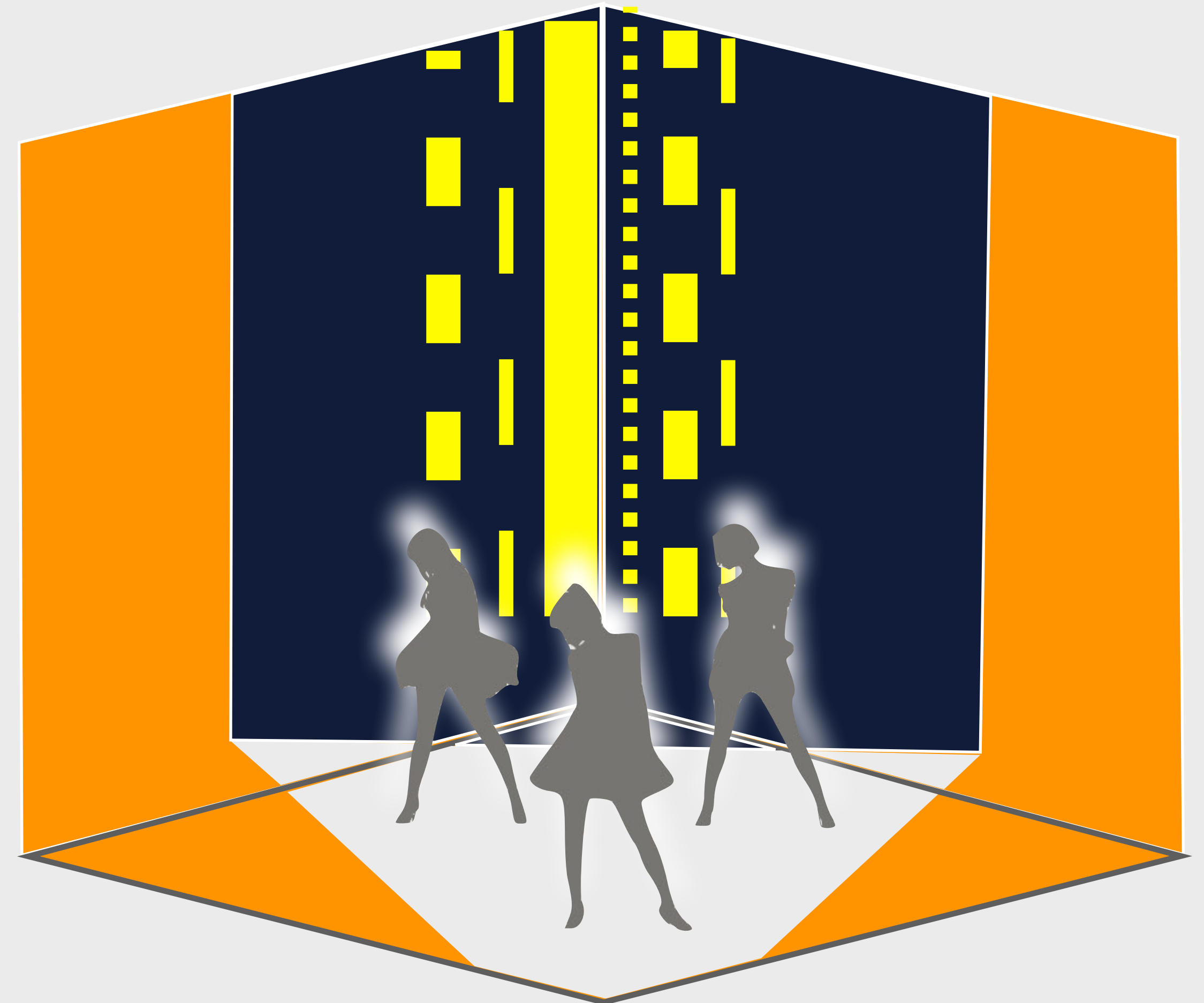
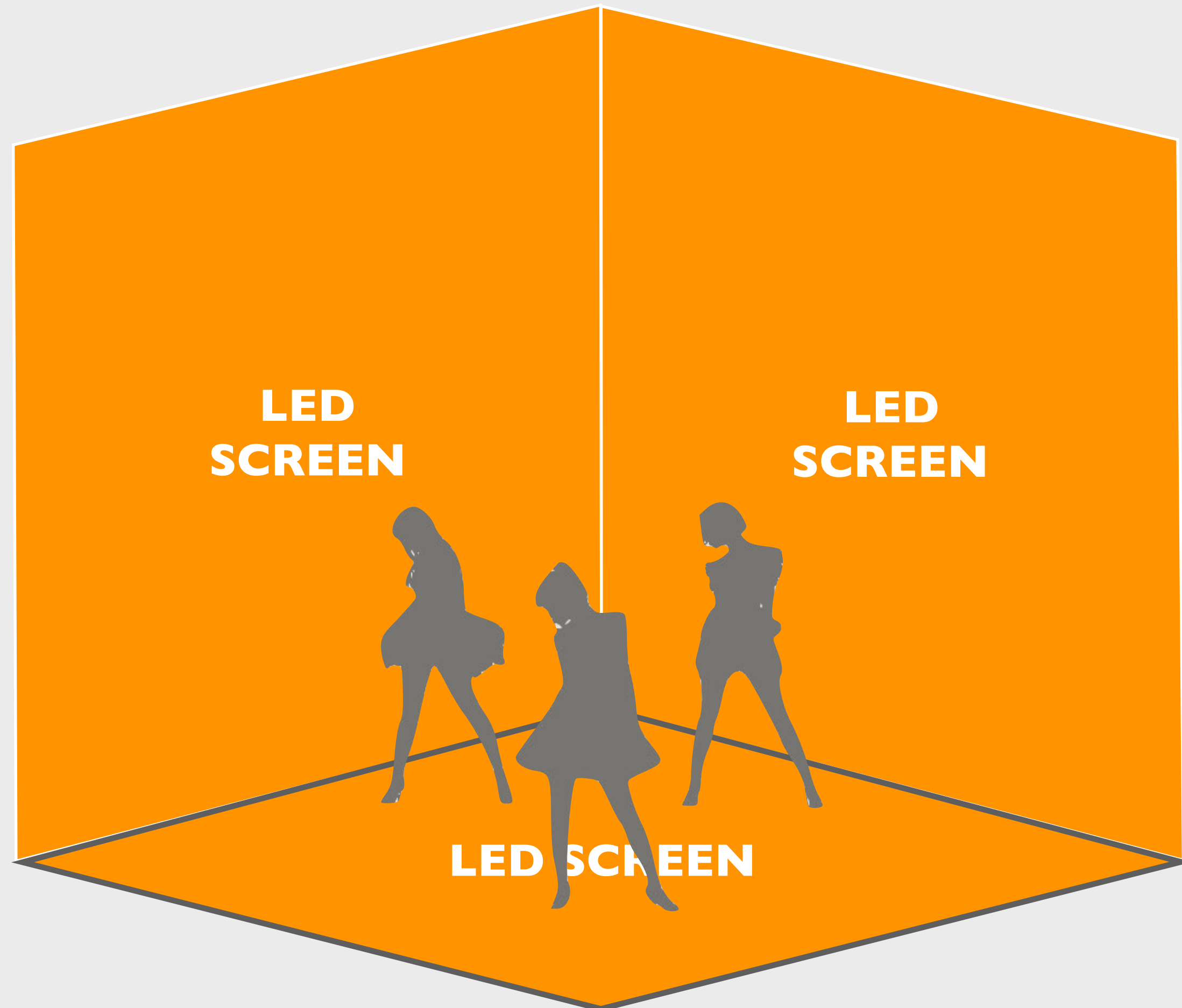


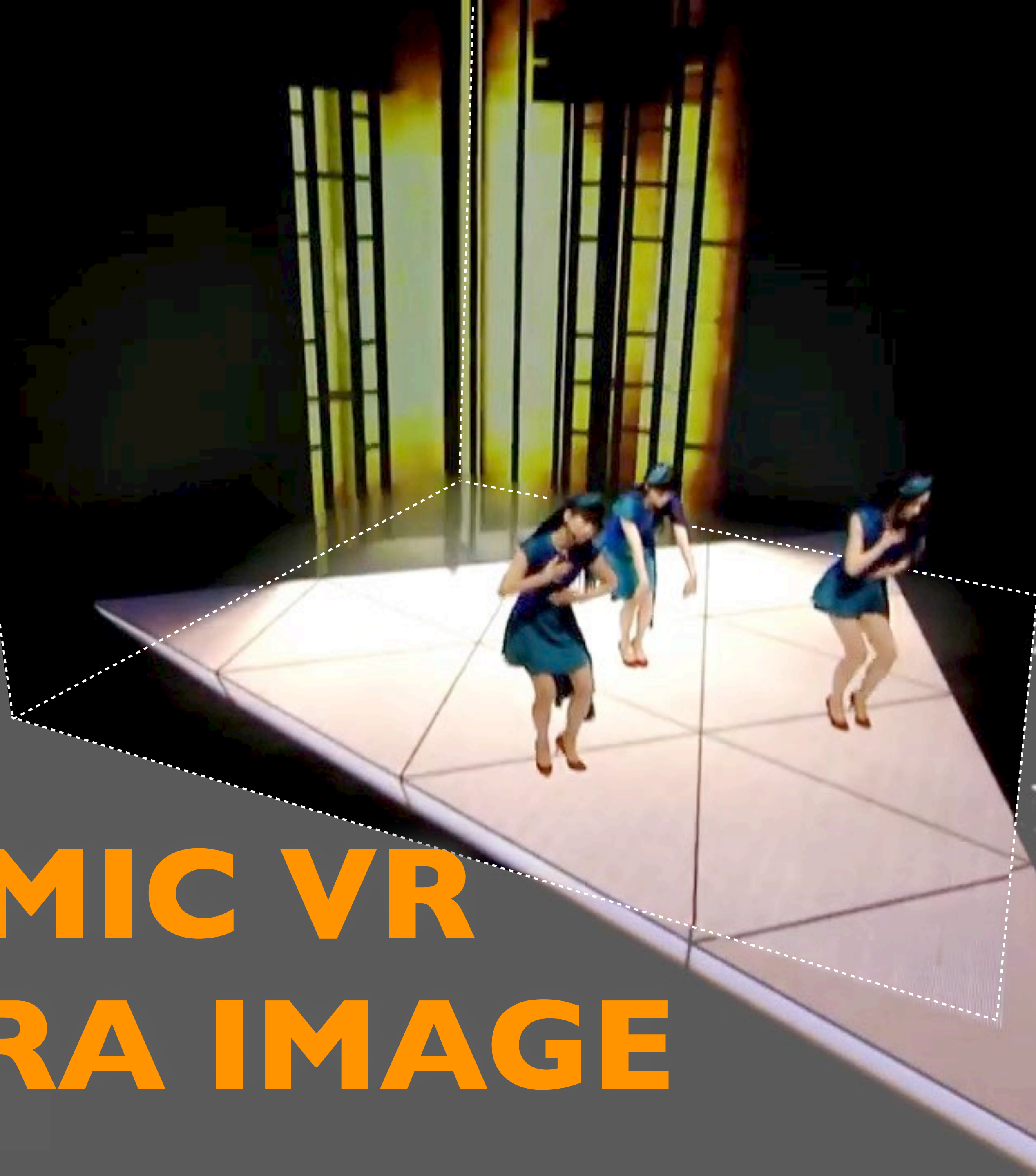
POST PRODUCTION



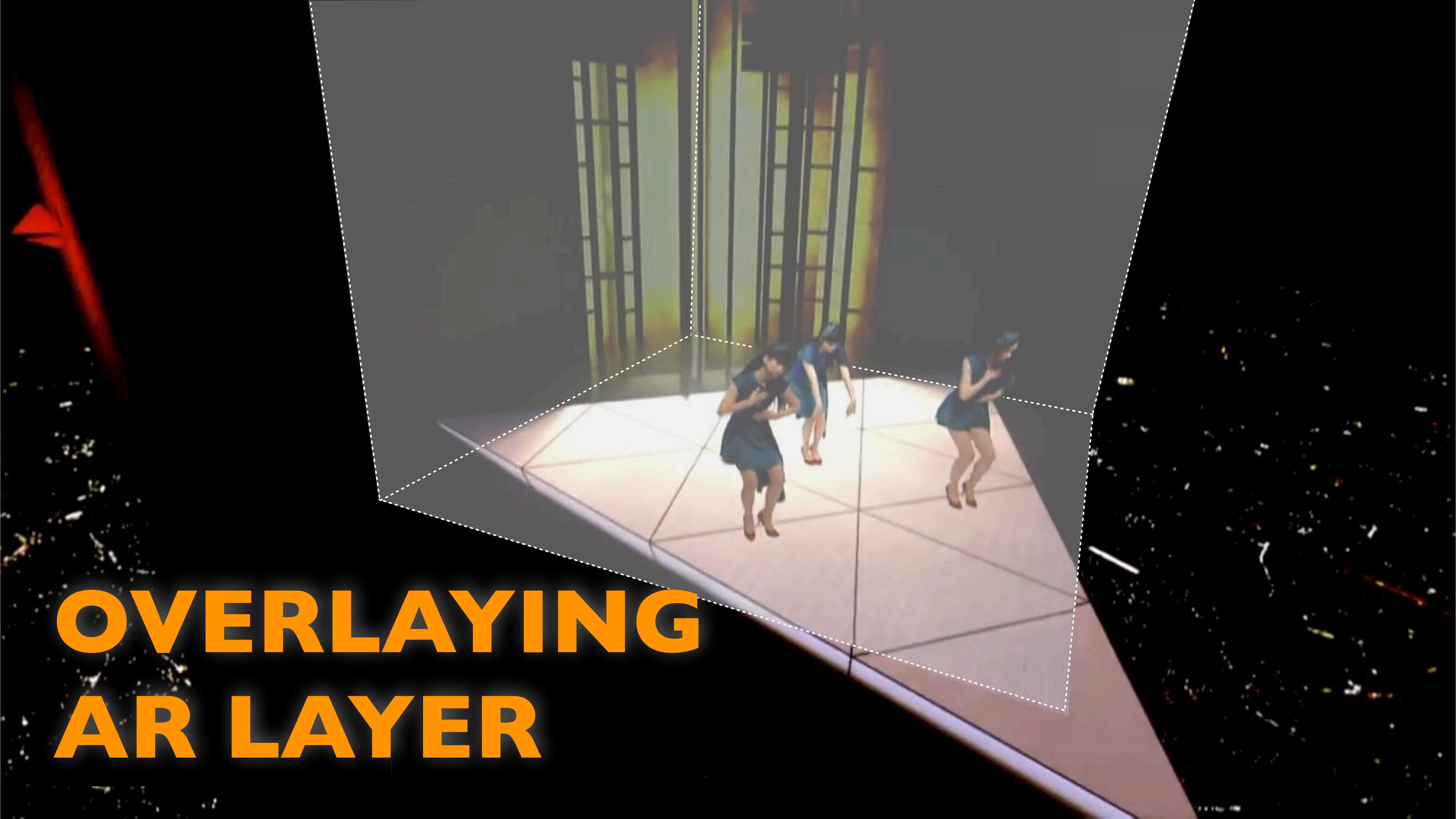


WHAT WAS HAPPENING IN EXAMPLE CLIP





**DYNAMIC VR
CAMERA IMAGE**



**OVERLAYING
AR LAYER**

内村五輪●宣言!

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NHK WORLD

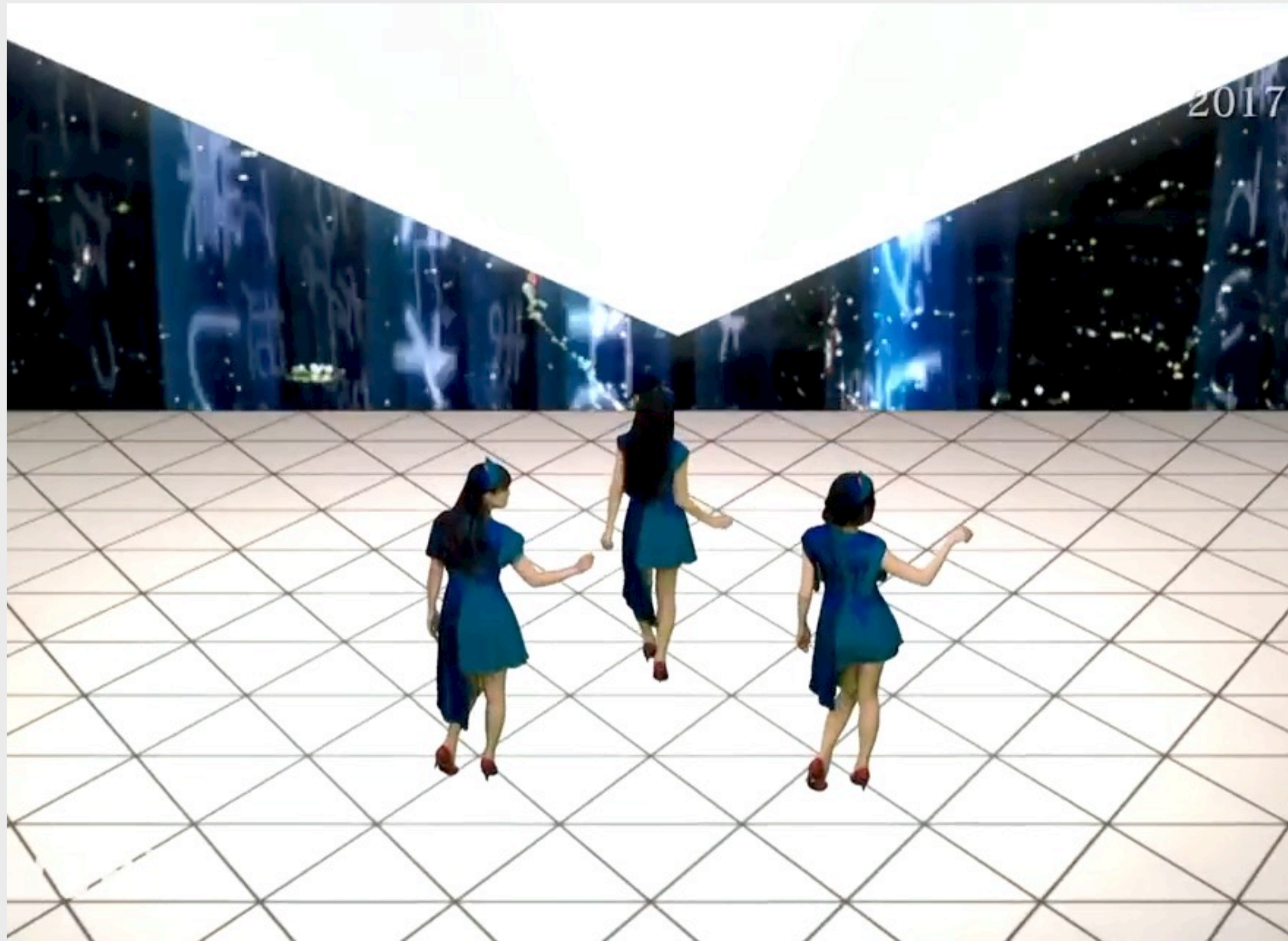
Point 2

SEAMLESS MR

A technique to make objects seem to go back and forth between physical and digital reality by switching video signal from cameras and pre-made CG video image seamlessly.

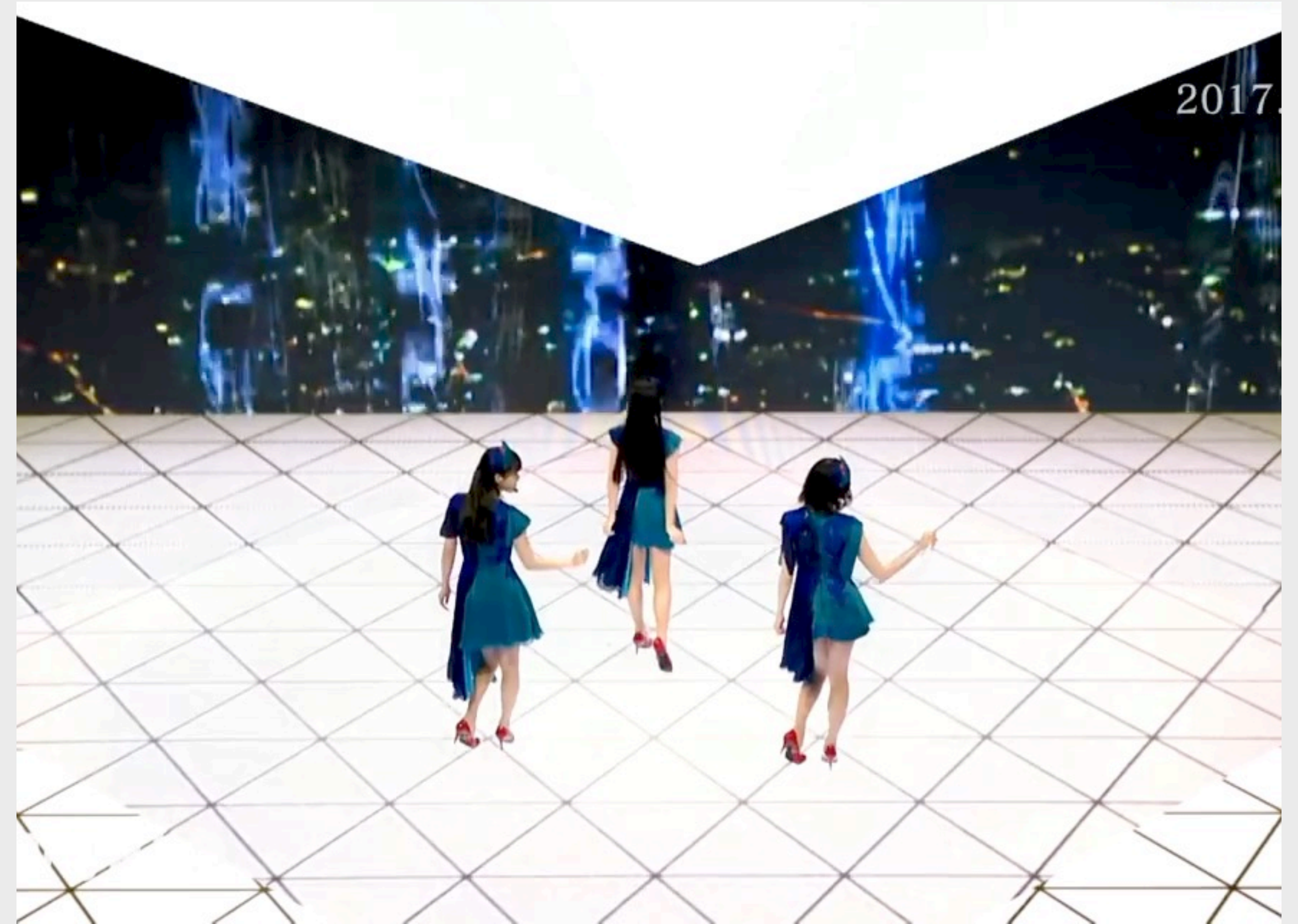


CG ENVIRONMENT



FULL CG INCLUDING DANCERS

REAL ENVIRONMENT



*PART OF THE ENVIRONMENT HAS BEEN ADDED DIGITALLY.

TOKYO GIRL
Perfume

内村五輪●宣言!

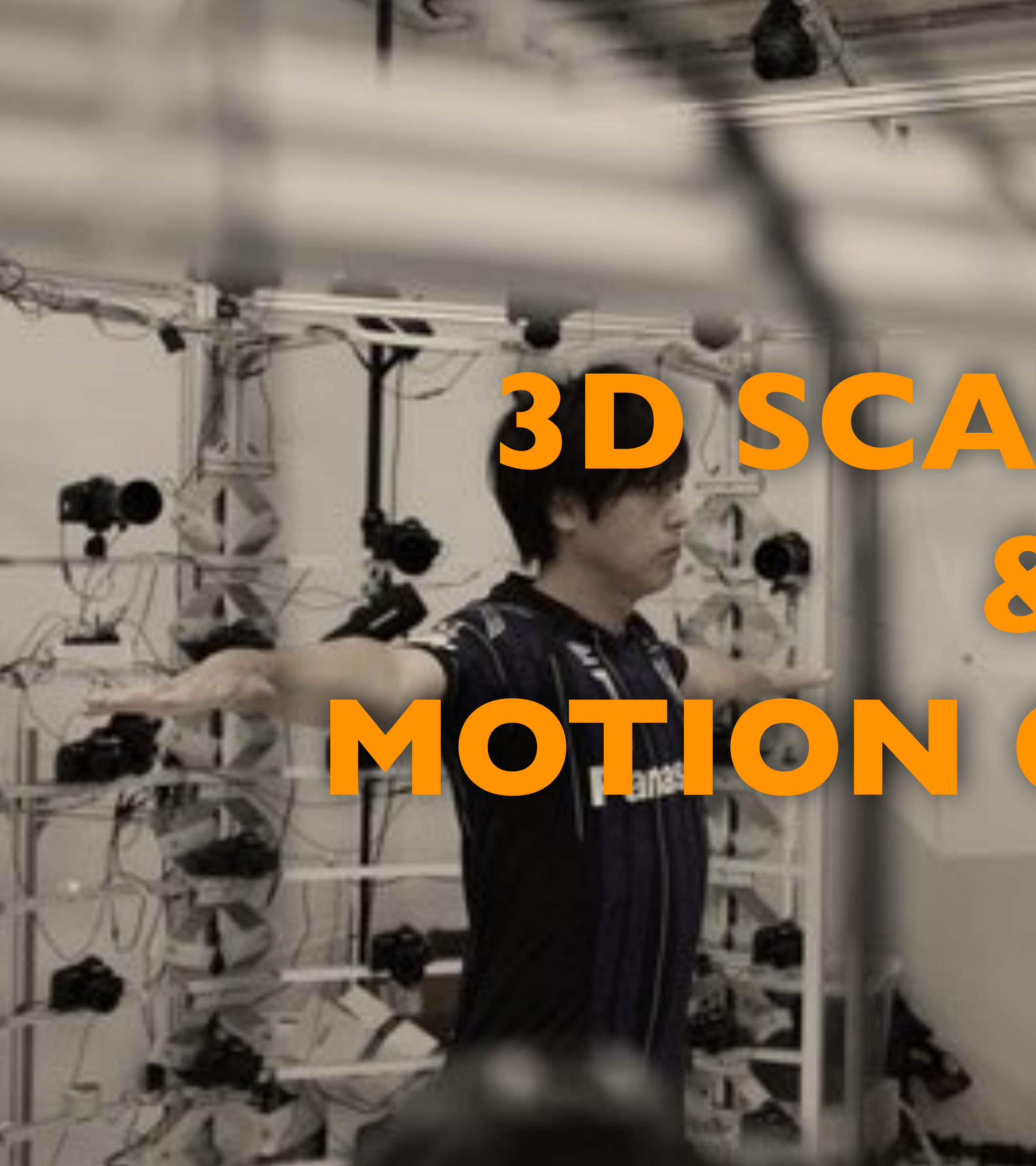
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踊れ Boom Boom TOKYO GIRL

3D SCANNING & MOTION CAPTURE





VENUE CAPACITY
200 >



STREAMING VIEW
< IM

CLOSING THOUGHTS

THE
MORE ADVANCED
THE TECHNOLOGY BECOMES, THE
MORE IMPORTANT
OUR CREATIVITY WILL BE.

NAKED^{Inc.}





LOOKING FORWARD TO SEEING
YOUR AMAZING WORKS IN THE FUTURE!

THANK YOU.

THIS DOCUMENT WAS PREPARED FOR SOLE PURPOSE OF DEMONSTRATION AT
UI/UX CONFERENCE CHINA 2018.

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- WORKS CITED -

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