



### Current project status

- Aimed at telecom and Infrastructure operators, football clubs, music concerts promoters
- For people who attend the event in live or at home
- Technology with potential for a utility model or patent

### Capacity Limitation in one-year events

- Stadiums (limited capacity) for sporting or musical events (Champions League, NBA Playoffs, Eurovision...)
- The events can be seen from home but with poorer image quality and ambient sound.

### Multimedia VR transition

- Audiovisual sector tends towards telepresence holograms.
- Hardware technology and software protocols are there from Big Data analytics, social networks, gaming, AI..., but need to improve software applications, algorithms to improve response times, quality...

### Technologies

- Software Video Tools: image Capture, Compression, Uploads.
- Current 5G and future 6G with low latency and high bandwidth
- 3D video representation distributed at the scenario of events
- Positioning and geolocation techniques from sensors
- Information nodes (Big Data, VR, 5G, controllers...)

### Secure IT platform

- Secured, hierarchical and centralized computer architecture
- Application architecture support Metaverse to participate in virtual contests
- Utilities Booking & Billing & Shopping by virtual marketplace
- Cloud based Big Data processing, electronic switchboard and a peripheral camera & video network.