

QROOM PLUS

Holographic co-working environment uintetto













The technological base: the Qroom system

• The world's first immersive holographic service station for real-time remote control of service and sales functions

A Quintetto patent integrating AI for multimodal interaction of interfaces and services, eliminating the need for space and travel, while maintaining human interaction and direct presence.























A humanised and customised digital experience

A simple mixed reality environment with high impact and effectiveness for retail/sales, services/projects, education/culture, real estate....

Users can:

- See each other simultaneously at a shared desk
- Talk to each other in real time in person Interact with the direct holographic presence of a remote operator
- Sign, print, identify, and exchange documents of all kinds

REGION SUD





Fully scalable:

- contact
- Environmental microphones/speakers Physical devices for paper content exchangeintegration of all types of devices for interaction with data, parameters, and validation of processes and procedures





Cameras for mutual vision and direct eye-to-eye





Qroom - plus: the evolution of the species

- A co-working conference and operational interaction environment in real-time holographic telepresence.
- Qroom-plus reconstructs a teleconferencing environment with the holographic presence of the participating subjects
- Subjects can see each other, talk to each other and interact directly remotely
- Each participant has a holographic conference station













• In the project pilot, each individual participant interacts with three subjects in holography: if there are more than four participants, the individual participant can choose which ones to view Each workstation represents an operational module that can be combined with other identical modules to extend the number of participants.





Qroom - plus: operational diagram

A co-working conference and operational interaction environment







All participants communicate and interact with each other in real time

Qroom - plus: project packages

Research and development on innovative technologies and implementations

Optimisation of visual and colour perception of the 3D image:

- Materials for optimising holographic presentation
- Materials and definition of characteristics for the production of the privacy filter
- Research on OLED technology for holographic image optimisation

















Software evolution of the holographic system and streams:

- Optimisation of current hologram presentation software
- New software for communicating holographic streams in real time
- New software for modular presentation of multiple real-time holograms

Prototype production





Where's the difference.....(not the usual holograms...)

- Existing holo systems:
- Complex technical infrastructure
- High costs outside individual events
- Dark and non-natural environments 3.
- No or very little interaction (no possibility to deliver 4. services in real time)
- High bandwidth consumption 5.
- Environment limited to visual/audio communication in 6. collective/theatre situation
- 7. Use of graphic and photographic processing technologies



- 1. Simple and essential structure
- 2. Low and controllable costs (purchase/licence/set up)
- Bright and comfortable environment 3.
- Designed for real-time interaction between people (and 4. enable operations and transactions)
- second)
- One-to-many point-to-point communication 6. 7. Standard hardware, essential equipment









Minimal bandwidth consumption (800 Kb/2 Mb per





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MERCI POUR VOTRE ATTENTION THANK YOU FOR YOUR ATTENTION



Qroom Plus – holographic co-working environment









19th OCOVA FORUM



