

## Motivation

There do not yet exist an real-time audio system with privacy control suitable for a 3D virtual world.

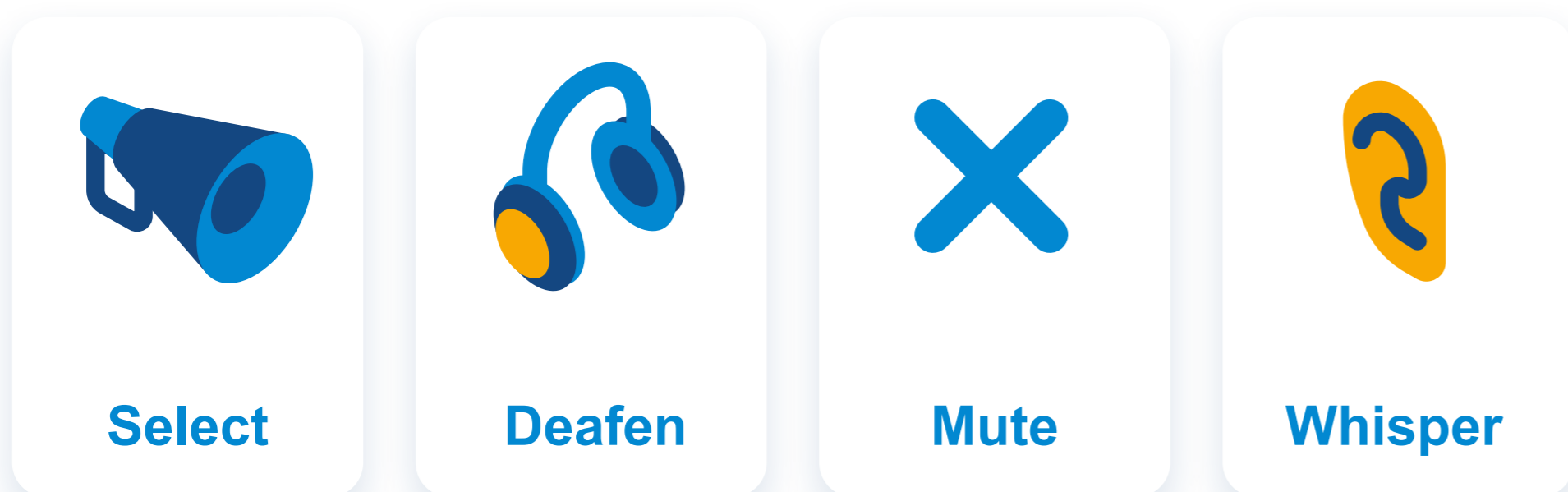
Current popular voice chat applications (e.g. Skype, Discord) have limited privacy control, where the user can only mute individuals including themselves.

Massively Multiplayer Online Role-Playing Games (MMORPGs) have slightly more advanced privacy control such as whisper, or a private chatroom in-game, however they are mostly text-based.

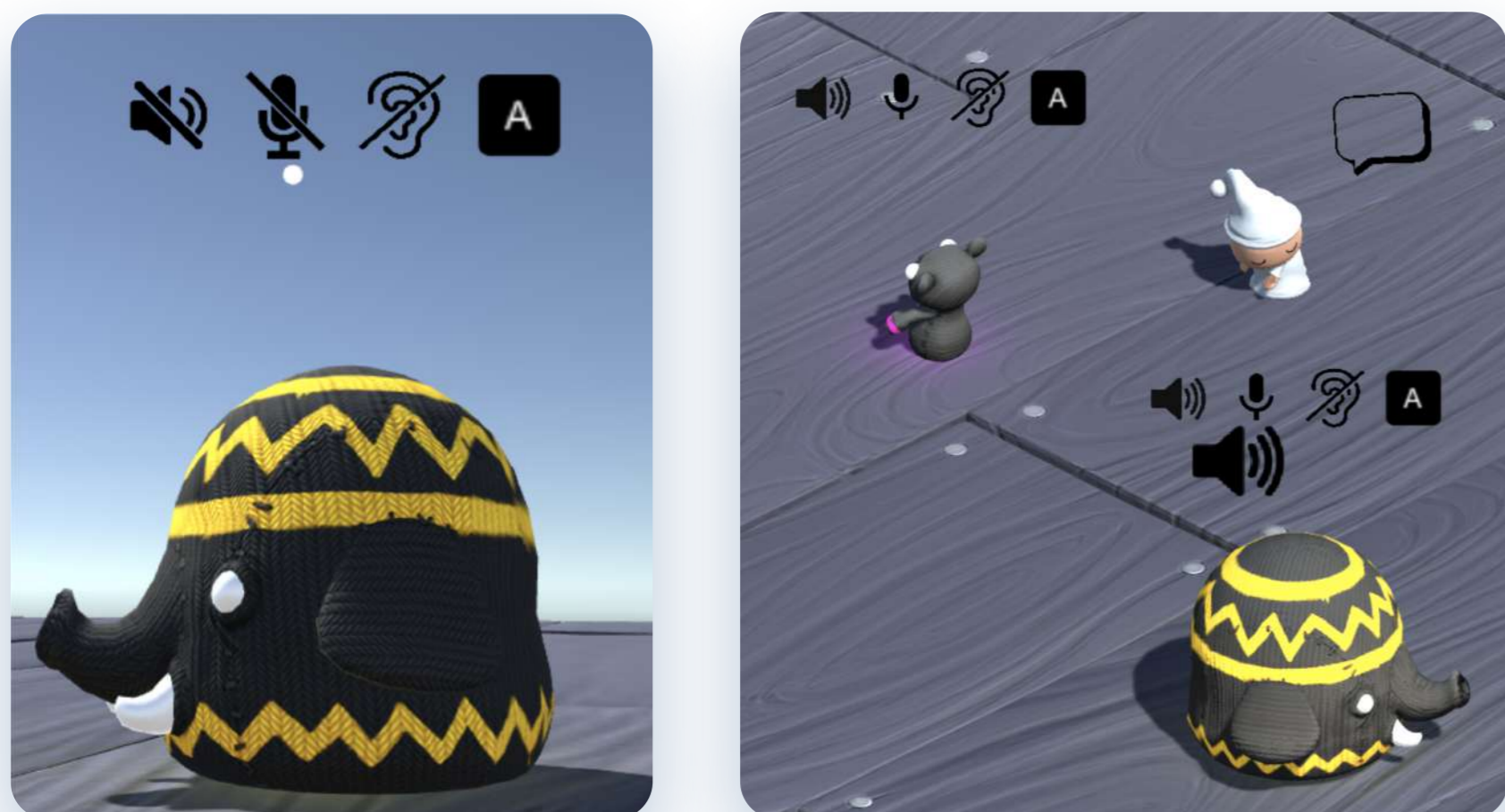
Real-time audio system integration with Virtual or Augmented Reality enhances user experience by creating a more immersive collaborative virtual environment.

## Features

### Narrowcasting States



### In-room Views

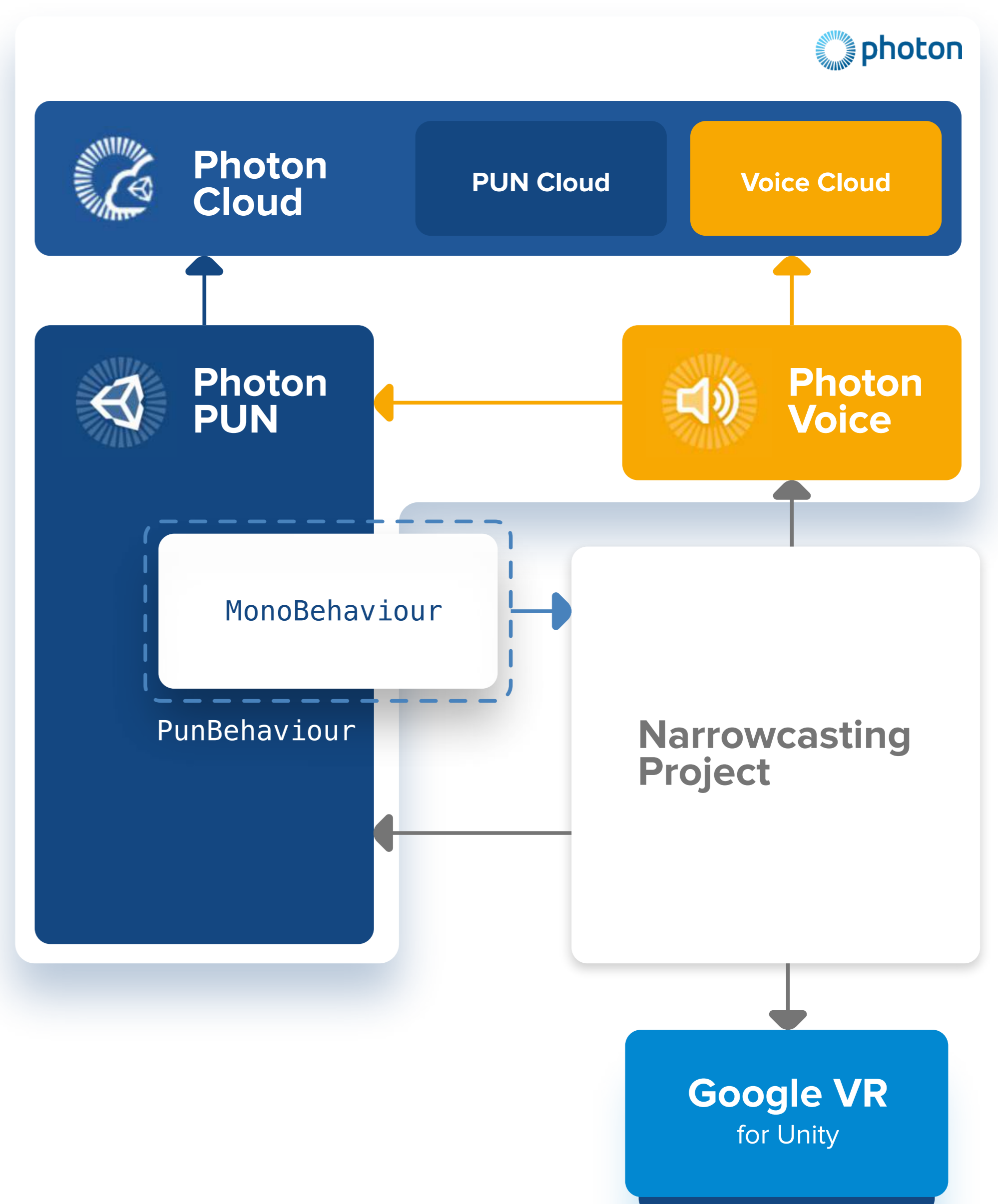


First-person view

Third-person view

# An Augmented Virtual Reality Approach to 3D Video Conferencing

## System Overview



## Future Works

- Multiplicity features - concept of being present in multiple places
- Virtual and Augmented Reality integrations

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