



# An Augmented Virtuality Approach to 3D Teleconferencing

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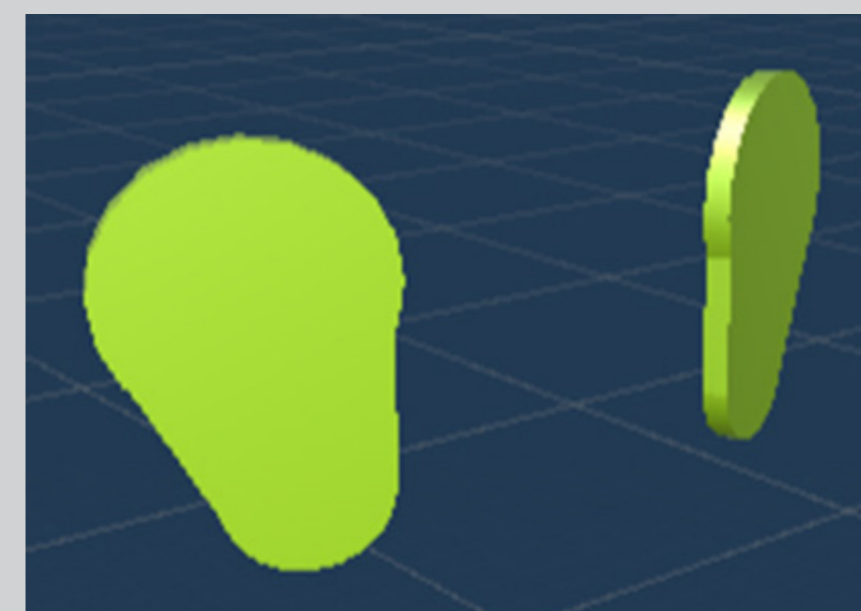
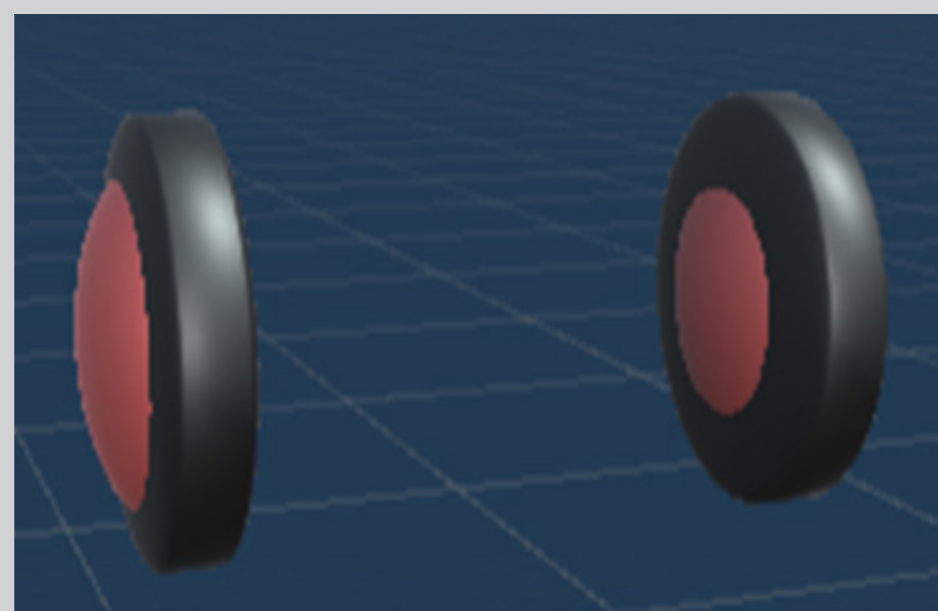
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## Overview

This project is a simulation for 3D teleconferencing which enables improved control of audio transmission to ensure privacy, which is done through four Narrowcasting actions: Select, Mute, Attend and Deafen.

## Narrowcasting Actions

Mute: Local user can transmit audio only to attended remote users



Attend: Local user cannot receive audio from all muted remote users



Select: Local user can receive audio only from selected remote users

Deafen: Local user cannot transmit audio to all deafened remote users



## Workflow

