HoloMeeting

The Remote Holographic Workspace Solution

KAZENDI

Europe's Leading Microsoft HoloLens Development Studio

Summary

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HoloMeeting is a holographic remote workspace solution that aims to reinvent the way we interact and collaborate with others across the globe.

Collaborate

Communicate

Expedite

Meetings are often limited by screens but now entire rooms can become your workspace Engage with immersive holographic and 2D content together in one space. Interact with others and collaborate in entirely new ways and revolutionise knowledge transfer.

Behavioural features such as spatial sound, gaze tracking and positional sense create a fluid and realistic meeting experience, removing the implicit frictions with current meeting communication methods.

HoloMeeting brings all your resources into one shared workspace. Functionality and access are at the forefront the of application, with the ability to easily revisit and record entire virtual workspaces.

Shared Workspace

The **shared workspace** is the hub of HoloMeeting and is designed to promote fluid collaboration. When each meeting participant puts on a HoloLens they will see a **holographic cube** in their view that is the touch point for all HoloMeeting activity.
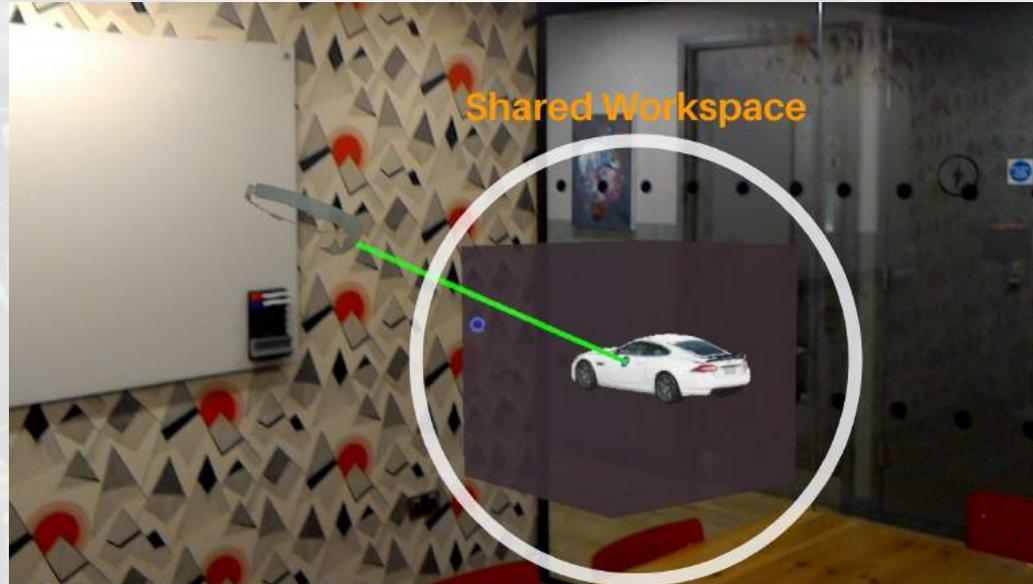
Whatever an individual chooses to place in the cube becomes **visible and manipulatable** to everyone participating in the call. As soon as it is taken out, it is visible only to the individual who removed it

What this allows for is **complete control**. An individual can take notes outside of the shared space, prepare a presentation or edit an image or 3D model and as soon as it is ready, can bring it into view for everyone to interact with.

In essence, HoloMeeting is both an **individual and collaborative workspace** brought into one single application.

Positional Sense

Each individual in a holo meeting is represented by a **holographic avatar**.

Their position is displayed **relative to the shared workspace** and as they move around, other members of the meeting will be **constantly aware** of their position.


Holographic Avatar
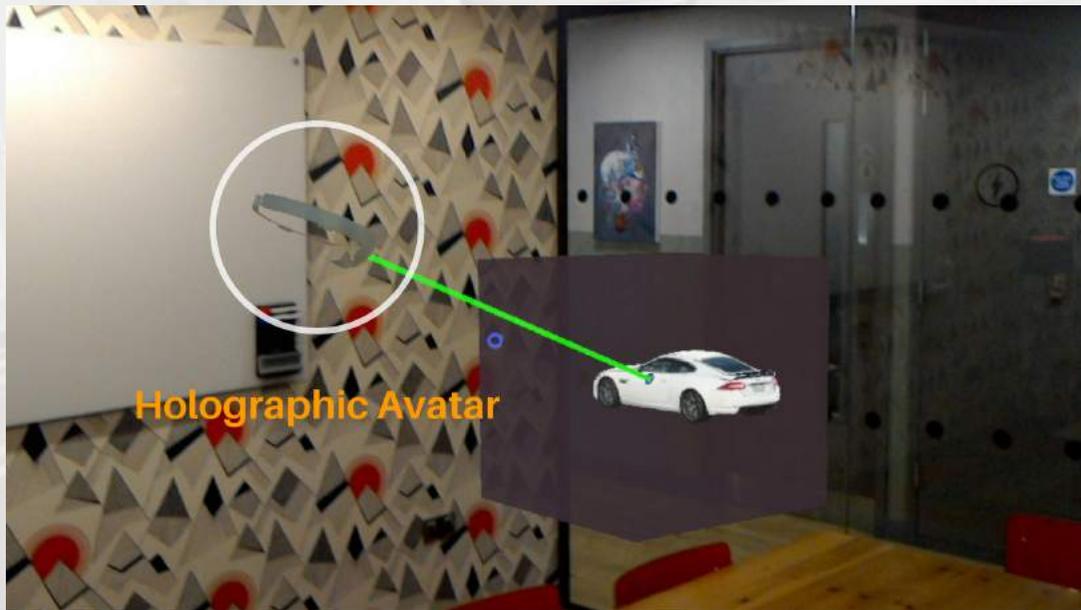
Having positional sense of others provides a form of behavioural interaction which brings the HoloMeeting experience closer to the real thing, as if you were meeting them in person.

HoloMeeting allows users to move around content and engage with it as if it were a physical object. Pushing the boundaries of interpretation and interaction. This provides a new, fluid way for remote collaboration.

Gaze Tracking

The **gaze tracker** is the green laser (shown below) that tracks exactly where meeting participants are looking.

This means that every user is **aware** of others' direction of view and can act to account for it. For example, if a user says "hey, look at this!", others in the meeting see where he/she is standing and also **identify** exactly where he/she is looking via the gaze tracker.

Gaze tracking
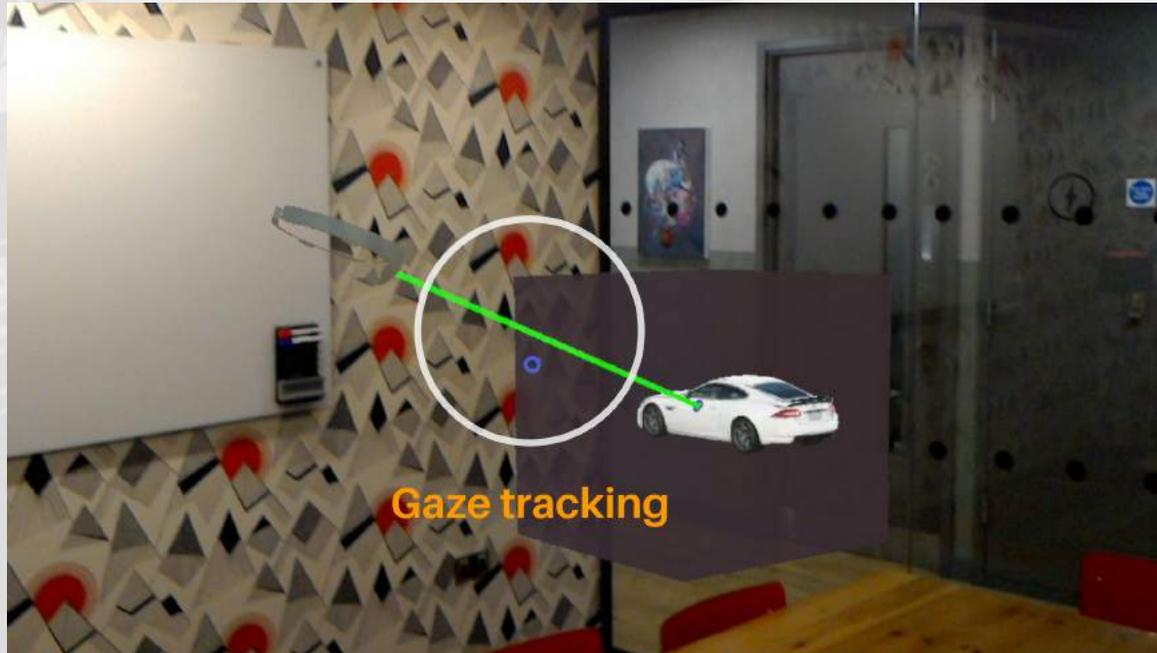
Furthermore, this acts as a behavioural interaction feature that makes HoloMeeting interactions much more real and dynamic than other remote meeting and conferencing solutions.

Spatial Sound

Spatial sound is sound that adjusts for **relative position**. For example, if a user is standing to the relative right of a colleague and speaks, the colleague will hear the sound coming from their right. As users move around the shared workspace, the sound moves accordingly acting as another form of **behavioural feedback**.

Spatial sound
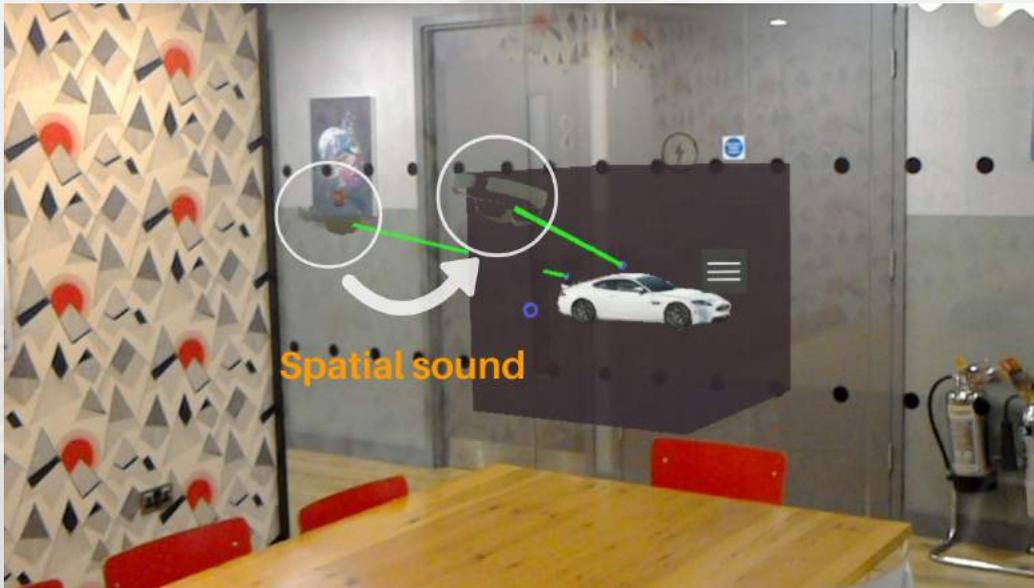
In current conferencing methods, if two people talk at the same time, sound waves cancel out and their voices would blend into a blur of noise. With HoloMeeting, if two people talk, you can clearly hear both individuals.

Once again, this **replicates reality** and brings the HoloMeeting experience as close to a physical interaction as possible.

3D Content

3D content conveys **more information** in a more **immersive** and **engaging** way that allows for more **knowledge retention** and improved understanding. Put simply, when 3D content is used, the **quality** of the output of the meeting is greater.

The brain is programmed to recognise visual patterns and prompts, so data visualisation has a new lease of life when it comes to **interpretation**.

Users lose interest very quickly when it comes to screens and the limited adaptablity of 2D information. Now 2D information can be manipulated and engaged with totally differently. Pieces can be pulled apart and put back together, the **possibilities are limitless**.

Users are now only limited by the size of the room they are in as opposed to a screen. Not only does this **improve** engagement but it also vastly improves how we interpret information.

Contact

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HoloMeeting is an experience, try it out to see how it can change the way you work. Contact any member of our team to organise a demo.

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HoloMeeting is the next step in remote collaboration. For more information please visit the link below:

www.kazendi.com/holomeeting