## The challenge:

How to deliver compelling, photorealistic XR experiences to existing VR HMDs over broadband, 5G or Wi-Fi links from cloud-based computer resources for XR rendering.

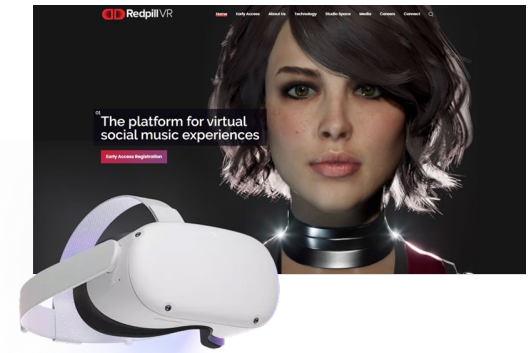
## LCEVC solution:

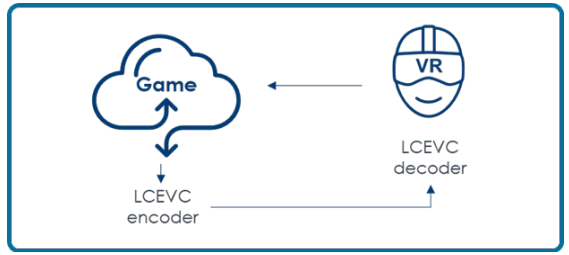
1. 30%-40% better compression than HEVC alone. This enables high-quality streaming of photorealistic XR experiences.
2. LCEVC capability can be added to existing VR HMDs such as Quest 2 or Pico 4 as a software application.

## Solution uniqueness:

- Other new codecs such as AV1 and VVC are too complex to be supported on the current target devices.
- LCEVC's low-complexity means it can be supported as a software decoder on existing devices

Enables photorealistic VR experiences to be delivered from the cloud.




## LCEVC implementation:

V-Nova's LCEVC encoding **GPU SDK** provides high compression efficiency. Ultra-low latency operation is supported. V-Nova have an example ultra-low latency player.