



European Federation of XR Professionals



www.euromersive.eu



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PRESENTS :

Horizon Europe Cluster 4 for eXtended Reality technologies

FREE WEBINAR

Thursday 21st of October 2021

17:00 CET



House Rules

While waiting for others to come in, here are some rules and reminders to keep in mind.

- Turn your microphone off
- Feel free to type your questions in the chat box.
- Questions will be entertained at the Q&A after the presentations

Program : ICT-14 "eXtended Reality Technologies (RIA) 2022 call - deadline 5th of April 2022

- Introduction by Euromersive – Isabel De Peuter–Rutten, Co-Founder & Treasurer at Euromersive, CEO at XR-One|Mizik
- XR : current and future activities in the EU – Anne BAJART, Deputy Head of Unit, DG CONNECT.G2
- XR: HEurope second call – Adelina DINU, Project Officer, DG CONNECT.G2
- Q&A
- Exchange in Working Groups (10)
- Restitution of Working Groups' results
- Conclusion

**1. REAL-TIME INTERFACES
BASED ON SPATIAL
COMPUTING -
IMPROVING ACCURACY
AND SYSTEMS FOR
MAPPING AND
POSITIONING**

**2. SENSORY SENSORS
AND TRIGGERS
(EXAMPLE: HAPTIC
SENSORS)**

**3. MULTI-USER VIRTUAL
COMMUNICATION AND
COLLABORATION
SOLUTIONS -
INTERACTIONS WITH THE
ENVIRONMENT AND
BETWEEN PARTICIPANTS**

**4. MULTI-SENSORY
EXPERIENCES
CONVEYING SOCIALLY
RELEVANT CUES**

**5. SEMANTIC
UNDERSTANDING -
EXTRACTING MEANING
FROM INFORMATION**

**6. BI-DIRECTIONAL
SYNCHRONIZATION OF
MODELS AND
INTERACTIVE
APPLICATIONS
MINIMIZING LATENCY
EFFECTS**

**7. 3D-DATA ACQUISITION
TECHNIQUES, REDUCING
TECHNOLOGY COSTS**

**8. EFFICIENT
PROCESSING, STORAGE
AND RENDERING
CAPABILITIES**

**9. CREATION OF AVATARS
WITH NATURAL-LOOKING
AND PHYSICALLY
REALISTIC MOVEMENTS
AND EXPRESSIONS**

**10. CREATION OF DIGITAL
AUTONOMOUS AGENTS
WITH NATURAL-LOOKING
AND PHYSICALLY
REALISTIC MOVEMENTS
AND EXPRESSIONS**



XR : Current and future activities in the EU

General overview of EU XR priorities

ANNE BAJART

DEPUTY HEAD OF UNIT, DG CONNECT.G2



XR : HEurope second call

Presentation of the topic
"HORIZON-CL4-2022-HUMAN-01-14"

ADELINE DINU
PROJECT OFFICER, DG CONNECT.G2

WORKING GROUPS

PURPOSE & EXPECTATIONS

- PRESENT YOURSELF SHORTLY AND INDICATE AN ADMINISTRATOR AMONGST THE PEOPLE IN YOUR WORKING GROUP
- DISCUSS THE 3 QUESTIONS WITHIN YOUR WORKING GROUP AND FORMULATE A RESULT FOR EACH QUESTION
- THE ADMINISTRATOR WILL SHORTLY PRESENT THE FINAL RESULTS (2MIN) ONCE THE 10 WORKING GROUPS GET BACK IN THE MAIN ROOM

QUESTIONS TO DISCUSS

- What use cases can you think of that fit the domain of your working group?
- What technologies, methodologies and solutions are available (state of the art)?
- What are the challenges in your working group's theme to go beyond the state of the art with regards to
 - A Scientific & technological barriers
 - B Democratization of the technology

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Thank you!

QUESTIONS? REMARKS? BECOMING A MEMBER?

>>> contact@euromersive.eu

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BOUILLE**
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