The immersive telepresence “Kirari!” transports the entire space of a sporting match to remote venues. In developing Kirari!, we are researching object segmentation technology, movie stitching, resource planning, virtual loudspeaker technology, advanced media streaming and synchronization technology, and blockchain-based content management technology.

**Features**

- Real-time image segmentation technology for any background: Fast and accurate object segmentation technique using multiple sensor data and picture analysis
- Generation of super high-definition movies in real time: Stitching some movies taken with multiple 4K cameras, to generate a super high-definition movie.
- Resource planning for media-processing: Automatically planning and allocating the necessary resources
- Virtual loudspeaker technology based on characteristics of ultrasound: Producing voice sound image on the mouth of the subject image
- Advanced media streaming and synchronization technologies: Delivering spatial environmental information to remote venues over IP-networks
- Blockchain-based content management technology: Mechanism to verify content authenticity

**Application Scenarios**

- High-realism public viewing services that enable users to feel the atmosphere of competition venues and a sense of unity through three-dimensional representation.
- Entertainment industry: Transporting theatrical plays and music concerts to remote locations with a “you-are-there” feeling.