VR-BASED CONFERENCE SYSTEM

Lately, pandemics took over the world. Our daily lives, habits, plans, and social discourse is now governed and changed by a pandemic. Since the situation has no precedent in modern history, governing mechanisms and governing actors were aghast in the beginnig. After the initial shock though, a huge global effort was set to restructure systems of government, mangement practices, and the social life. Papılon offers solutıons to aıd both publıc and prıvate entıtıes ın theır search for and endeavors to reconstruct daıly lıfe, busıness and admınıstratıve practıces ın a way that sustaıns affıcıency. The process has especially been challenging for health authorities; local and national health borads, emergency committees and such since they were initially presented with a huge dilemma; to contravene the regulations they posed and to ignore the advice they give to the public for the sake of public wellbeing, or abiding by the safety measures and risking the efficiency and speed of their own work. Added the possibility of the pandemic hitting one of the board members would cause widespread agitation in the public, further complexified the situation. Now, with Papilon's VR-Based Conference System, the choice is clear as day.

Although video-conferencing is available through various apps, it is not viable to use these apps to connect national assemblies with hundreds of members or boards of court which might easily constitute a considerable crowd with counselors, judges, state's attorney, juries, defendants, and plaintiffs. Video-conferencing with so many participants will end up in constant interruptions at best or prove to be a distracting cacophony. Moreover, in times of health crises, urgent action gives life and devoting a portion of our precious time to restoring image and sound would bear severer consequences than realized. However, it is also not viable to apply the same precautions to judicial and administrative bodies and health councils as this would severely limit their ability to function.

PAPILON'S VR-BASED CONFERENCE SYSTEM IS DESIGNED TO IMPROVE THE QUALITY OF REMOTE MEETINGS AND INTERACTIVE COMMUNICATIONS.

The system smoothly operates regardless of the number of participants and allows the functionality of public and privated enterprises to be immune to the effects of social isolation. VR-Based Conference System is based upon the world's first camera computer. The depth and RGB color code sensors within the 3D camera sense, model, and analyze the body movements and transfer the movements and gestures of participants via Papilon's skeleton analysis software Nuitrack.

The software embedded within the camera's mini PC analyzes the data coming from Nuitrack and remodels an avatar representing each subject. Combined with Papilon's VR applications, the system offers a realistic and flexible arena to participants and converges the experience of şnteractive conferencing to in-person meetings. The system can be used with wearavke VR gears and could be accessed via web and mobile applications. The system also offers decor options that could simulate a meeting environment and help participants to easily get used to interactive environment.The system works in integration with our skeleton analysis and gesture recognition software Nuitrack which recognnizes more than one hundred gestures and emotional expressions such as nodding, accepting, denying, frowning, and smiling and brings the power of non-verbal communication into the experience.

The biggest advantage of Papilon's VR-Based Conference system relies on the processor power of a PC, rather than a phone or a mobile device.

This enhances the visual quality of the application, provides smooth and instantaneous transition of acts and gestures to the interactive environment, and offers a clear and incessant experience that is symmetrical with reality. If you want to devote your time to solving pressing social problems rather than problems with the audio, or image, or connection, we invite you to try our VR-Based Conference System.