Company	Location	Demos
TNO	Exhibition Hall stand A2	TNO has started a research program aimed at the first-time engineering of a shared XR environment delivered via next generation networks like 5G. In this XR environment users get the feeling of being in the presence of, and interacting with, other persons at a remote location. In this program we aim to cooperate with many partners in industry and society. VR days Europe is an excellent platform to explore and develop use cases for this new technology.
VR Together by TNO	Exhibition Hall stand A3	VR Together is a media project funded by the European Commission as part of the H2020 program. It aims at radically improving the experience by innovating in how media formats are used (i.e., how audio, video and graphics are captured, delivered and rendered at users' homes). Finally VR Together will demonstrate a significant improvement of the feeling of being there together and the photorealistic quality of the content. On booth A3, TNO will demonstrate the latest state of the project.
Tiledmedia	Exhibition Hall stand C12	Tiledmedia will show its advanced tiled streaming technology, alllowing live and on demand content to be streamed at 4 times the quality or 25% of the bandwidth. ClearVR supports 8K content on existing consumer devices including for exampke the Oculus Go, over exisitng networks. See www.tiledmedia.com.

Talks	Session Title	Location and date
Rob Koenen (Tiledmedia)	Moderator of the "5G and the Future of XR Technology" conference track	Room "North", Thursday 14/11 from 15:15 to 18:15
Kim Leigh-Pontin (Sky)	Kim will talk about XR Content Production	Room "North", Thursday 14/11 at 15:20
Oliver Schreer (Fraunhofer HHI)	Tech Talk: "Volumetric Video: Key Technology for Realistic Dynamic 3D Assets of Humans". Fraunhofer HHI has developed a complete production workflow, which is based on our 3D Human Body Reconstruction (3DHBR) technology. It consists on a novel volumetric capture system and an automatic production workflow that creates naturally moving dynamic 3D models, which can then be observed from arbitrary viewpoints in a virtual or augmented reality scene. An introduction on the EC project XR4ALL will be given aiming at creating a European community on XR technologies.	Room "North", Thursday 14/11 at 15:40
Ray van Brandenburg (Tiledmedia)	Ray van Brandenburg will talk about the State of the Art in Live 360 Distribution explaining how TiledMedia distributes 8K 360 Live content to mass audiences over existing networks to existing devices.	Room "North", Thursday 14/11 at 17:15
Simon Gunkel (TNO)	Simon Gunkel will be presenting the latest state of the European VR Together project: "Social VR communication like never seen before!"	Room "North", Thursday 14/11 at 17:35