



# GPU TECHNOLOGY CONFERENCE

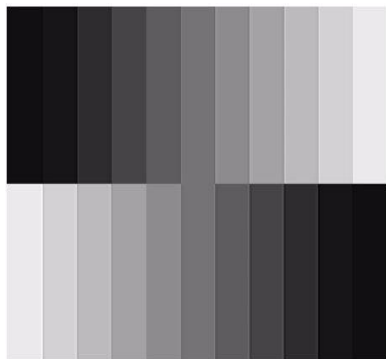
## Building Natural Interfaces Using 3D Imaging Technologies

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GTC, San Jose Convention Center, CA | Sept. 20-23, 2010

PRESENTED BY  NVIDIA.

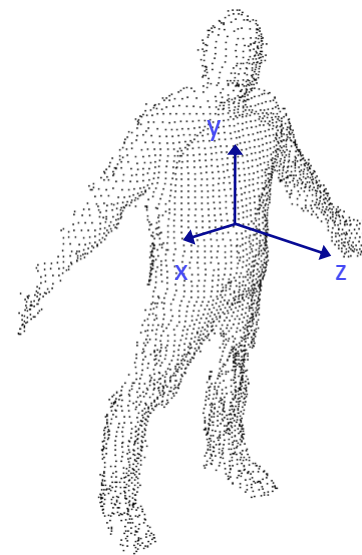
# Introducing 3D Imaging



Black & White



Color **R**GB



Depth **Z**

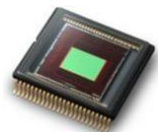
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3D Imaging or **R**GB **Z**



# 3D Imaging Technology Stack

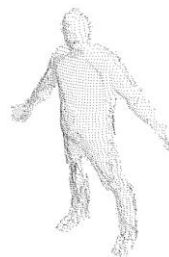
3D Sensor



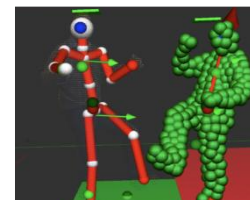
3D Camera



3D Cloud



3D Gesture  
Recognition  
Middleware



Applications



## Formidable Opportunity - B2B & B2C Markets



Automotive



Robotics



Digital Signage



Home Automation



Virtual Reality



Retail



Medical



Health



Sport & Fitness



Television



Video Games



Computers

# Interactive Digital Entertainment



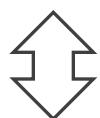
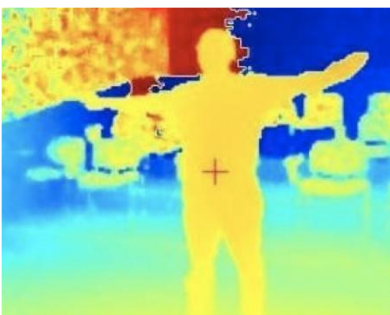
# Healthcare

# Digital Signage & Interactive Marketing

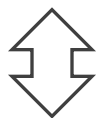
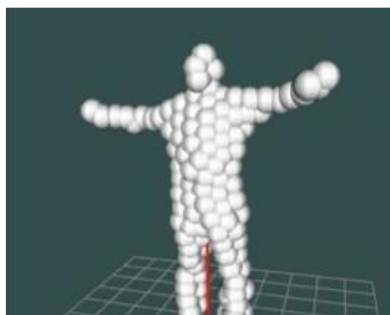
# User Interfaces



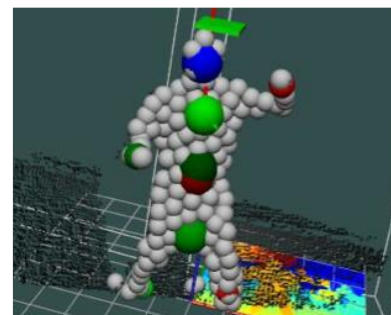
## Introducing Softkinetic



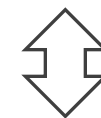
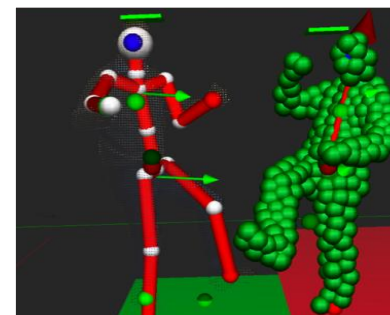
**Standardized  
Depth Map**



**Volume**



**Body Parts  
& Gestures**



**Multi-User;  
Avatar; UI; etc.**

**Softkinetic iisu™**

**The World's Most Advanced 3D Gesture Recognition Middleware**



**Any 3D camera**

## Softkinetic Corporate Information

Project started in 2003

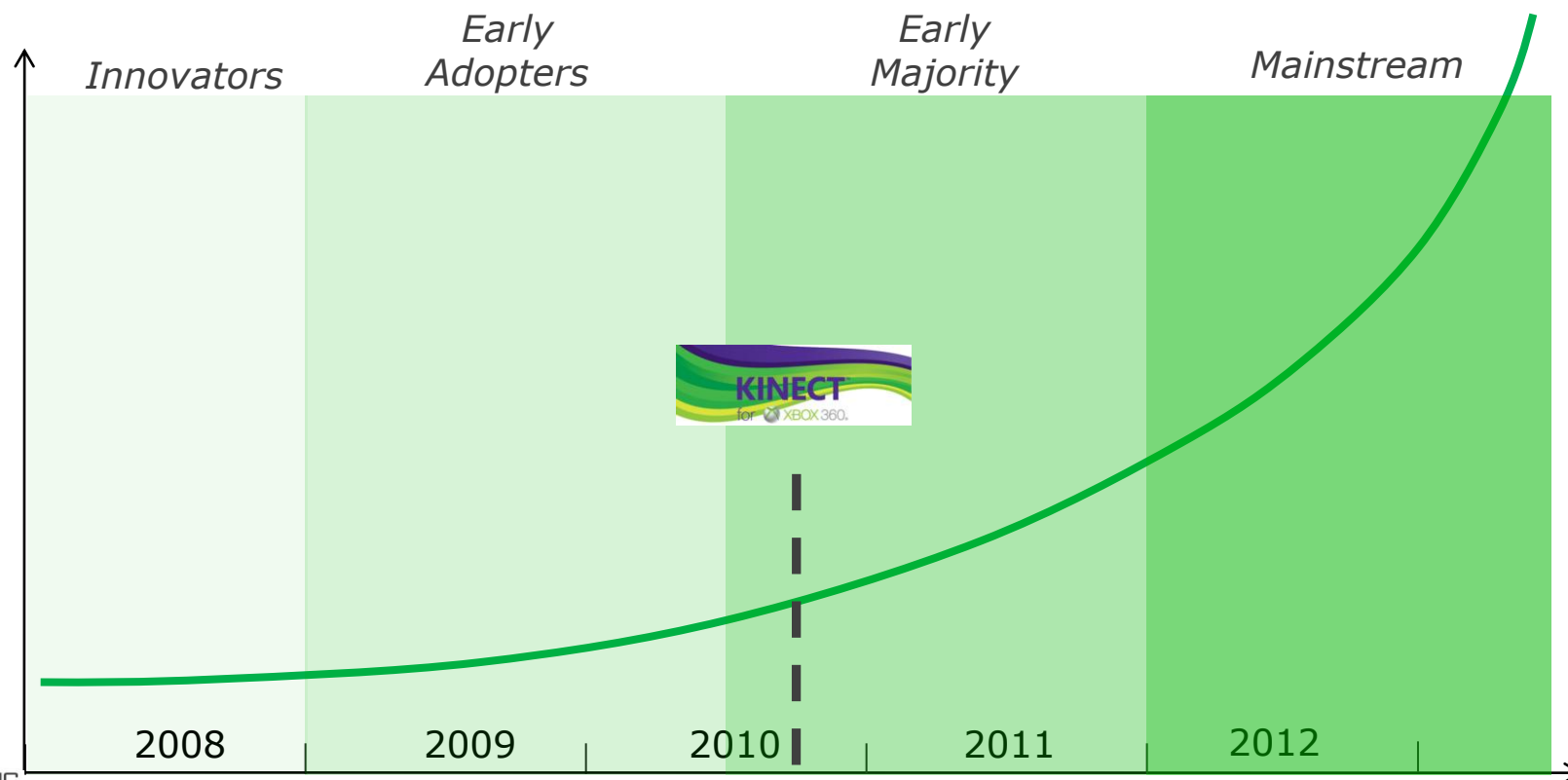
Company founded in 2007; Headquartered in Brussels (Belgium)

Robust, protected IP

Clients & partners include Orange France Telecom, Hitachi, EA, Raytheon, Metrological, Belgacom, TI, Intel, and others

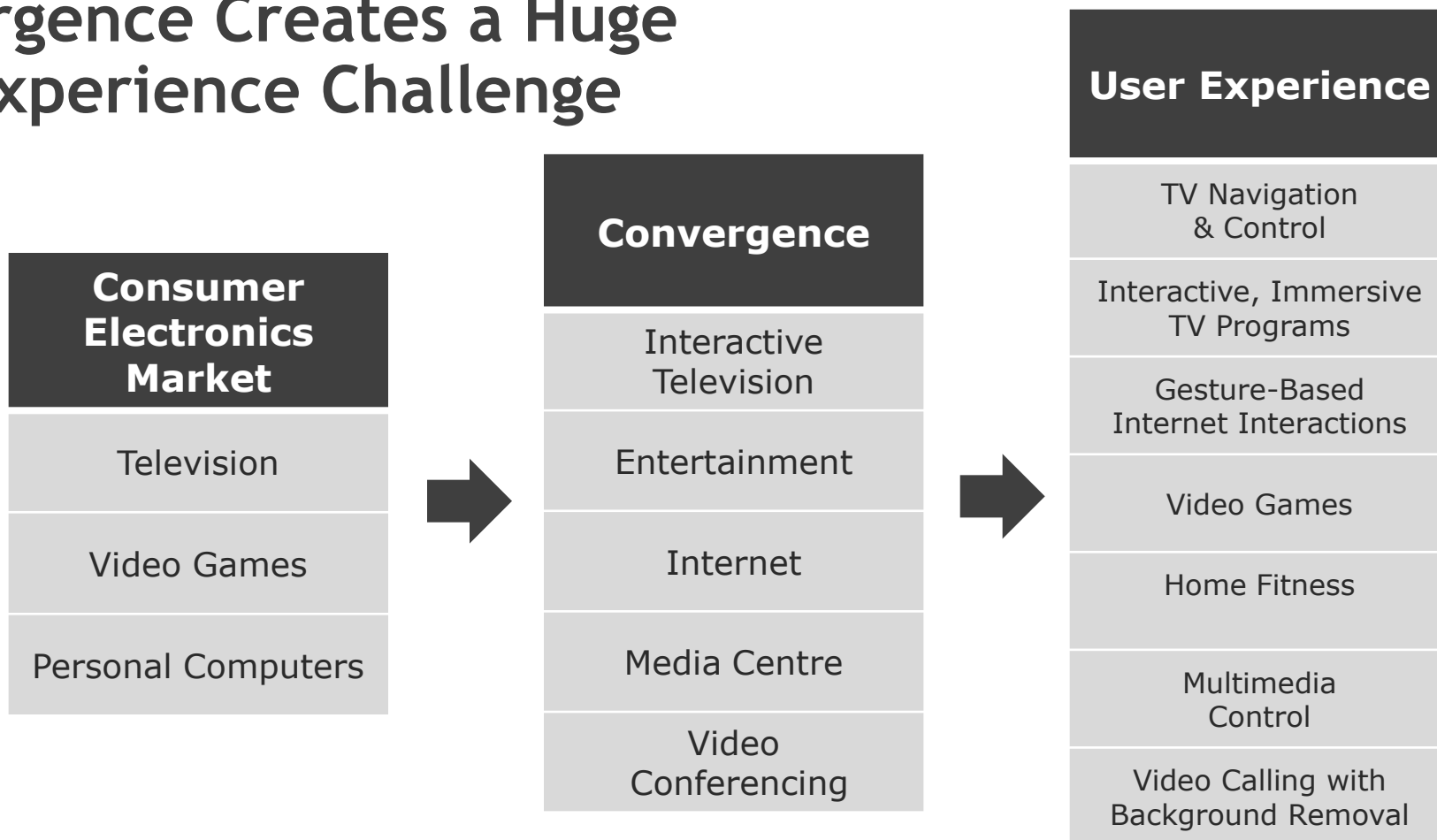
Supports all 3D cameras, including Canesta, Mesa, Optrima, Panasonic, PMDTec, Prime Sense

# Technology Adoption Curve





## Convergence Creates a Huge User Experience Challenge



## Now What?

Mission Statement: to transform the way people interact with the digital world (television, computers, video games, professional apps)

Closed \$10 million Series-B Sep 10, 2010

Plan to raise another \$5 more million by year-end

Thank You Nvidia. Thank you Jen Hsun Huang!

