



GPU TECHNOLOGY  
CONFERENCE

# Building Natural Interfaces Using 3D Imaging Technologies

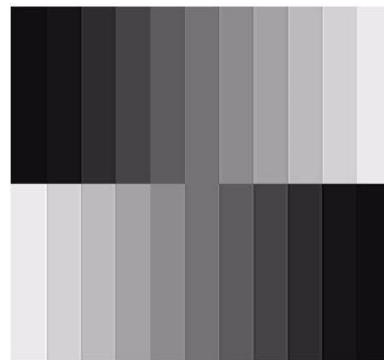
Michel Tombroff, CEO, Softkinetic  
[m.tombroff@softkinetic.net](mailto:m.tombroff@softkinetic.net)

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

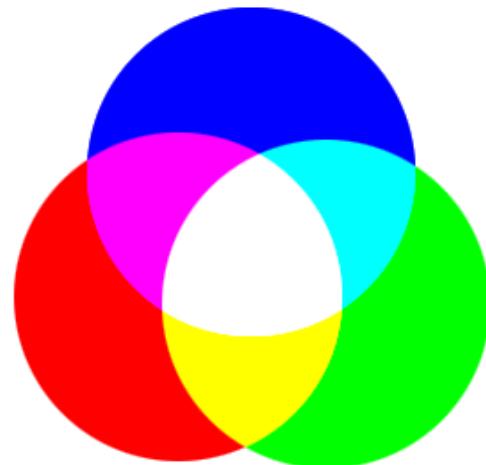
PRESENTED BY 



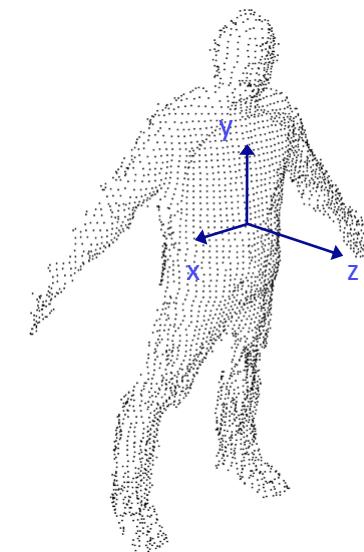
## Introducing 3D Imaging



Black & White



Color **RGB**



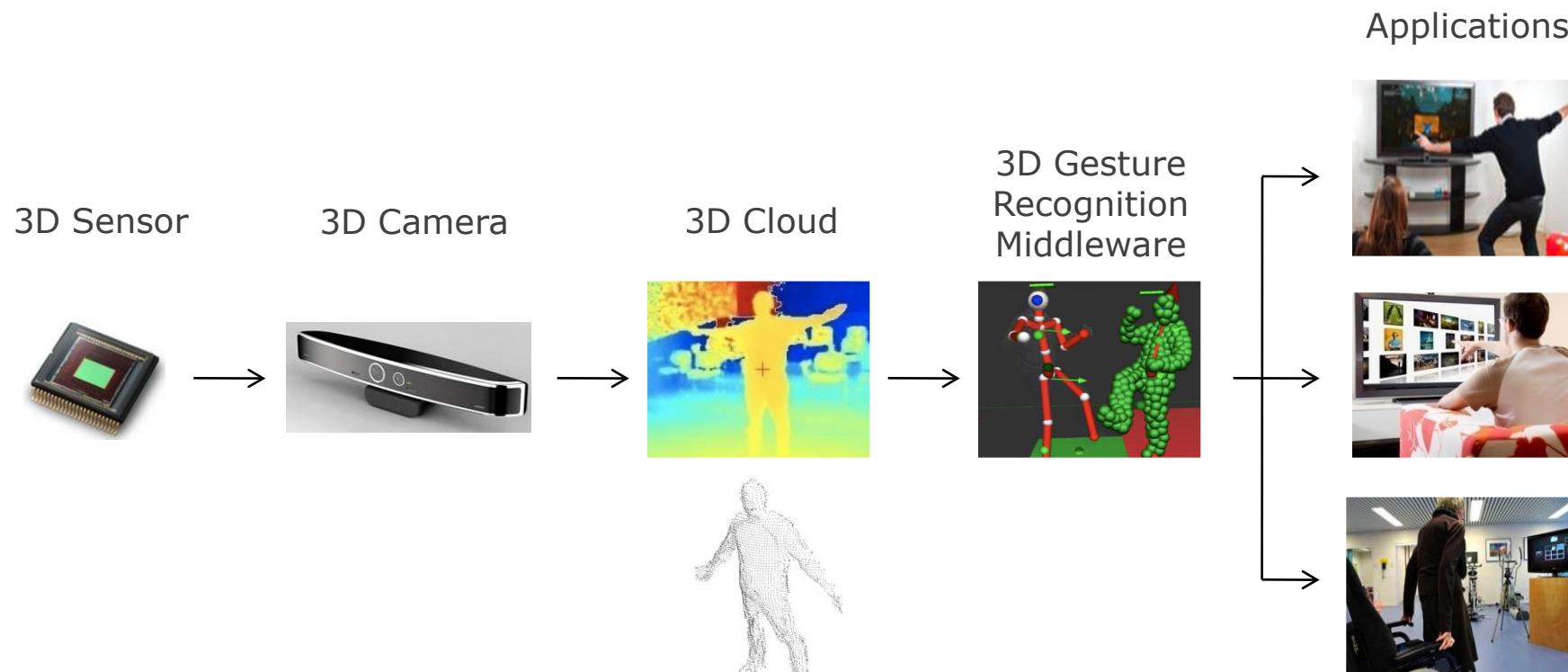
Depth **Z**

---

3D Imaging or **RGB Z**



# 3D Imaging Technology Stack





## 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

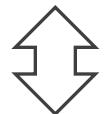
# Healthcare

# Digital Signage & Interactive Marketing

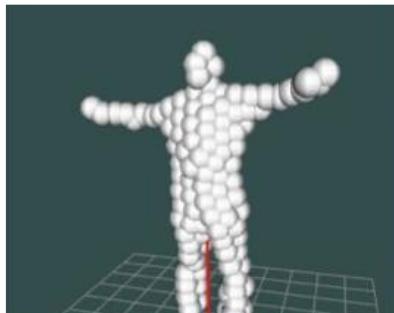
# User Interfaces



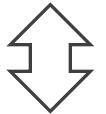
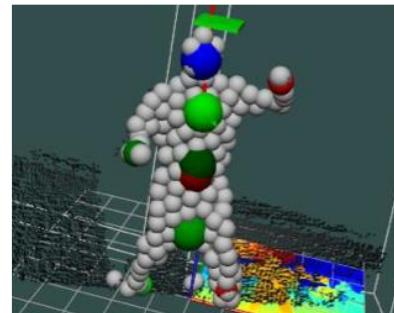
## Introducing Softkinetic



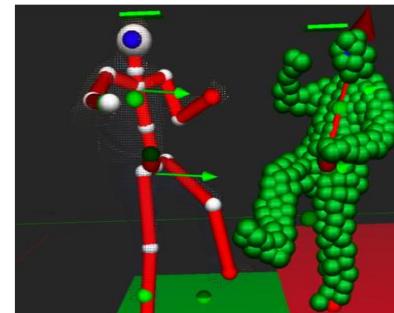
Standardized  
Depth Map



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

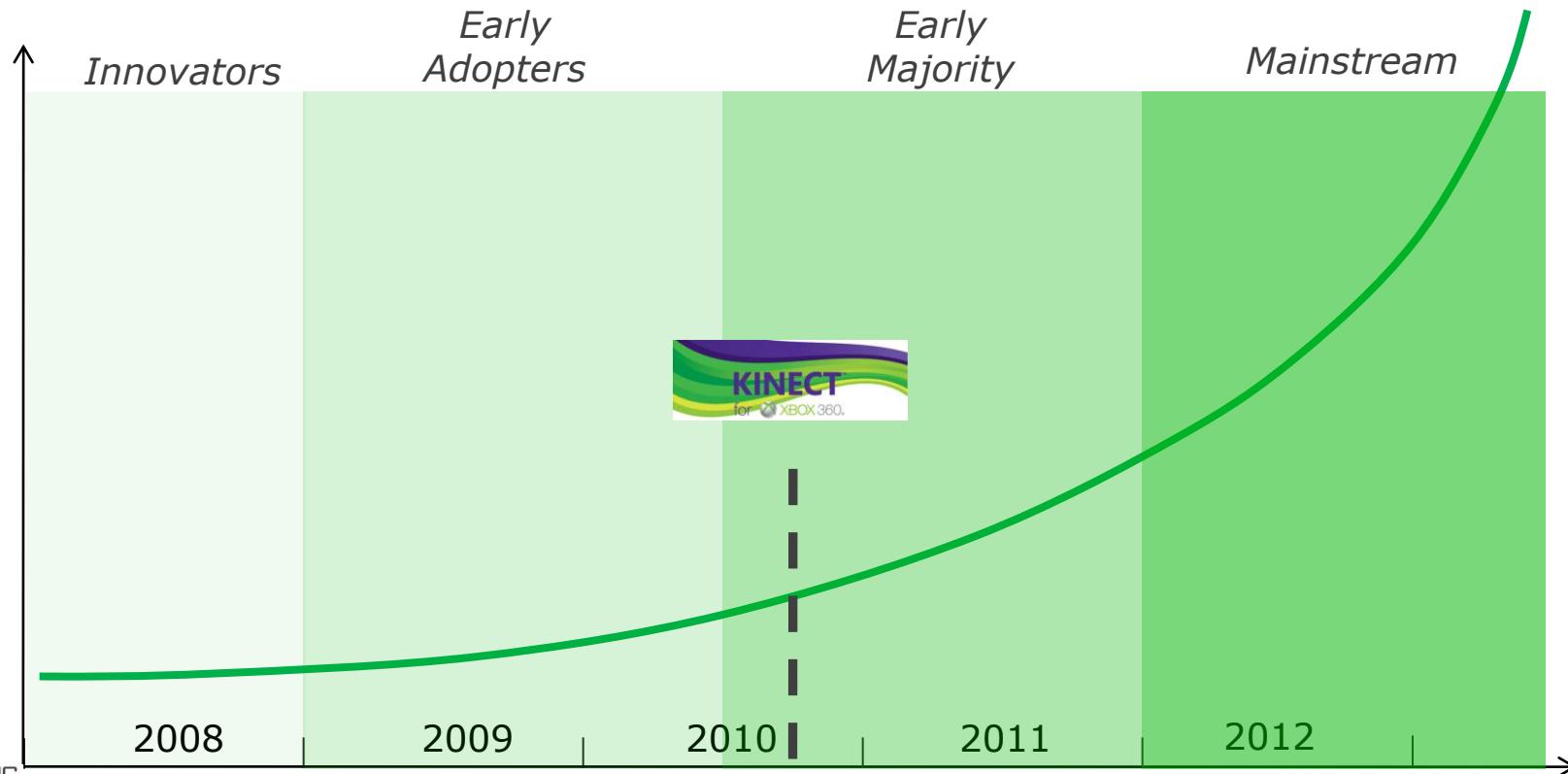
Company founded in 2007; Headquartered in Brussels (Belgium)

Robust, protected IP

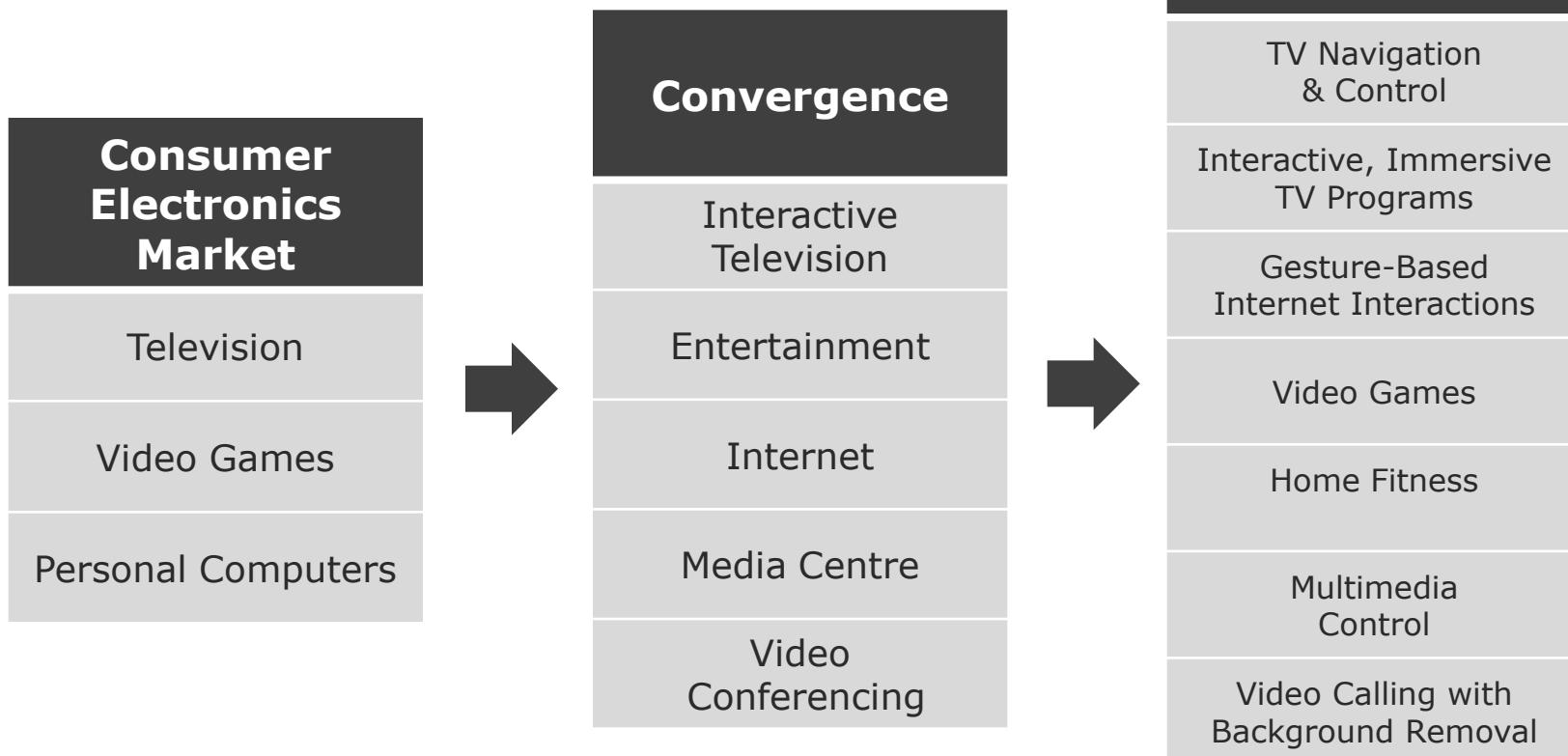
Clients & partners include Orange France Telecom, Hitachi, EA, Raytheon, Metrological, Belgacom, TI, Intel, and others

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!**

