Building Natural Interfaces Using 3D Imaging Technologies

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Introducing 3D Imaging

Black & White

Color RGB

Depth Z

3D Imaging or RGB Z
3D Imaging Technology Stack

- 3D Sensor
- 3D Camera
- 3D Cloud
- 3D Gesture Recognition Middleware

Applications

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

Softkinetic iisu™
The World’s Most Advanced 3D Gesture Recognition Middleware

Standardized Depth Map
Volume
Body Parts & Gestures
Multi-User; Avatar; UI; etc.

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

- Innovators
- Early Adopters
- Early Majority
- Mainstream

- 2008
- 2009
- 2010
- 2011
- 2012
Convergence Creates a Huge User Experience Challenge

**Consumer Electronics Market**
- Television
- Video Games
- Personal Computers

**Convergence**
- Interactive Television
- Entertainment
- Internet
- Media Centre
- Video Conferencing

**User Experience**
- TV Navigation & Control
- Interactive, Immersive TV Programs
- Gesture-Based Internet Interactions
- Video Games
- Home Fitness
- Multimedia Control
- Video Calling with Background Removal
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!