

IEC Type 4 Validation Lab

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Server Side:

Server 1: Input data formats (3D objects): [here, we need a distributed SQL server, CockroachDB for example, which supports 3D oriented querying, and stores obj. stl. etc file format, and they are stored in world space]

1. obj
2. stl
3. ply

etc.

Server 2: Processing libraries: (rendering at server side, and rendering at from various angles/camera spaces)

1. Unity
2. OpenGL

Server 3:

Output data formats for most VR headsets: (output and send 360 video chunks to various game players) [this is where **streaming support** is needed, we have various angles/channels, and each one is subscribed from various Client IDs]

1. 360 Video (Monoscopic)
2. Stereoscopic 3D 360 Video
3. VR180 or 180 3D Video

Client Side:

headset or headset simulators (on Linux, Android or other platform) to play 360 Video.