Microsoft's "Holoportation" Could Change Communication

Written by Marco Attard
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Microsoft shows a new proof-of-concept: **holoportation**.

Microsoft wants to make holographic phone calls and video conferences as natural as face-to-face communication. Using 3D capture technology and their new **HoloLens**, they hope to transform their base of Skype conversations into 3D holographic conversations.

This comes from Microsoft Research's **Interactive 3D technologies (I3D)** group who combines research on 3D graphics, computer vision, machine learning, novel hardware, augmented reality and NUI.

Their remit is to demonstrate radically new user experiences built using state-of-the-art vision and graphics algorithms, and novel sensing or display hardware. While their projects mix theory and practice (researching new algorithms and techniques), they also build complex systems, and demonstrate our results practically.

Recently the I3D team has been contributing to the HoloLens product.

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Their holoportation is a new type of 3D capture technology that allows high-quality 3D models of people to be reconstructed, compressed and transmitted anywhere in the world in real time. When combined with mixed reality displays such as HoloLens, this technology allows users to see, hear, and interact with remote participants in 3D as if they are actually present in the same physical space.

Currently a Microsoft's HoloLens developer unit will set you back $3000: a small price to bring your own holo ideas to life.

That price point means we are still some years away from mass adoption of holoportation. But it might be viable as a high end event technology.

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