

# MRESENCE™

## PRESENCE IN MIXED REALITY

*when PRESENCE is not possible, MRESENCE™ will do just as well*

Technology that overcomes physical separation

**MRESENCE™** Enablement Platform

is for making

Services that greatly enhance the

**Efficacy & Efficiency**

of work operation of interaction

among people who are geographically dispersed

with

**UNIQUE** functionality

“See What I See” (SWIS)

“Touch What I Touch (TWIT)



# MRESENCE™

MRESENCE™ Song & Video



# MRESENCE<sup>TM</sup>

Presence in Mixed Reality  
enables



**TeleMeetUp<sup>TM</sup>**  
**TMU Conference<sup>TM</sup>**

with Outstanding Functions  
in one continuous session



- Multi-Media Interaction among people who are geographically dispersed with SWIS & TWIT function for pin-pointing accuracy and clarity of demo and discussion. It is in effect approximation to PRESENCE by Mixed Reality Production
- Text Messaging in real time
- Audio & Video Conferencing
- Native Language Chat function for text or speech conversation with automatic language/dialect translation in real time
- Screen-sharing & White-boarding functions
- Automatic recording in multi-media of complete session and archiving of the recording with content curation to facilitate search and retrieval and use in posterity

SWIS = See What I See    TWIT = Touch What I Touch



# MRESENCE SERVICES & Business Models

## (A) TMU Conference™

A B2C service that rivals Zoom Video Conference in functional features, stability, availability and value proposition. It offers the great utility features of MRESENCE™ above-mentioned.

Users may use TMU in any of 3 formats: Web, Native App-Android and Native App-iOS to communicate and interact with one another.

Eminently useful in any situation of TeleMeetUp™ and work operation involving remote Collaboration between/among people who are geographically apart.

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### Here is a description of the multi-media interaction of MRESENCE™ of a group conference:

MRESENCE™ service is available in either web version or App version for use with iOS-compliant Smartphone/Tablet or Android-OS-compliant Smartphone/Tablet. Users using MRESENCE™ in any of the 3 formats can communicate or interact over the Internet with one another in a group conference.

- (a) During the group interaction, a user may point the rear camera of the Smartphone/Tablet at an object or at a situation and have the entire situation captured in multi-media of the scenario and transmitted in VR (Virtual Reality) streaming to the other users of MRESENCE™ in the group communication in a one-to-one or one-to-many configuration.
- (b) Anyone of the users in the group interaction/communication, when viewing the VR streaming received at their Smartphone/Tablet, can use fingerpointing or pin-pointing on the images of the VR Streaming while having a voice conversation/discussion with the user at the Smartphone/Tablet from where the VR Streaming originates ("Originating User Smartphone/Tablet") to add clarity and accuracy by pin-pointing visual presentation.
- (c) The image showing the fingerpointing/pin-pointing on the VR Streaming gets transmitted back to the Originating User Smartphone/Tablet and appears on the screen of the Originating User Smartphone/Tablet (similarly for any other users in the group conference).
- (d) The user at the Originating Smartphone/Tablet gets to see the fingerpointing/pin-pointing in real time while having voice discussion/interaction with the corresponding party(ies).

## (B) TeleCare & TeleHealth with MRESENCE™

A B2B2C service that caters to hospitals for Primary Care, Home Healthcare and Mental Healthcare and the special needs in the case of medical tourism destination hospital.

MRESENCE™ Services are based on TMU-Switch that enables health care providers to interact and share voice, video, chat and diagnostic data among patients and other health care providers anywhere. Whether providing e-visits, physician-assisted nursing or emergency services – using modern audio/video communications in combination with medical devices that collect real-time diagnostic information such as heartbeat, blood pressure and more is the future of health care.

### The Advantage

Live Video and SWIS (See What I See) & TWIT (Touch What I Touch) functions of MRESENCE™ result in reduced cost of care through

- fewer hospital admissions
- better staff utilization
- preventable outreach
- reduced travel costs and more

## (C) Integration with external hardware and/or software systems

MRESENCE™ Enablement Platform provides SDK and API required for integration with various external software systems and hardware devices:

Integration with software systems such as **Slack** and **Microsoft Teams**

Integration with hardware & software systems in

- TeleHealth
- Telecom
- On-line Education
- with Head Mounted Display HMD4XR™
- with PizzAR™ Service Platform for building and running AR/VR-enabled advertisement campaign



# MRESENCE™

Use Cases that illustrate  
the utility of MRESENCE™ Services  
&  
their Value Proposition

- Ride Sharing Service
- Better Way to do Delivery
- Medical Tourism
- Mental Healthcare
- Pottery Business Operation across country borders & language barriers



## More Videos



- Field Installation & Troubleshooting
- Orthopedic TeleHealth
- Plumbing Repair
- MRESENCE™ Concept Presentation