

The primary application for Interactive Immersive Image Environment (IIIE) is to integrate the capture, distribution, and reprojection of arbitrarily shaped video.

With IIIE the streamed video image may be captured from a 360-degree reflective lens panoramic camera, or from multiple cameras that have pre-determined positions to create one large image space.

The IIIE makes use of the VPS control protocol and multiple MCE engines, for transmitting the data to clients that reconstruct an image space.

