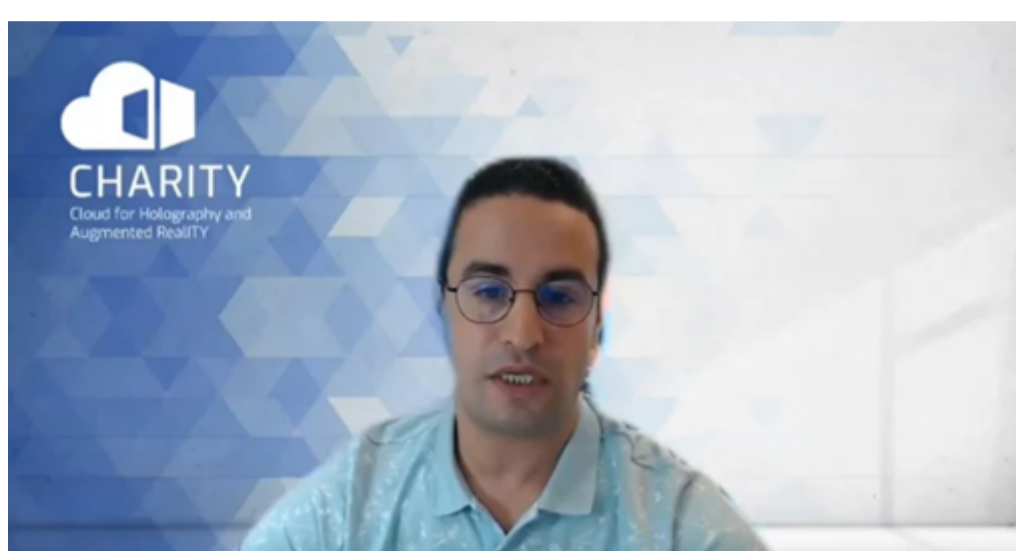




## NEW PROJECT YOUTUBE CHANNEL

CHARITY project launched a new Youtube channel where interviews of project partners are available. You can find the interview with CHARITY's Technical Leader Tarik Taleb as well on the [project website](#).



## UPDATED PROJECT WEBSITE

The CHARITY project strives for the transfer of knowledge and results and maximize the impact of research that aims at tackling societal challenges. For this purpose, several new sections within the project website provide information regarding [papers and conferences](#) ("[Publications](#)" tab), Standardisation activities and as well as collaboration efforts conducted by CHARITY consortium with other H2020 projects ("[Collaborations](#)" tab).

## TWO USE CASE PRESENTATIONS

The CHARITY consortium takes the opportunity to present two use cases: VR Tour Creator and Manned-Unmanned Operations Trainer.

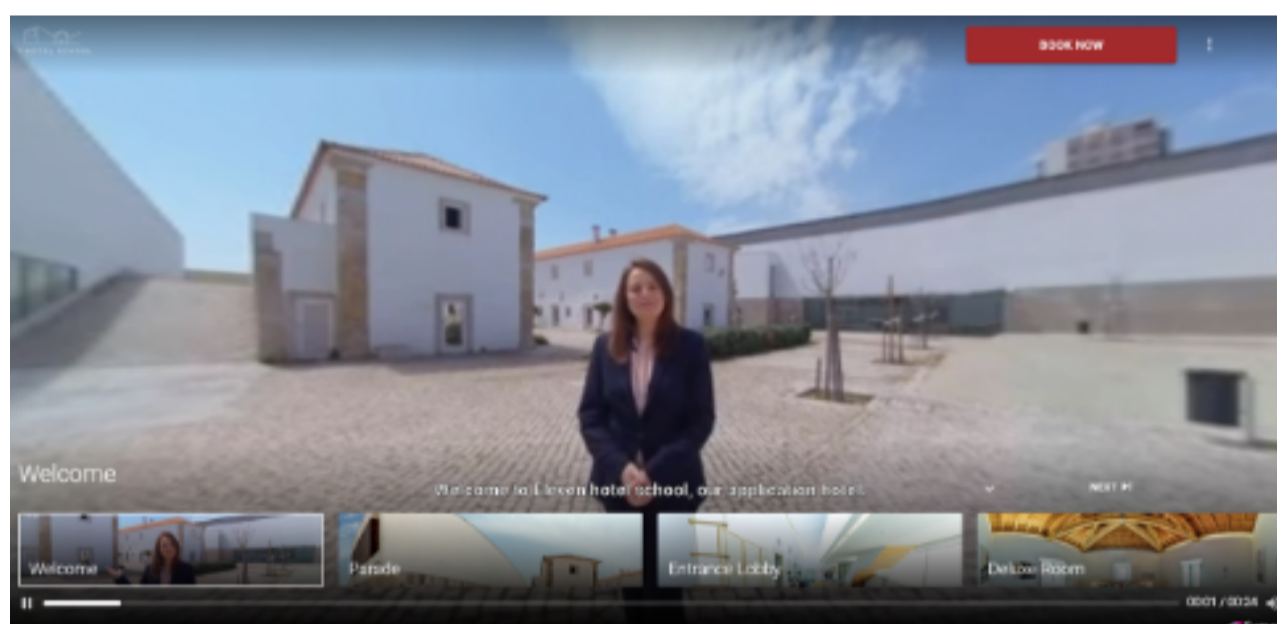
### VR Tour Creator Scenario

(Use Case 2-2)

CHARITY's impact on Dotesfera's Use Case (Software called "Cyango" - Storytelling Virtual Tours) is clear, it will boost and improve the overall user experience. With CHARITY cloud architecture focused on delivering XR content, Cyango will be able to provide heavy XR content in a more performative way.

Cyango is a virtual tours software that allows anyone to build interactive experiences in Virtual Reality. It can be used either to create a virtual tour or to create interactive live streaming scenes where people can talk in real-time with all the spectators. The virtual tour can support 360 videos, panoramas, 3D models, standard images and videos and basic 3D meshes. Our use case business model works similarly to the SaaS (software as a service) model, that is, the user starts a 30-day free trial and can then upgrade to a monthly subscription to continue using the software as is.

This software aims to provide the best storytelling and marketing tools for business owners and creators. They can create their virtual reality content using Cyango Cloud Studio and then view it on mobile phone, tablet, desktop and virtual reality and augmented reality glasses.



CHARITY project will help us improve our multiplayer engine and AR game development technology with physics based simulation in both virtual and real environment. Our goals for this project are to optimise and advance our multiplayer engine by minimizing the amount of data sent over the network and lowering RTT (Round-Trip Time). This will significantly improve user experience and allow Orbital Knight to develop interesting, immersive multiplayer games.

**João Rodrigues, Dotesfera**  
Use Case Scenario Provider

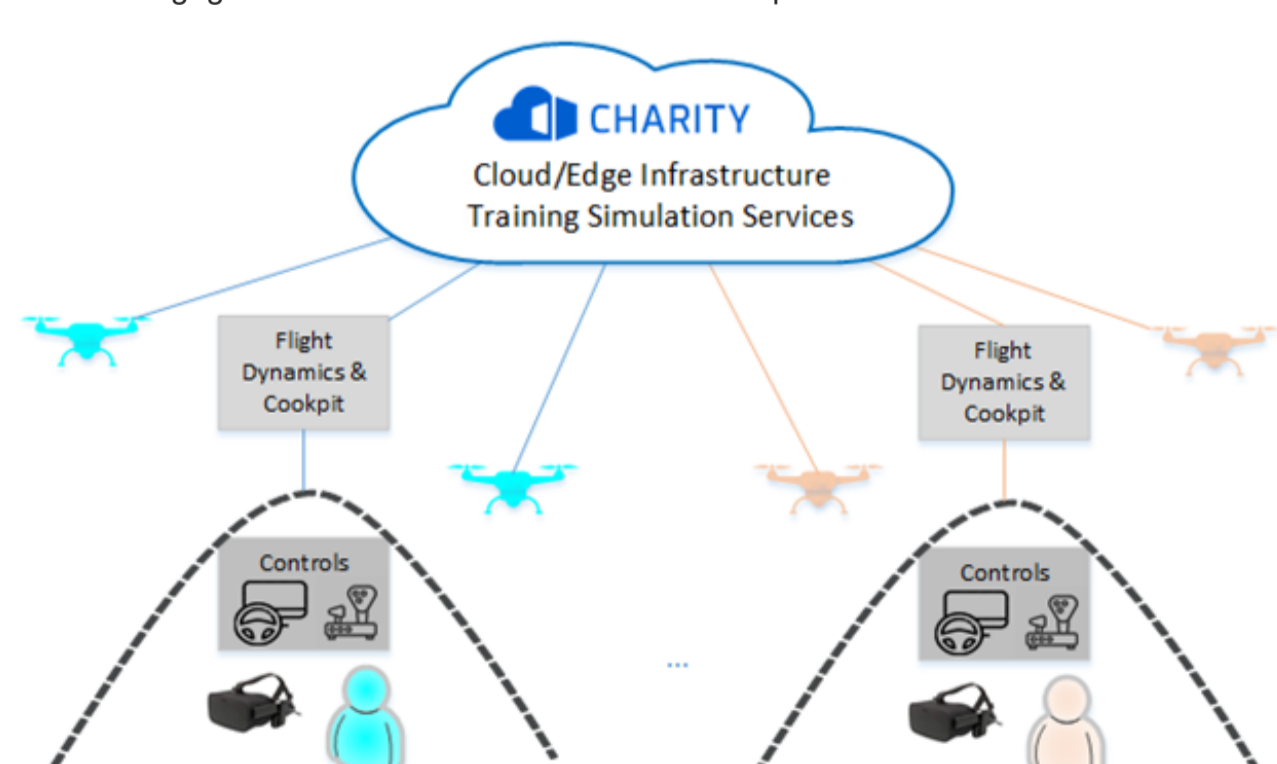
### Manned-Unmanned Operations Trainer Scenario

(Use Case 3-2)

Collins Applied Research & Technology (Collins ART) is seeking to leverage CHARITY advances for a collaborative immersive training environment of emerging civil manned-unmanned teaming concepts. From an existing on-premise helicopter operations simulator based on the Collins CORESIM framework, an expanded search-and-rescue (SAR) scenario application will be developed.

Trainees are immersed in a synthetically generated virtual world which is seamlessly integrated with a physical aircraft cockpit. They can collaborate virtually in a largely synthetic environment to perform coordinated search. They also can control remotely unmanned vehicles, such as simple aerial rescue drones, to approach inaccessible terrains in order to gain the situation awareness in the SAR scenario.

Collins ART will advance the deployment of training simulators on the edge-cloud continuum and target extended reality (XR) devices to deliver compelling immersive environments. We plan to apply the fluidity of CHARITY deployment and orchestration to facilitate engagement and collaboration between multiple simulation instances.



**Thu Le Pham, Collins ART**  
Use Case Scenario Provider



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