

News Release

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Succeeded in converting 360-degree real video to 6DoF with MATRIX and AI  
Movement demo video released

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Metaverse advanced technology research organization “MATRIX GENESIS LABS” operated by MetaReal Group's MATRIX Co., Ltd. (Head office: Chiyoda-ku, Tokyo; Representative Director: Junichi Goishi; hereinafter “MATRIX”) has succeeded in converting 360-degree video to 6DoF, and released a movement demonstration video ([https://youtu.be/IYA1kaM\\_yP8](https://youtu.be/IYA1kaM_yP8)).



Watch the video here.

[https://youtu.be/IYA1kaM\\_yP8](https://youtu.be/IYA1kaM_yP8)

[Regarding 6DoF for 360-degree video]

Until now, the viewing position of video shot with a 360-degree camera was fixed to the position of the camera at the time of shooting.

This time, MATRIX GENESIS LABS has generated an AI model that predicts the depth of 360-degree images, and by integrating it with a Metaverse world display application equipped with a position movement function, it becomes possible to simulate movement within 360-degree images (6DoF).

[Outlook]

This technology opens up possibilities for viewers to freely roam within enormous 360-degree worlds, which will lead to a significant reduction in the cost of creating a Metaverse world.

MATRIX GENESIS LABS believes that a vast and free Metaverse can be achieved by breaking through the resource limits of labor-intensive world generation methods through the power of AI.

[Task]

Currently, the range of movement of the viewer is limited to the range of the originally captured video. We are seeking to solve this problem by combining seamless connections between images and automatic world generation by AI.

[About video release]

Below is a demonstration video of 360-degree real video 6DoF developed by our Metaverse advanced technology research organization “MATRIX GENESIS LABS.”

You can watch the video here. [https://youtu.be/IYA1kaM\\_yP8](https://youtu.be/IYA1kaM_yP8)

[About the release of the beta version]

Soon be released as a beta version on our reality Metaverse platform “DOKODEMO Door (<https://dokodemodoors.com>).”

■ About MATRIX Co., Ltd.

Established in September 2020 as a subsidiary of MetaReal Co., Ltd. (formerly Rozetta). Developed Real & Social Metaverse “DOKODEMO Door” with the corporate vision of “Eliminating disparities and discrimination in the old reality, such as borders, language barriers, physical differences, knowledge gaps, and all other handicaps.”

<https://www.matrix.inc>

■ About MATRIX GENESIS LABS (MGL)

The Metaverse advanced technology research organization “MATRIX GENESIS LABS (MGL)” imagines how various advanced technologies such as artificial intelligence and Web3 will affect the way we live in the Metaverse space in the future. We are a prototyping team that will continue to publish “touchable visions” at high speed by experimentally integrating and implementing these conceptual technologies while they are still at the earliest stage.

■ About MetaReal Co., Ltd.

Corporate mission: “Liberate mankind from the limitations of place, time, language, and the physical”

AI, AR (Augmented Reality), VR (Virtual Reality), 5G/6G/7G (high-speed, large-capacity, multiple simultaneous connection communication), 4K/8K/12K (super-resolution video), video distribution

By integrating the latest technologies such as solutions, wearable devices, robots, and HA (Human Augmentation), people from all over the world can interact, live, work, and enjoy their lives “anytime, anywhere, and with anyone without the impediment of language.” We will realize the goal of “global ubiquitous.”

For the last two years, we have been focusing on the “Metaverse business” as a growth field, handled by our group companies MATRIX Co., Ltd. (“DOKODEMO Door”) and Travel DX Co., Ltd. (“DOKODEMO Door Trip”).

Company name: MetaReal Co., Ltd.

URL: <https://www.metareal.jp/>

Location: New Kudan Building, 3-7-1 Kanda Jimbocho, Chiyoda-ku, Tokyo

Representative: Junichi Goishi, Representative Director

Established: February 2004

Business description: Language barrier-free services through AI translation; planning, development and operation of VR life services

■ Inquiries regarding this matter

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