SamuSynth

Mission

Broaden and elevate human experiences, empowering people and organizations to achieve more.

Summary

Key Problem	**Humans Can't Currently Experience Everything** There exist experiences that every human is not able to achieve. For example, not everyone can get a chance to throw the winning shot at a Warriors game. Or, often times, acting out a mock crisis situation for a first responder does not deliver the immersion that is required to prepare fully for the real thing. The market for synthesizing high quality, photorealistic, immersive scenarios is underserved.
Solution	**SamuSynth develops bespoke software for synthesizing unachievable experiences for enterprises** Using breakthrough computer graphics and AI research techniques such as Gaussian Splatting, SamuSynth strives to create software to synthesize these otherwise unachievable experiences. The software pipeline will capture video and LiDAR data of real life environments and, using that, automatically generate photorealistic 3D virtual environments. We will build experiences on top of these photorealistic 3D environments to suit an organization's needs.
Next Steps	**Develop end to end scene capture and synthesis pipeline** SamuSynth will develop the software pipeline to synthesize, edit, and deliver a photorealistic 3D scene from video and LiDAR data. **Create proof-of-concept experiences to be evaluated by potential customers** SamuSynth will develop a few short, 3 to 5 minute fully deep immersive experiences to demonstrate the technology. Possible examples: ○ Photorealistic real estate listing that a user can fully walk through using a web browser or in VR ○ An experience walking on stage to give a speech in front of a large crowd ○ (Consumer) An high-fantasy experience casting a complicated magic spell, with epic orchestral music playing in the background