VR live streaming from racing
RCSnail - Interactive Racing

What
Software solution for streaming virtual reality (360-degree) video live with overlay content. The software will run in server, it will take live video from 360-degree camera, renders overlay content on top of the video and streams the result to end users for viewing with VR-headsets like Oculus Rift and Google Cardboard.

Why and for whom
RCSnail provides educational and interactive first person view RC (Remote Control) car e-sport solutions. It is a game where small RC cars with cameras are driven on race track with steering wheels and pedals via video feed on computer screens. We want to attract more audience by providing live video feed from our race track to more fans than we could physically fit to our room. The 360-video stream will provide remote viewers the same experience as if they were at the race track.

Expected outcome
To be confirmed in cooperation with the student team.

Conditions
Any outcomes produced by the student team under and within the framework of the Software Project and any transferable intellectual property rights related thereto, incl. all the economic rights of the author and rights to protect intellectual property are transferred to RCSnail OÜ from the moment of creating them.

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