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Microsoft Holoportation

I think the idea of teleportation is really interesting. Immediately when I saw it, I wanted to be able to talk to family members I have who live across the ocean. Even though the idea of being able to holoport and talk to family members or attend business meetings is good, there is still a main ingredient missing.

Following the idea of the virtual avatar we talked about in class, I think Holoportation misses a key concept of virtualization — letting go of reality. I think for everyday use, people prefer a world where they can detach from what they physically look like and adopt a virtual persona. When you holoport it is a physical representation of you, and not in the greatest or most flattering of detail. So I think holoporting would be great for, as mentioned earlier, interacting with people you already know or people who you are trying to build trust with (like a business meeting). Otherwise I think the main consumer using this technology in every day is going to want to teleport somewhere else as someone else. Anonymity provides a sense of comfort and security. I also think users will want an ability to customize themselves in virtual reality, weather its wearing different clothing or being a different person completely.

You are also restricted to a small space where all camera are able to see you. I think if you were talking to let's say a child for example, they will naturally want to sort of run around the room and walk in and out of the space. Immediately in those situations, immersion is lost. Or if you want to show multiple people at once, how could that work? Could I talk to my grandmother and grandfather at the same time or would only one appear in my virtual world at a time?

It might also feel a little off to have both parties trying to interact physically, as we will naturally assume we can interact with a person we see when we cannot. Take for example the awkward high five shown in the demo video, where the main feeling provided in the interaction is lost.

For now, the graphics aren't too amazing. It's not too realistic and can have some low quality, mostly when one of the users is in poor lighting. There are too many factors to depend on to be able to realistically project yourself. Once this technology has improved I think it will be very fun and useful but first being able to remove the physical limitations the system is necessary.

On a side note, the demonstration of using the equipment in the car was very off-putting to me. Though I understand the car scenario in regards to a technological viewpoint, in that it really pushes virtual reality and current capabilities, I can't wrap my head around it as a consumer. It does not seem feasible to place a humongous piece of equipment in the trunk of your car and poorly project yourself while sitting in your back seat, assuming you have a personal driver as well.