

# VideoConference GoogleVR

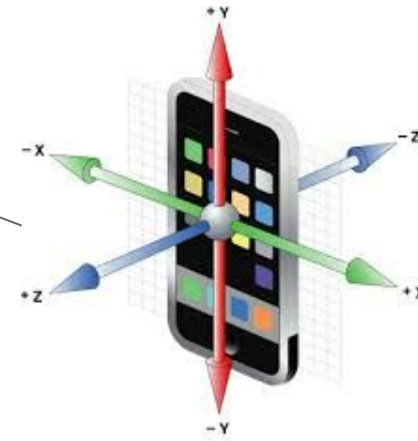
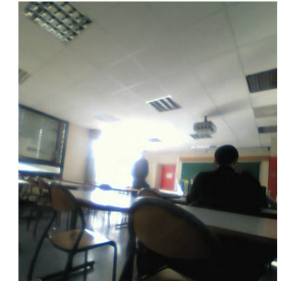
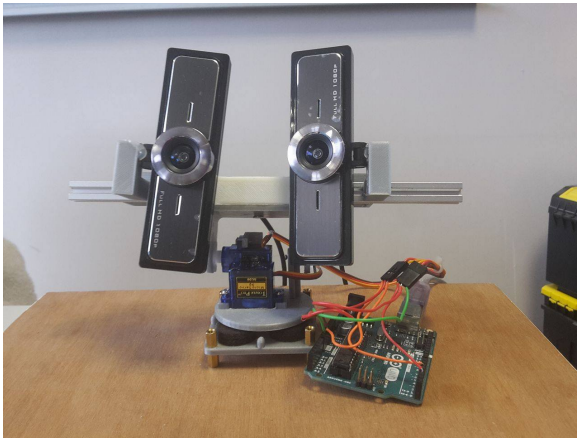


Rivoal Alice  
Zennouche Douria

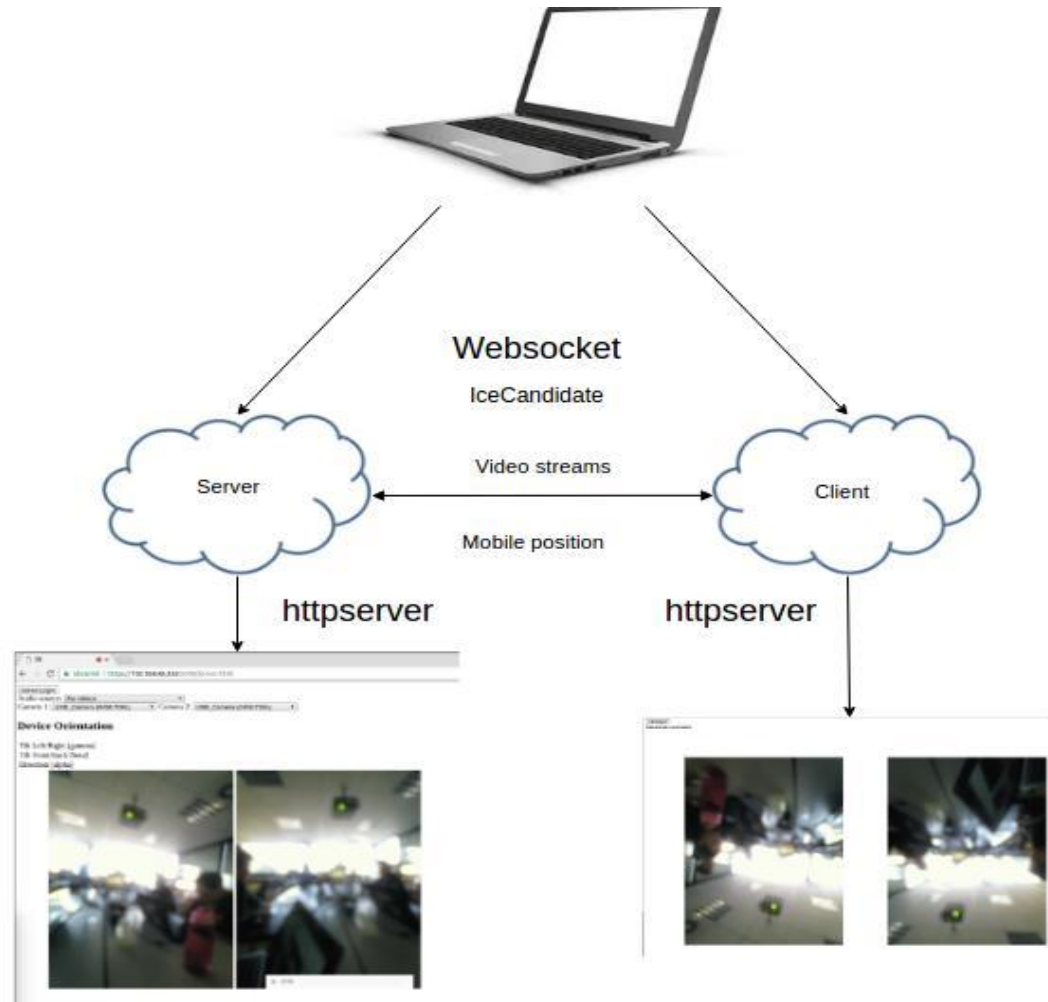
# Description of our project

3D Immersion

Real time communication :



# Architecture



# Used Technologies



JavaScript



# WebSocket

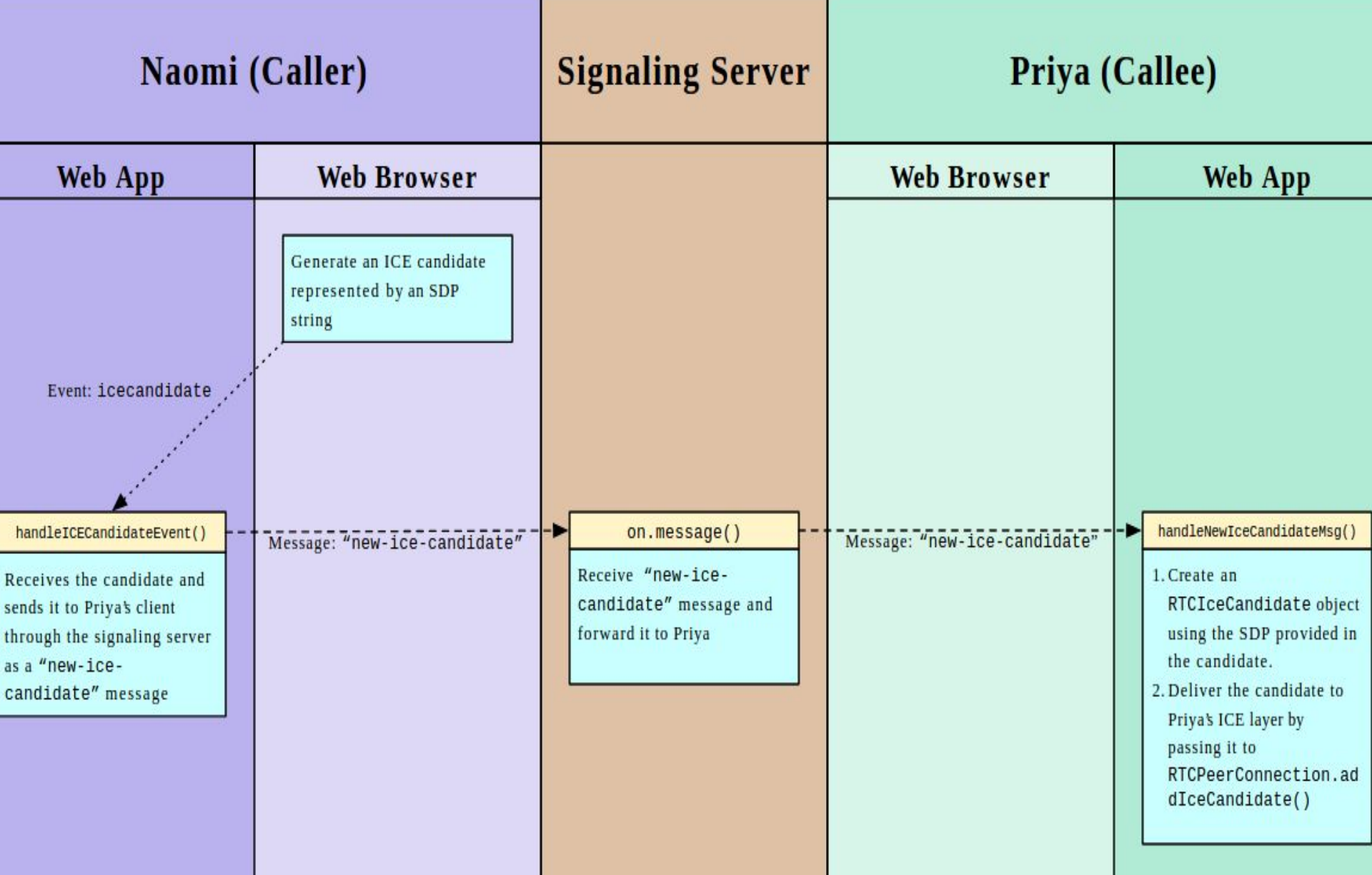
- ◎ Enables the client to reach a server



# WebRTC

- ⦿ Used to make real time communication such as video calls.
- ⦿ Enables two clients to communicate.
- ⦿ Uses webSockets to make the first connection.
- ⦿ Uses RTCpeerConnection to send flux back and forth.





RTCPeerConnection(IceCandidate)





# HTTPS

- Generated a certificate that we embedded in both clients
- It allows only the machine in which the same certificate is provided to receive the video flux.





## Control the servomotor (Camera)

### **CylonJs**

JavaScript framework for robotics and physical computing using Node.js.

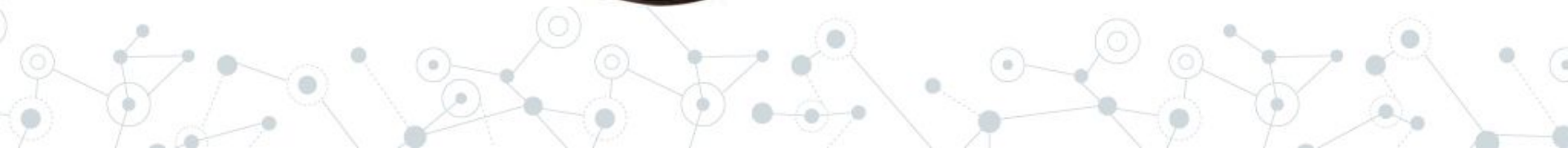
### **Gort**

- ⦿ Find out the connection info and serial port address
- ⦿ Allow to upload firmata to the arduino
- ⦿ Make the connection to be able to communicate with the arduino using serial port connection

### **Arduino**

An open-source electronics platform based on easy-to-use hardware and software

# Phone's motion data





Results

A decorative network diagram in the top right corner, consisting of various sized grey circles connected by thin grey lines, some of which are dashed.

**Thank you for your  
attention!**

**Any questions?**

A decorative network diagram in the bottom left corner, consisting of various sized grey circles connected by thin grey lines, some of which are dashed.