US 20190104235A1

(19) United States

(12) Patent Application Publication

(10) Pub. No.: US 2019/0104235 A1

(43) Pub. Date: Apr. 4, 2019

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(54) **SPECTATOR VIEW INTO AN INTERACTIVE GAMING WORLD SHOWCASED IN A LIVE EVENT HELD IN A REAL-WORLD VENUE**

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(21) Appl. No.: **15/727,137**

(22) Filed: **Oct. 6, 2017**

Related U.S. Application Data

(60) Provisional application No. 62/566,203, filed on Sep. 29, 2017.

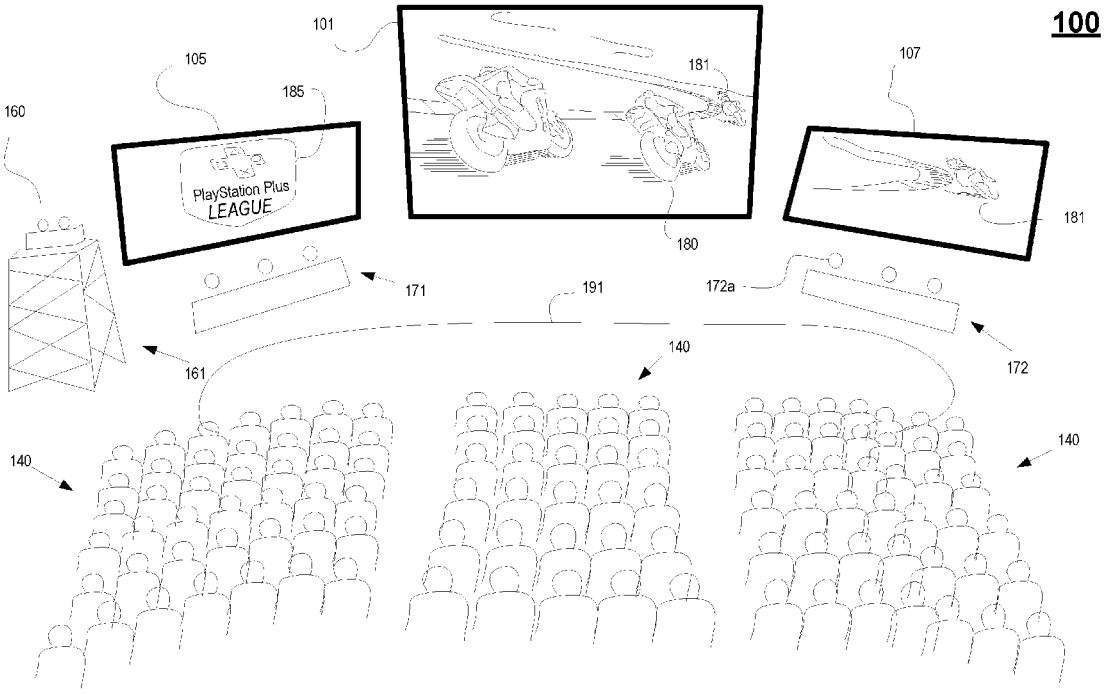
Publication Classification

(51) **Int. Cl.**

H04N 5/222	(2006.01)
H04N 5/272	(2006.01)
H04N 13/02	(2006.01)
H04N 21/23	(2006.01)
H04N 21/47	(2006.01)
A63F 13/27	(2006.01)

(52) **U.S. Cl.**

CPC ***H04N 5/2224*** (2013.01); ***H04N 5/272*** (2013.01); ***A63F 13/27*** (2014.09); ***H04N 21/23*** (2013.01); ***H04N 21/47*** (2013.01); ***H04N 13/0282*** (2013.01)

(57) **ABSTRACT**

A method including establishing a multi-player gaming session of a gaming application that generates an interactive gaming world, the live event being a real-world venue where players playing the gaming application are present. A 3D live view of the venue is generated based on captured video streams, and generated for a physical POV anchored to a physical location in the venue. The 3D live view is streamed to an HMD of a remote user located outside the venue, and presents an augmented reality view of the live event. A request is received from the remote user to jump into the gaming session as a spectator of the interactive gaming world from a virtual POV defined by a virtual location in the gaming world. The spectator view is delivered to the HMD of the remote user for display, the spectator view presenting a virtual reality view of the interactive gaming world.