

Intel True VR Technology Brings Fans to the Stands at Olympic Winter Games PyeongChang 2018

Intel Will Power Most Immersive Viewing Experience in Olympic Games History with 30 Live and On-Demand VR Events Using Intel® True VR Technology

Jan. 8, 2018 — Intel today announced it will power the largest scale virtual reality event to date with the Olympic Winter Games PyeongChang 2018 using Intel® True VR technology. Intel, together with the Olympic Broadcast Services (OBS), will capture a record 30 Olympic events, with both live and video-on-demand content available. This marks the first-ever live virtual reality broadcast of the Olympic Winter Games. As the VR Experience Partner of the Olympic Games through 2024, the Intel True VR experience will be available in the U.S. via the [NBC* Sports VR app](#) and globally through 10 international partner RHBs.

A New Experience for PyeongChang 2018

A great example of the type of [data-intensive, immersive experiences](#) Intel is uniquely able to make possible, Intel True VR will bring fans around the world closer to the action in PyeongChang in an interactive, virtual reality environment. Available across a variety of platforms and operating systems, fans will experience:

- **User Selectable View Points:** With three to six camera locations per event, viewers can customize their experience by switching between multiple vantage points during events in VR.
- **Fully Produced VR Cast:** Fans also have the option to lean back and enjoy a more immersive and fully produced VR Cast, curated to take advantage of the best view of the action and featuring graphics and picture-in-picture overlays.
- **On-Demand Highlights:** Post-event, on-demand 3- to 5-minute features will be available showcasing the best moments from each event.
- **Real-Time Stats and Leaderboards:** During live video or full event replays, users can access real-time leaderboards and post-event results.
- **Audio Integration:** Viewers will hear the natural sound as captured at each camera location allowing them to experience the sound as if they were there.

Exclusive Behind-the-Scenes Content

Through the Intel True VR experience, viewers will be able to tour the Olympic venues. Headset viewers will also be able to “fly” through the world of the Olympic Winter Games, giving the user a sense of the layout of the different locations of specific venues.

The experience will also follow [Team Intel](#) athletes as they prepare and compete. Athletes to watch include:

- **Ayumu Hirano** – Japanese snowboarding phenom and silver medalist in halfpipe at the Olympic Winter Games Sochi 2014.
- **Fan Kexin** – Chinese short track speedskater and silver medalist in the 1,000 meter at the Olympic Winter Games Sochi 2014.
- **Hannah Brandt** – U.S. women’s ice hockey forward and University of Minnesota’s all-time points leader.
- **Marissa Brandt** – South Korean ice hockey defender and former star at Gustavus Adolphus College.

- **Maia and Alex Shibutani** – U.S. ice dancing team and current two-time U.S. champions

Ways to Watch

The virtual reality experience will be available on multiple devices and platforms in partnership with global Olympics Rights Holding Broadcasters.

- **Via NBC Sports VR app in the U.S.:** In the U.S., Intel is working with NBC Olympics to make the virtual reality experience available on NBC channels and apps. View the live and on-demand content on a broad range of platforms, including:
 - **On VR HMDs:** Samsung Gear VR*, Google Daydream* and Windows Mixed Reality* headsets. Download the NBC Sports VR app from the Oculus*, Google Play* and Microsoft* stores to view with accompanying compatible HMD devices.
 - **On Mobile (iOS and Android):** Download the NBC Sports VR app from the Apple* or Android* stores to view interactive 360-degree content. Mobile apps will also be compatible with Google Cardboard* for a more immersive experience.
 - **On the Web:** Interactive 180-degree and 360-degree video will be available online via NBC.com and on social platforms including Twitter*, Facebook* and YouTube*.
- **Via Global Olympics Broadcasters:** Intel True VR content will also be available on multiple devices and platforms through official Olympics Rights Holding Broadcaster channels around the world. International RHB partners include: CBC (Canada), Radio Canada (Canada), Discovery (Europe), NHK (Japan), ZDF (Germany), SBS (Korea), CCTV (China), NBC (U.S.), AMX (Latin America), OCS (global).

The latest live and on-demand Intel True VR schedule for the Olympic Winter Games PyeongChang 2018 is posted [here](#).

About Intel True VR

Intel True VR offers real-time, 3D virtual reality views and immersive sports experiences powered by Intel® Core processors and distributed live or on-demand across multiple devices including PC, tablet, phone and VR headsets.

- The proprietary paired-lens capture system uses multiple stereoscopic pods equipped with up to 12 4K-resolution cameras each to provide the most natural view, allowing fans to see realistic proportions and depth wherever they look.
- Generating up to 1TB of data per hour, Intel True VR harnesses the massive, real-time processing power of Intel Core processors.

For more details, visit <https://www.intel.com/Olympics/TrueVR> .

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