



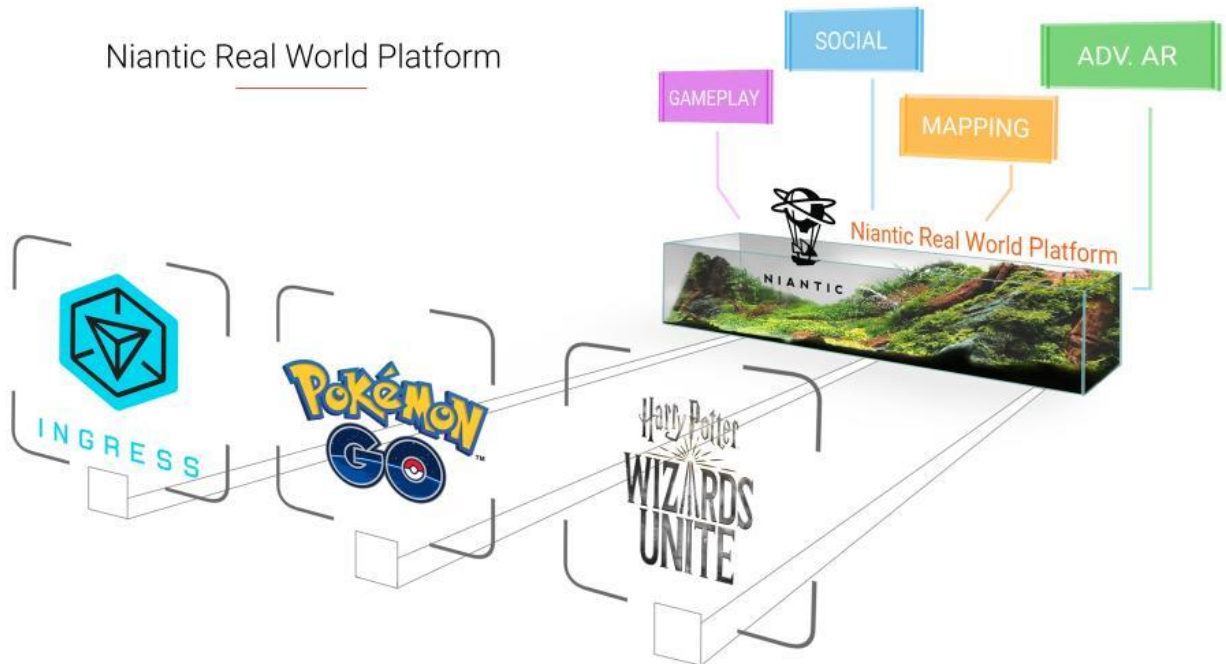
NIANTIC

Open Edge Computing
Workshop
May 18, 2021

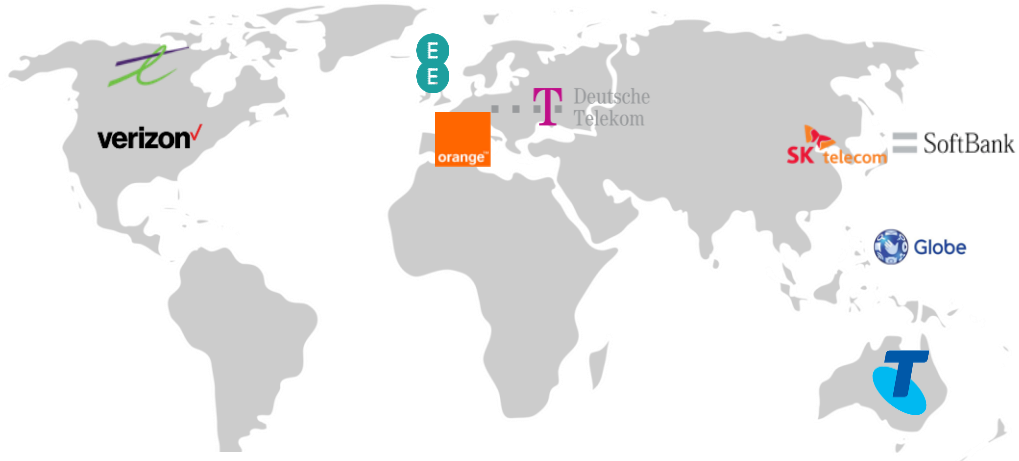
NIANTIC

Leader of Location-Based AR Games

Niantic is building a state of the art planet-scale augmented reality platform for current and future generations of AR hardware.



NIANTIC PLANET-SCALE AR ALLIANCE

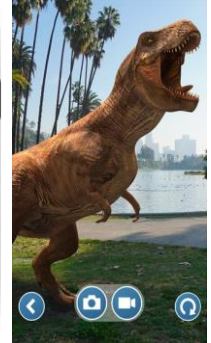


NIANTIC
Planet-Scale AR

NPSAR Announced Sept 2020
Partners reach 800M customers worldwide

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AR on 4G



AR on 5G+MEC



Urban Legends

Niantic experience to showcase the low latency benefits of multiplayer AR on 5G + MEC

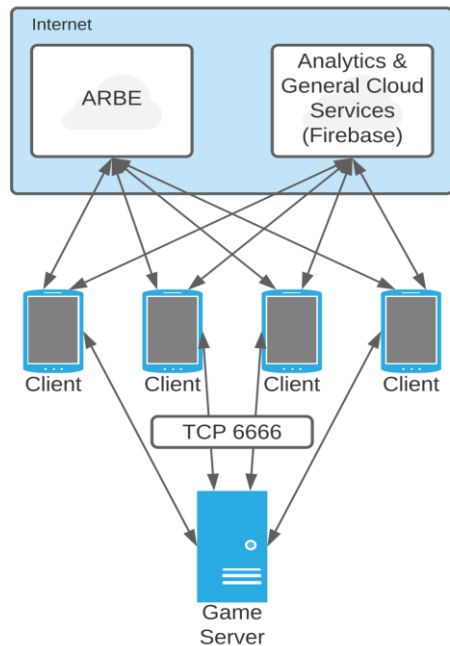
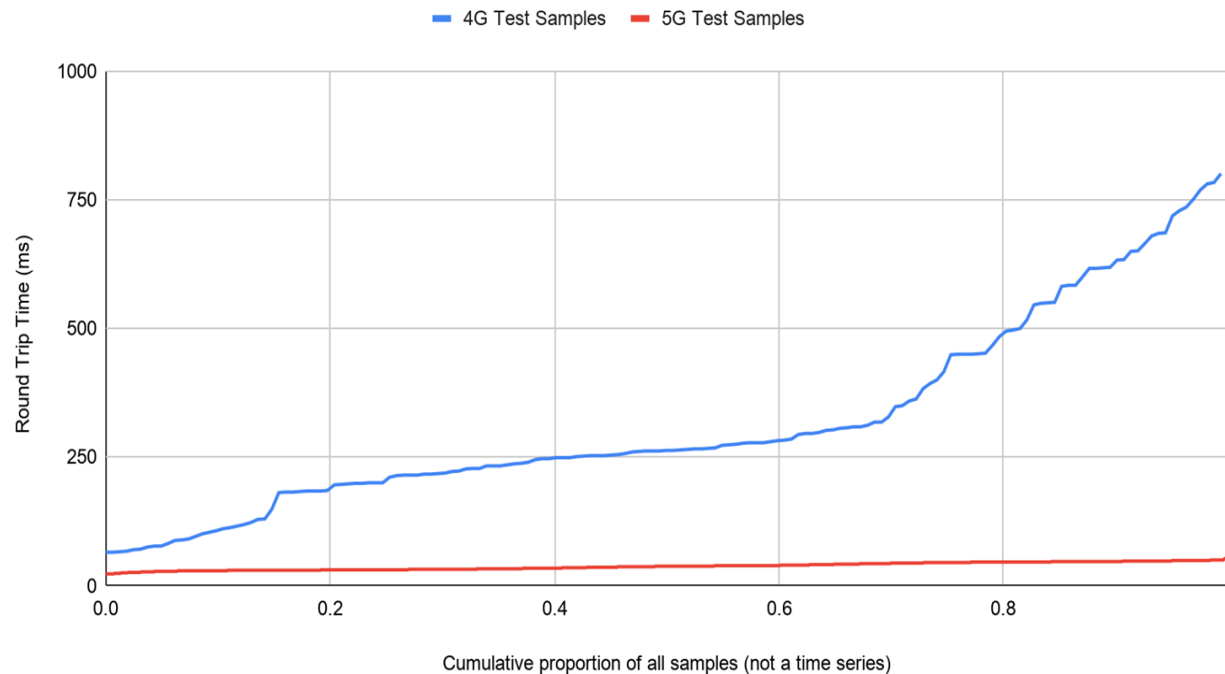


Urban Legends

Niantic experience to showcase the low latency benefits of multiplayer AR on 5G + MEC

Latency: Centralized server vs. MEC

Data shown are the combined samples from multiple devices, sorted to show the distribution.



3D Mapping Of The World

Niantic's Cross Platform Developer Toolkit - ARDK

Crowdsourced 3D map of the world
with Visual Positioning System (VPS)

- Real-time Mapping
- Advanced meshing
- Semantic Segmentation
- Multiplayer functionality

0.0232



Future of AR Headset

Niantic's HMD Reference Design



- **Outdoor Usability**
 - Portable, high brightness
- **Social Acceptability and Comfort**
 - Sleek form factor,, lightweight, ergonomic
- **High Performing AR**
 - Low latency, high image quality, wide FOV
- **Niantic HW-SW Fit**
 - Integration of AR cloud services

Niantic AR technology on Hololens



Live Events

3 million attendees in 2019

5G + Edge:

- Higher participation
- Advance AR features
- Uniform gaming experience
- Massive PvP and Raid tournaments



Current Blockers

- Network Availability
- Product Readiness
- Distribution
- Interoperability
- Costs

