



Horizon 2020 project CHARITY develops an open-source framework and tools for enabling next-gen applications allowing immersive communication based on the intelligent use of network resources.

The project will prove the feasibility of its solutions via three use cases:



Real-time Holographic applications



Holographic Concert



Holographic Meeting



Holographic Assistant

| Immersive virtual training



VR Medical Training



VR Tour Creator

Mixed Reality interactive application



Manned-unmanned Operations Trainer



Collaborative Gaming

Charity Consortium

The CHARITY consortium includes 15 partners from 10 countries, including 5 partners from the industry, 2 academic and/or research organization partners and 8 SMEs, which together bring to the project the full range of expertise to realize its ambitious objectives.

































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