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(54) Title (EN): METHOD FOR PROVIDING VIRTUAL REALITY IMAGE AND PROGRAM USING SAME

(54) Title (FR): PROCÉDÉ PERMETTANT DE FOURNIR UNE IMAGE DE RÉALITÉ VIRTUELLE ET PROGRAMME L'UTILISANT

(54) Title (KO): 가상현실 영상 제공 방법 및 이를 이용한 프로그램

(57) Abstract:

(EN): A method for providing a virtual reality image and a program using the same, according to one embodiment of the present invention, may comprise: a step of receiving virtual reality image data from a server and allocating the virtual reality image data to a first layer; a step of generating a second layer for displaying control information of at least one controller; a step of receiving operation information of the at least one controller and determining, on the basis of the operation information, a collision point between the control information and a predetermined object in the virtual reality image data; a step of allocating, to the second layer, combined data including the control information modified on the basis of normal data of the collision point; and a step of generating a final image frame by synthesizing the first layer and the second layer.

(FR): Selon un mode de réalisation, la présente invention concerne un procédé permettant de fournir une image de réalité virtuelle et un programme l'utilisant, qui peut comprendre : une étape consistant à recevoir des données d'image de réalité virtuelle à partir d'un serveur et à attribuer des données d'image de réalité virtuelle à une première couche; une étape consistant à générer une seconde couche pour afficher des informations de commande d'au moins un dispositif de commande; une étape consistant à recevoir des informations de fonctionnement du ou des dispositifs de commande et à déterminer, sur la base des informations de fonctionnement, un point de collision entre les informations de commande et un objet prédéterminé dans les données d'image de réalité virtuelle; une étape d'attribution, à la seconde couche, des données combinées comprenant les informations de commande modifiées sur la base de données normales du point de collision; et une étape consistant à générer une trame d'image finale par synthèse de la première couche et de la seconde couche.

(KO): 본 발명의 일 실시예에 따른 가상현실 영상 제공 방법 및 이를 이용한 프로그램에 있어서, 서버로부터 가상현실 영상데이터를 수신하여 제1 레이어에 할당하는 단계, 적어도 하나의 컨트롤러의 제어정보를 표시하는 제2 레이어를 생성하는 단계, 상기 적어도 하나의 컨트롤러의 동작 정보를 수신하고, 상기 동작 정보에 기초하여 상기 가상현실 영상데이터 내 소정 오브젝트와 상기 제어정보의 충돌 지점을 결정하는 단계, 및 상기 충돌지점의 법선데이터에 기초하여 변형된

상기 제어정보를 포함하는 결합 데이터를 상기 제2 레이어에 할당하는 단계 및 상기 제1 레이어 및 상기 제2 레이어를 합성하여 최종영상프레임을 생성하는 단계를 포함할 수 있다.

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