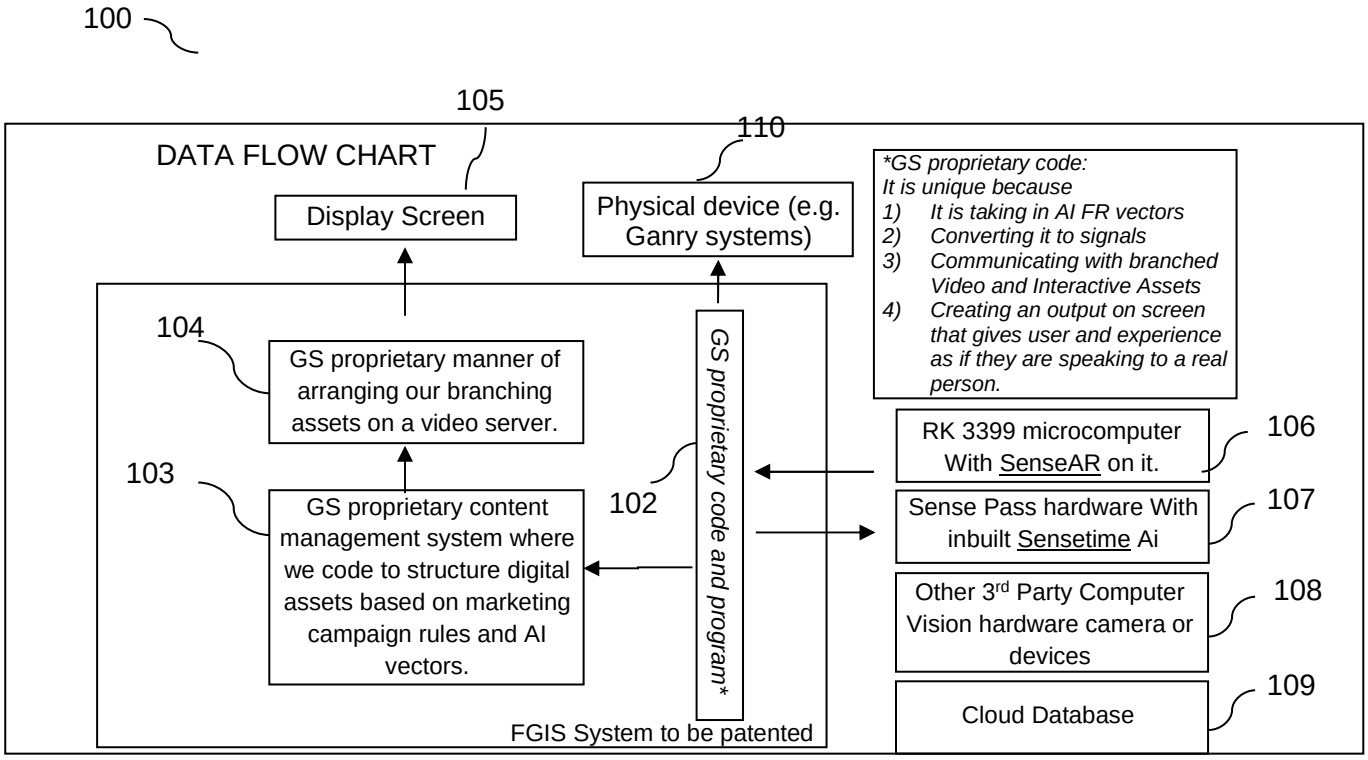

100
105
DATA FLOW CHART
110
Display Screen
Physical device (e.g. Ganry systems)
*GS proprietary code:
It is unique because
1) It is taking in AI FR vectors
2) Converting it to signals
3) Communicating with branched Video and Interactive Assets
4) Creating an output on screen that gives user and experience as if they are speaking to a real person.
104
GS proprietary manner of arranging our branching assets on a video server.
103
GS proprietary content management system where we code to structure digital assets based on marketing campaign rules and AI vectors.
102
GS proprietary code and program*
RK 3399 microcomputer With SenseAR on it.
106
Sense Pass hardware With inbuilt Sensetime Ai
107
Other 3rd Party Computer Vision hardware camera or devices
108
Cloud Database
109
FGIS System to be patented

Figure 1.0a

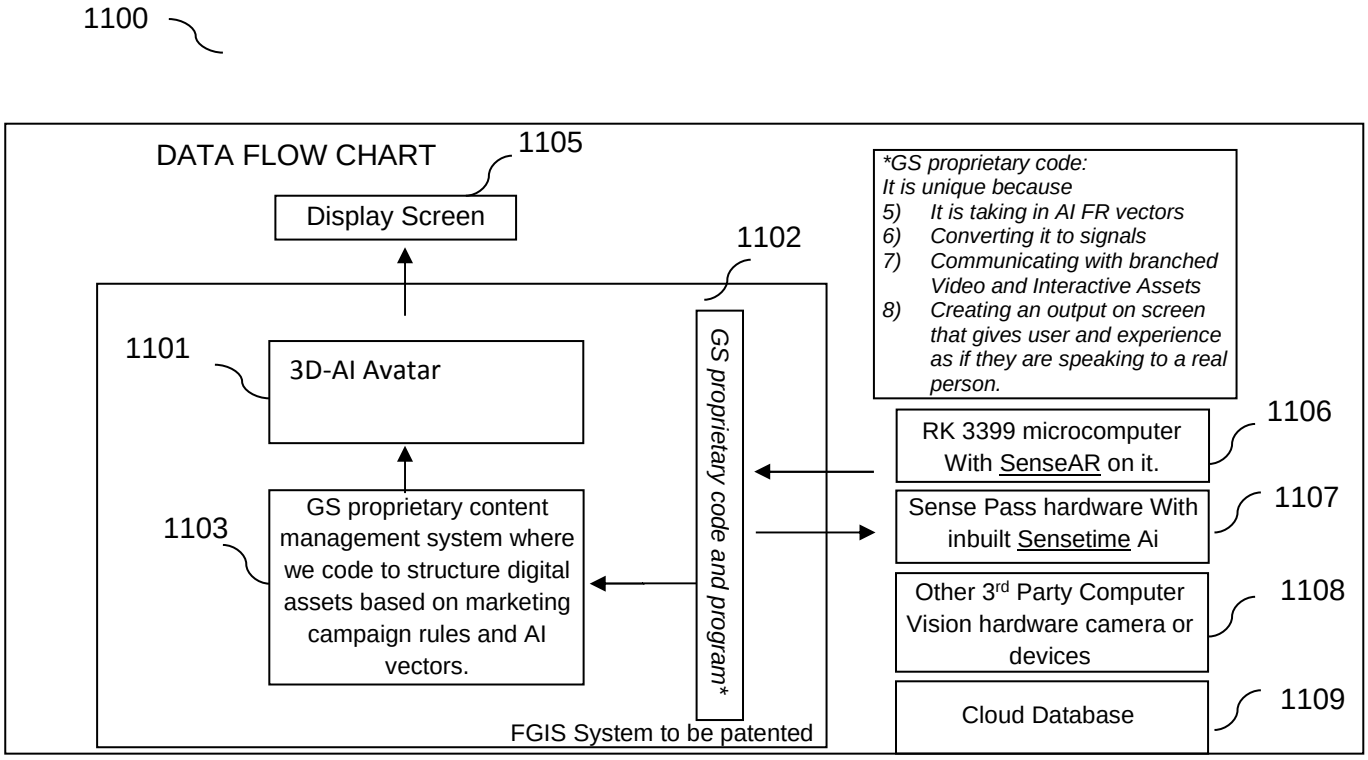

1100
DATA FLOW CHART
1105
Display Screen
1102
1101
3D-AI Avatar
1103
GS proprietary content management system where we code to structure digital assets based on marketing campaign rules and AI vectors.
GS proprietary code and program*
FGIS System to be patented
*GS proprietary code:
It is unique because
5) It is taking in AI FR vectors
6) Converting it to signals
7) Communicating with branched Video and Interactive Assets
8) Creating an output on screen that gives user and experience as if they are speaking to a real person.
RK 3399 microcomputer With SenseAR on it.
1106
Sense Pass hardware With inbuilt Sensetime Ai
1107
Other 3rd Party Computer Vision hardware camera or devices
1108
Cloud Database
1109

Figure 1.1a

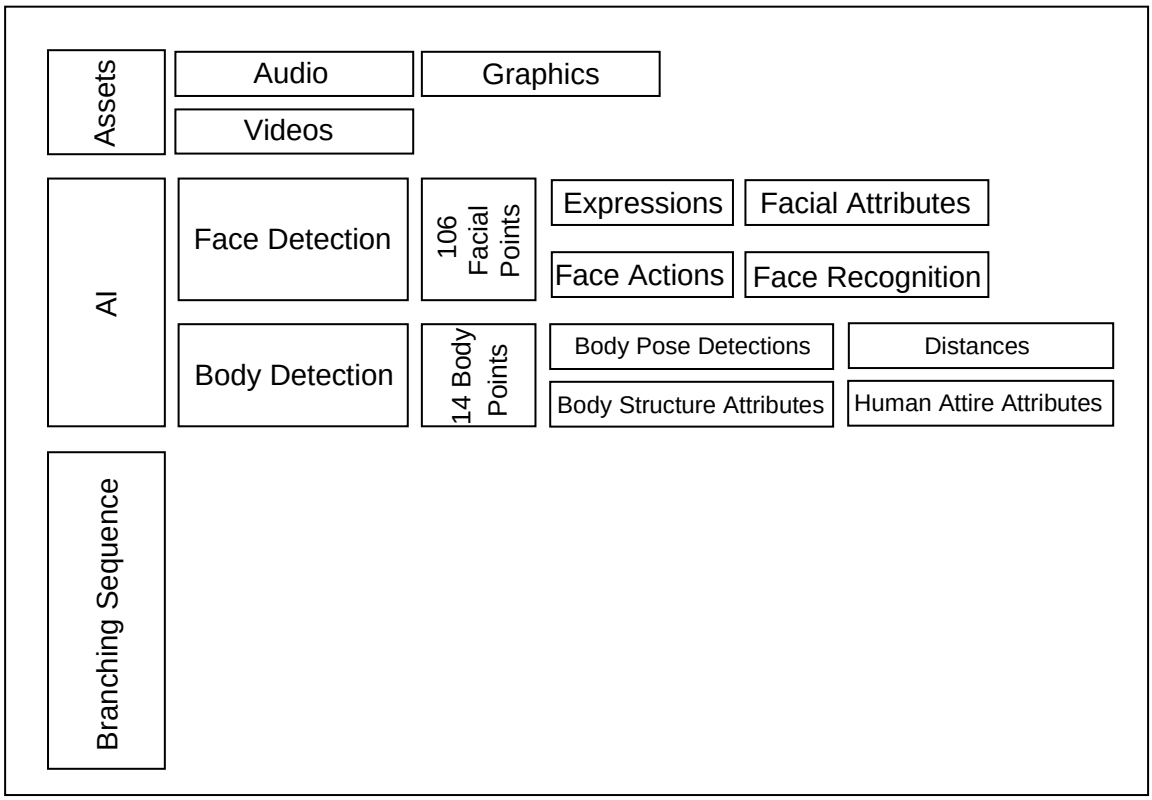

Assets
Audio
Graphics
Videos
AI
Face Detection
106 Facial Points
Expressions
Facial Attributes
Face Actions
Face Recognition
Body Detection
14 Body Points
Body Pose Detections
Distances
Body Structure Attributes
Human Attire Attributes
Branching Sequence

Figure 1.0b

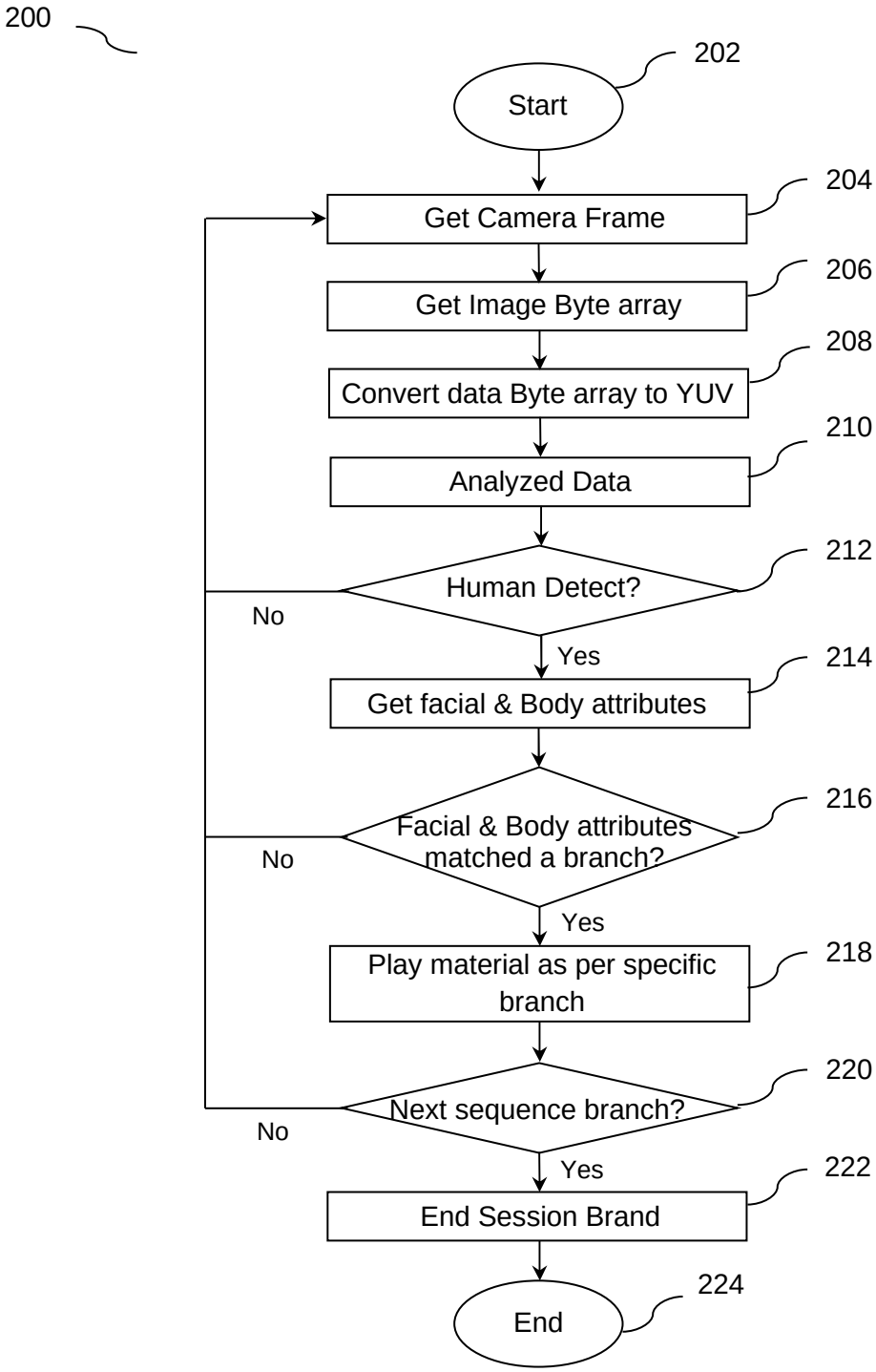
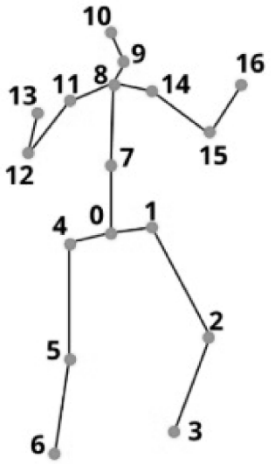

200
202
Start
204
Get Camera Frame
206
Get Image Byte array
208
Convert data Byte array to YUV
210
Analyzed Data
212
Human Detect?
No
Yes
214
Get facial & Body attributes
216
Facial & Body attributes matched a branch?
No
Yes
218
Play material as per specific branch
220
Next sequence branch?
No
Yes
222
End Session Brand
224
End

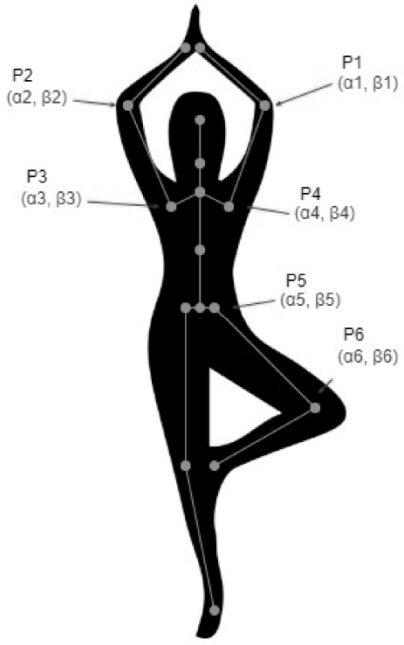
Figure 2.0

0 — Bottom torso
1 — Left hip
2 — Left knee
3 — Left foot
4 — Right hip
5 — Right knee
6 — Right foot
7 — Center torso
8 — Upper torso



9 — Neck base
10 — Center head
11 — Right shoulder
12 — Right elbow
13 — Right hand
14 — Left shoulder
15 — Left elbow
16 — Left hand

Figure 3.0a



p1.theta = Math.toDegrees(Math.atan2(α1.x - β1.x , α1.y - β1.y))

p1 min ∠ = p1∠ - p1.bias

p1 max ∠ = p1∠ + p1.bias

p1.r = p1.min.∠ <= p1.theta && p1.max.∠ >= p1.theta

Detection Score = (p1.r + p2.r ...) * (pN / 100)

Figure 3.0b



```
{
  "id": "1",
  "name": "It's Okay",
  "is_flip": false,
  "min_score": 100,
  "pointers": [
    {
      "name": "left_shoulder",
      "min_angle": 136,
      "max_angle": 180
    },
    {
      "name": "right_shoulder",
      "min_angle": 190,
      "max_angle": 225
    }
  ]
}
```

```
{
  "id": "2",
  "name": "Like It",
  "is_flip": false,
  "min_score": 100,
  "pointers": [
    {
      "name": "left_shoulder",
      "min_angle": 106,
      "max_angle": 135
    },
    {
      "name": "right_shoulder",
      "min_angle": 226,
      "max_angle": 255
    }
  ]
}
```

```
{
  "id": "3",
  "name": "Love It",
  "is_flip": false,
  "min_score": 100,
  "pointers": [
    {
      "name": "left_shoulder",
      "min_angle": 65,
      "max_angle": 105
    },
    {
      "name": "right_shoulder",
      "min_angle": 256,
      "max_angle": 295
    }
  ]
}
```

Figure 3.0c

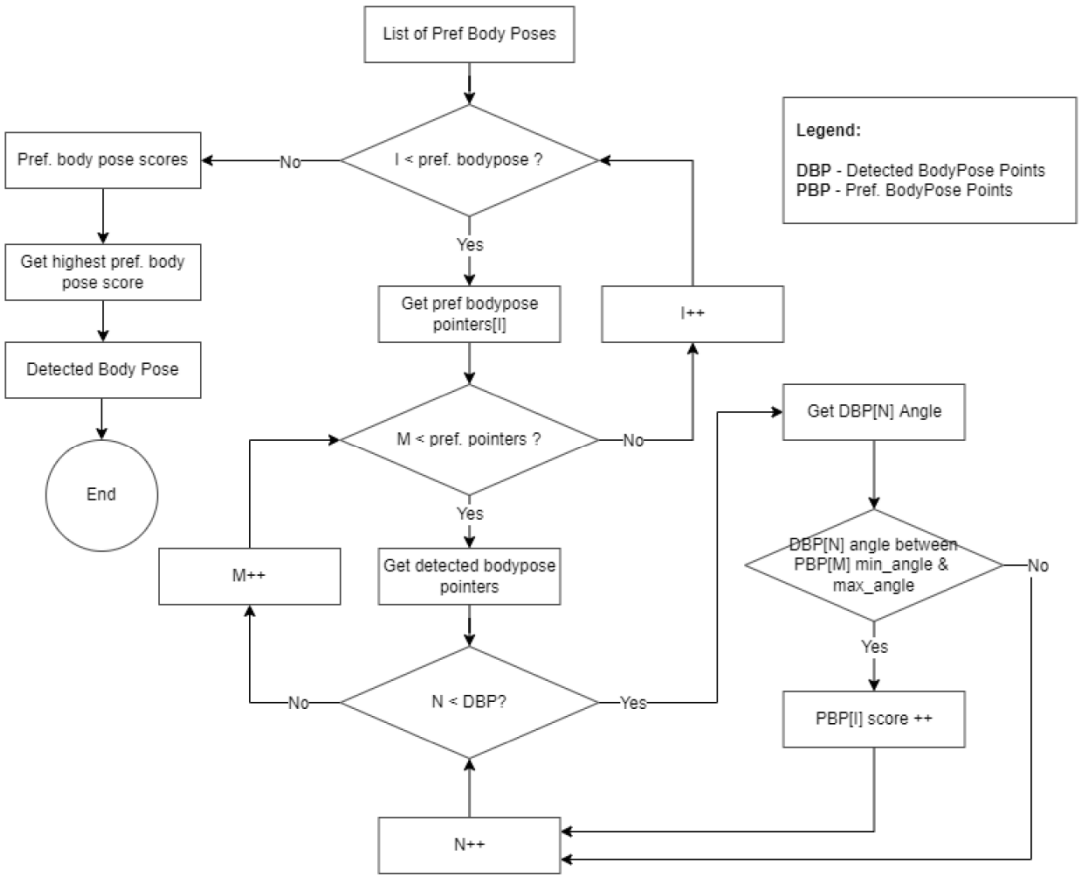


Figure 3.0d

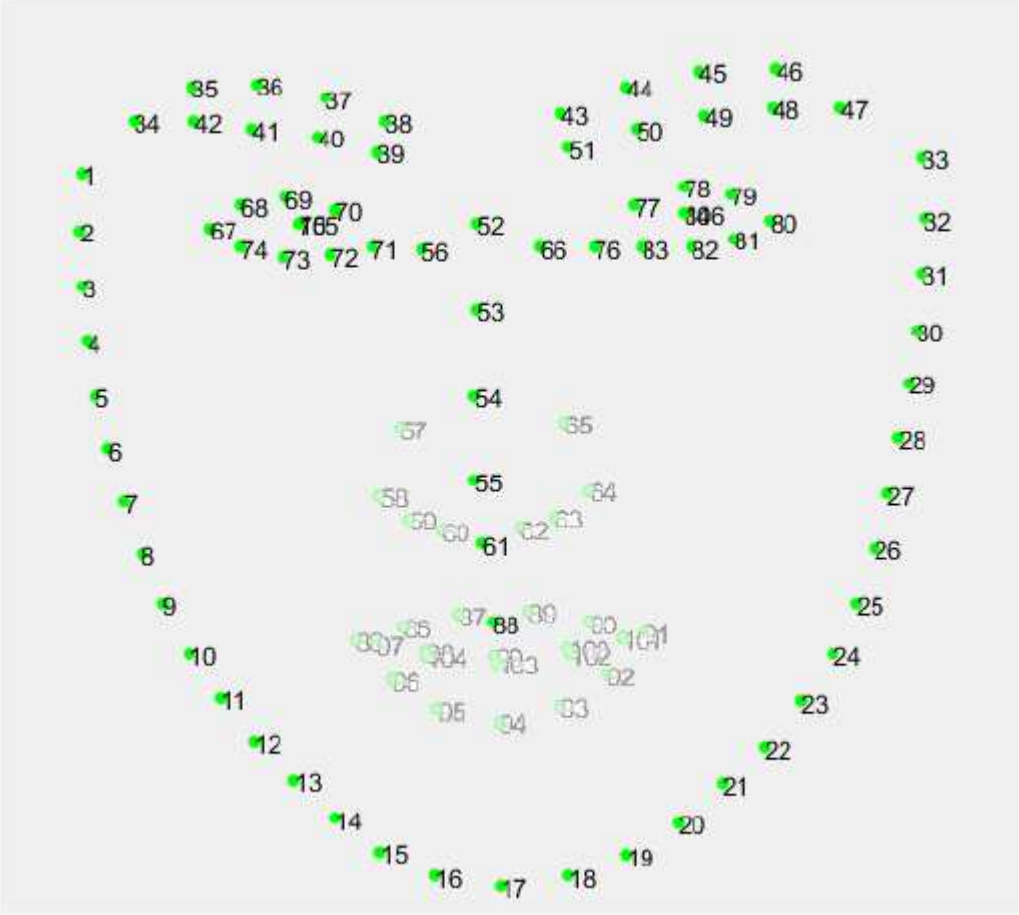


Figure 3.0e

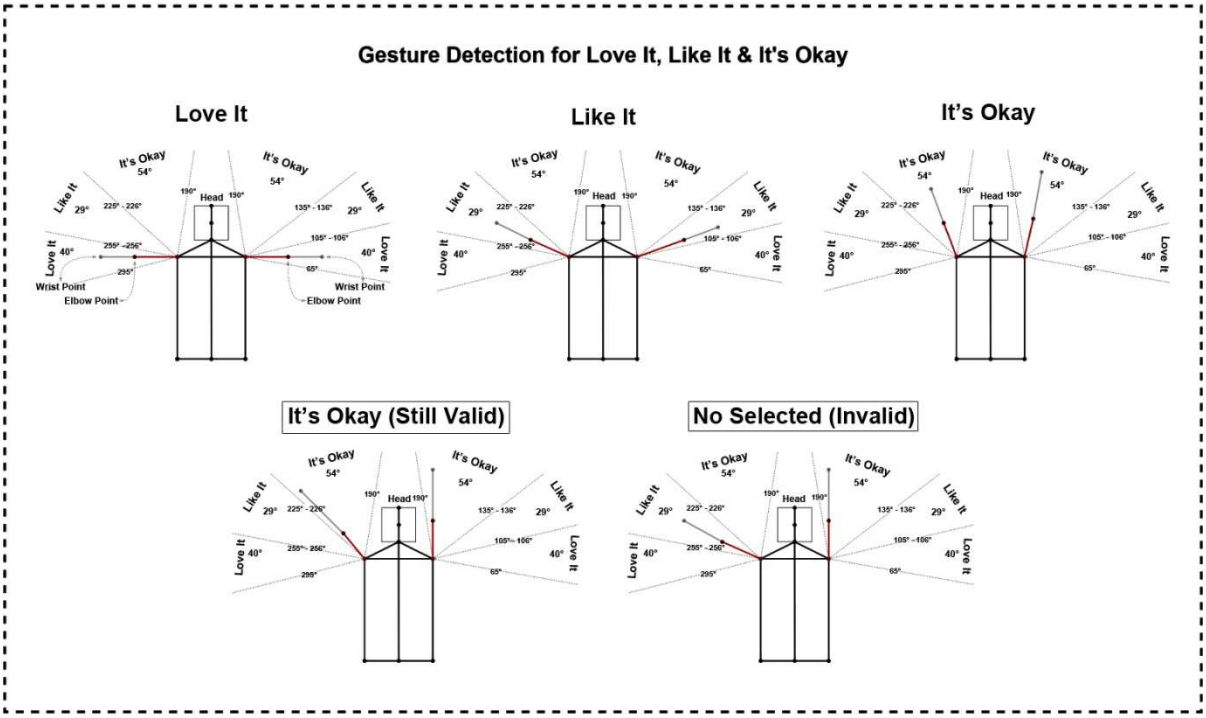


Figure 4.0

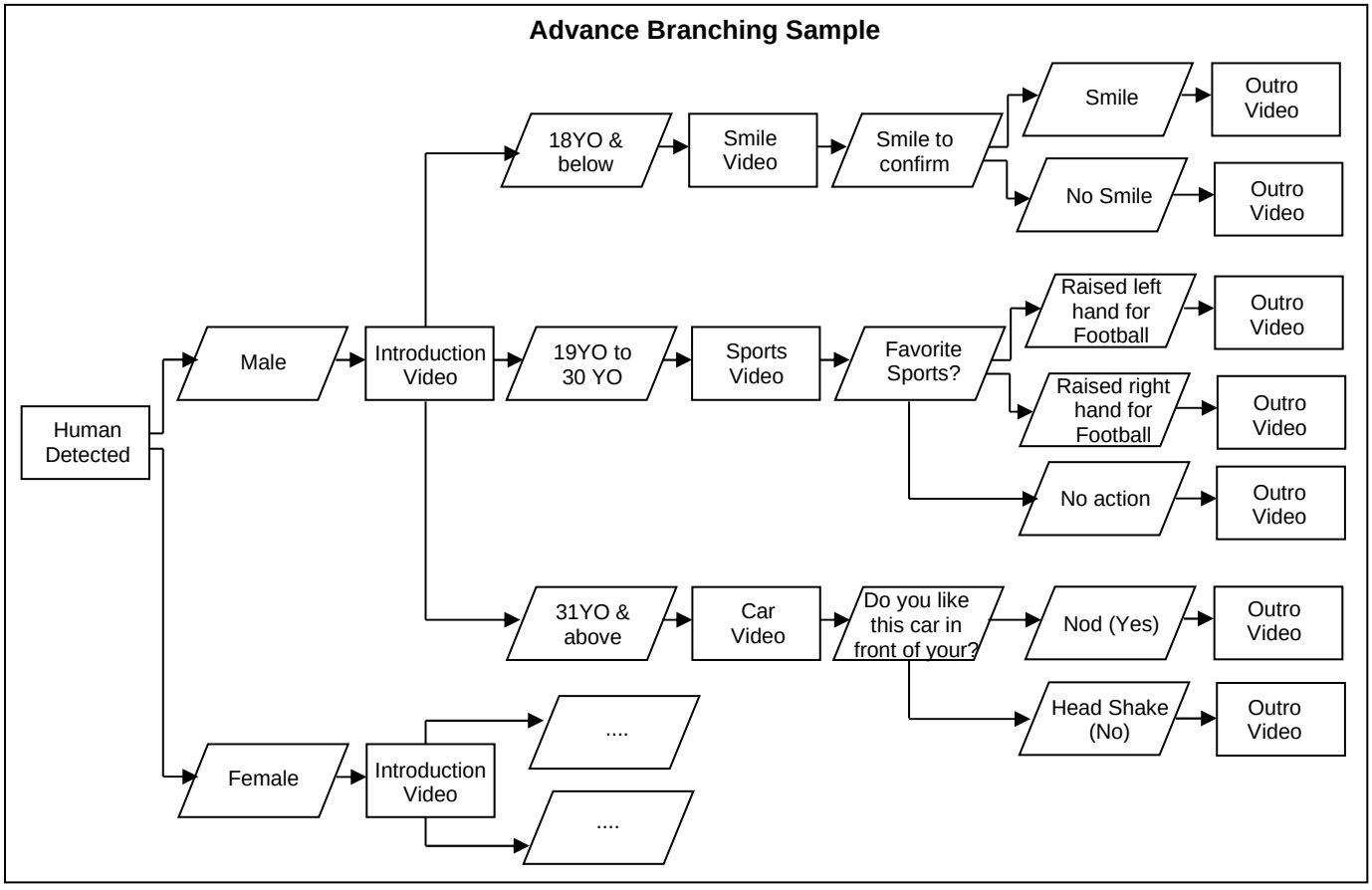


Figure 5.0

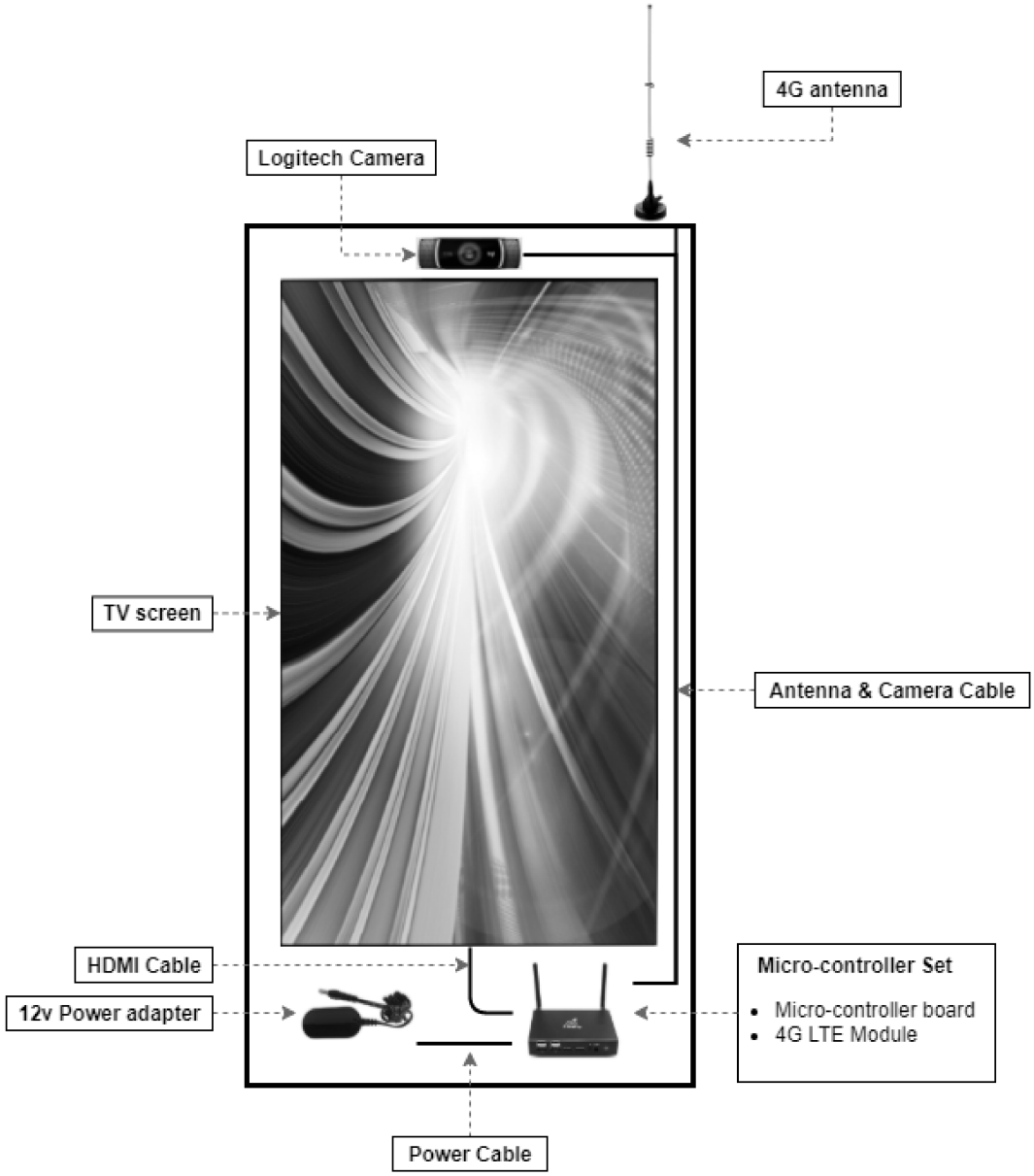

4G antenna
Logitech Camera
TV screen
Antenna & Camera Cable
HDMI Cable
12v Power adapter
Micro-controller Set
Micro-controller board
4G LTE Module
Power Cable

Figure 6.0