CLAIMS

1. A system providing live broadcasting sessions in virtual environments, comprising:

at least one server computer comprising at least one processor and memory storing instructions implementing a virtual environment streaming application configured to, when the instructions are executed by the at least one processor, cause the at least one server computer to:

create a virtual environment based on virtual environment creation instructions from a host client device connected to the at least one server computer via a network;

connect the virtual environment to an event that is broadcast through the virtual environment, the event being a live real-world event;

set up a live broadcasting session from the virtual environment comprising a broadcast of the event;

send an invitation to at least one invitee client device, wherein the invitation comprises 3D coordinates of the virtual environment specified for at least one invitee;

upon the at least one invitee accepting the invitation, open up a communication channel enabling access to the at least one invitee to the virtual environment, wherein the invitee client device accesses the virtual environment through a user graphical representation that is positioned at the specified 3D coordinates of the virtual environment; and

stream the live broadcasting session to the at least one invitee client device;

wherein the virtual environment streaming application selects between a selective forwarding unit (SFU) architecture to forward individual live streams from transmitting client devices to receiving client devices, and a multipoint control unit (MCU) architecture to forward a combined live stream of the live streams from the transmitting client devices to the receiving client devices, wherein the selecting is based on a threshold number of live streams from the transmitting client devices.

2. The system of claim 1, wherein the virtual environment streaming application enables invitees to interact with each other by exchanging real-time audio and video.

3. The system of claim 1, wherein the virtual environment streaming application enables a selection of an exclusive number of invitee user graphical representations to be visible to at least one host of the live broadcasting session, wherein at least one of the selected invitees is enabled to interact with the at least one host of the live broadcasting session.

4. The system of claim 3, wherein the virtual environment streaming platform enables said interactions with the at least one host to become part of a public video stream that is shared with other client devices.

5. The system of claim 3, wherein the virtual environment streaming application further displays a symbolic graphical representation of invitees not comprised within the selection of the exclusive number of invitees.

6. The system of claim 3, wherein the virtual environment streaming application further enables displaying graphical representations of reactions of invitees.

7. The system of claim 3, wherein the virtual environment streaming application enables the audience to explore the virtual environment by moving in the virtual environment.

8. The system of claim 7, wherein the presentation of movement by at least some of the audience members is disabled for the view of the at least one host.

9. The system of claim 1, wherein the field of view of users including hosts and invitees is calculated from the specified 3D coordinate of the virtual environment where the corresponding user graphical representation is positioned.

10. A method executed by at least one processor implementing instructions in memory of at least one server computer, comprising:

creating a virtual environment based on virtual environment creation instructions from a host client device connected to the at least one server computer via a network;

connecting the virtual environment to an event that is broadcast through the virtual environment, the event being a live real-world event;

setting up a live broadcasting session that is broadcast from the virtual environment comprising a broadcast of the event;

sending an invitation to at least one invitee client device, wherein the invitation comprises 3D coordinates of the virtual environment specified for at least one invitee;

upon the at least one invitee accepting the invitation, opening up a communication channel enabling access to the at least one invitee to the virtual environment, wherein the invitee client device accesses the virtual environment through a user graphical representation that is positioned at the specified 3D coordinates of the virtual environment;

streaming the live broadcasting session to the at least one invitee client device; and

selecting between a selective forwarding unit (SFU) architecture to forward individual live streams from transmitting client devices to receiving client devices, and a multipoint control unit (MCU) architecture to forward a combined live stream of the live streams from the transmitting client devices to the receiving client devices, wherein the selecting is based on a threshold number of live streams from the transmitting client devices.

11. The method of claim 10 further comprising enabling invitees to interact with each other by exchanging real-time audio and video.

12. The method of claim 10 further comprising selecting an exclusive number of invitee user graphical representations to be visible to at least one host of the live broadcasting session, wherein at least one of the selected invitees is enabled to interact with the at least one host of the live broadcasting session.

13. The method of claim 12 further comprising enabling said interactions with the at least one host to become part of a public video stream that is shared with other client devices.

14. The method of claim 12 further comprising displaying a symbolic graphical representation of invitees not comprised within the selection of the exclusive number of invitees.

15. The method of claim 12 further comprising displaying graphical representations of reactions of invitees.

16. The method of claim 10, wherein creating the virtual environment comprises:

retrieving user preference data; and

using the user preference data to customize the virtual environment.

17. The method of claim 10, wherein the field of view of the invitee is calculated from the specified 3D coordinate of the virtual environment.

18. A non-transitory computer readable medium comprising instructions stored in memory which, when executed by at least one processor, cause at least one server computer to perform steps comprising:

creating a virtual environment based on virtual environment creation instructions from a host client device connected to the at least one server computer via a network;

connecting the virtual environment to an event that is broadcast through the virtual environment, the event being a live real-world event;

setting up a live broadcasting session that is broadcast from the virtual environment comprising a broadcast of the event;

sending an invitation to at least one invitee client device, wherein the invitation comprises 3D coordinates of the virtual environment specified for at least one invitee;

upon the at least one invitee accepting the invitation, opening up a communication channel enabling access to the at least one invitee to the virtual environment, wherein the invitee client device accesses the virtual environment through a user graphical representation that is positioned at the specified 3D coordinates of the virtual environment;

streaming the live broadcasting session to the at least one invitee client device, wherein a field of view of the invitee is calculated from the specified 3D coordinates of the virtual environment; and

selecting between a selective forwarding unit (SFU) architecture to forward individual live streams from transmitting client devices to receiving client devices, and a multipoint control unit (MCU) architecture to forward a combined live stream of the live

streams from the transmitting client devices to the receiving client devices, wherein the selecting is based on a threshold number of live streams from the transmitting client devices.

19. The non-transitory computer readable medium of claim 18, wherein the steps further comprise enabling invitees to interact with each other by exchanging real-time audio and video.

20. The non-transitory computer readable medium of claim 18, wherein the steps further comprise selecting an exclusive number of invitee user graphical representations to be visible to at least one host of the live broadcasting session, wherein at least one of the selected invitees is enabled to interact with the at least one host of the live broadcasting session.