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(54) Title: GENERATING INTERACTIVE AND IMMERSIVE VIRTUAL AND AUGMENTED REALITY ENVIRONMENTS CORRESPONDING TO DIGITAL TWINS OF REAL-LIFE ELEMENTS

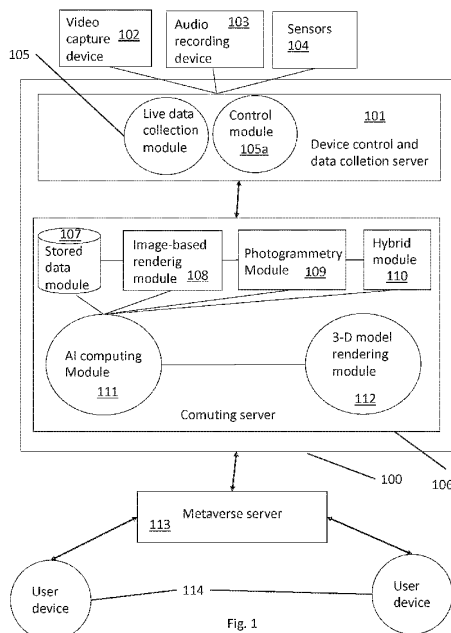


Fig. 1

(57) Abstract: Method and a system for generating a digital twin of a live event for an interactive virtual environment. The system includes a server configured to receive video data streams and audio data streams. The server operates a computing module configured to analyze video data streams and corresponding metadata, to determine a spatial depth between images of video data stream, to match objects in each image to a coordinate matrix of a virtual space, to match the 3-D audio field to the coordinate matrix of the virtual space, to generate the digital twin of the live event based on the images, the corresponding metadata, the spatial depth, the predetermined set of coordinates and the coordinate matrix. The server is configured to generate a plurality of digital representations from multiple directions of the live event, including an at least one 360-degree digital representation and a plurality of unidirectional digital representations.

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