CLAIMS

1. A method for providing programmable virtual events, comprising:

providing, in memory of at least one server computer comprising at least one processor, a virtual environment enabling interactions between users represented by user graphical representations created from media feeds received from corresponding user devices;

obtaining an event flow rule set comprising a plurality of rules, the rule set determining an event flow sequence; wherein the event flow sequence comprises presentation of media streams of the users in a virtual event session;

applying the event flow rule set to the media streams of the users in the virtual event session; and

responsive to the application of the event flow rule set to the media streams of the users in the virtual event session, triggering modification of the presentation of a media stream in the virtual event session, and

wherein the user graphical representations comprise a user 3D virtual cutout with a removed background, or a user real-time 3D virtual cutout with a removed background, or a video with a removed background.

2. The method of claim 1, wherein the event flow rule set is input through one or more event flow templates.

3. The method of claim 1, wherein the event flow rule set comprises one or more of a participant order, a time duration per participant turn, user entitlements, or decision slots.

4. The method of claim 3, wherein the decision slots enable making an event decision based on one or more of voting, random selection, or contest winner selection.

5. The method of claim 4, wherein voting data is received from an audience of the virtual event session.

6. The method of claim 1, wherein the modification of the presentation of the media stream comprises stopping or starting presentation of an audio stream, and wherein the event flow rule set coordinates microphone activation and deactivation instructions and virtual camera adjustment instructions configured to adjust, based on the event flow, a virtual camera within the virtual environment.

7. The method of claim 6, further comprising broadcasting the virtual event session to a remote audience using the virtual camera configured within the virtual environment.

8. The method of claim 1, wherein at least one of the user graphical representations is created by a process comprising:

receiving, by the at least one server computer, a live data feed of a user captured by at least one camera of a publishing client device;

sending the captured live data feed to a subscribing client device;

generating the at least one user graphical representation from the live data feed of the user including performing a background removal on the live data feed; and

inserting, by the subscribing client device, the at least one user graphical representation into the virtual environment.

9. A system for providing programmable virtual events, comprising:

a server computer system comprising at least one processor and memory storing a virtual environment and an event flow management module;

wherein the virtual environment is configured to enable interactions between users represented by user graphical representations created from media feeds received from corresponding user devices; and

wherein the event flow management module is configured to:

obtain an event flow rule set comprising a plurality of rules, the rule set determining an event flow sequence; wherein the event flow sequence comprises presentation of media streams of the users in a virtual event session;

apply the event flow rule set to the media streams of the users in the virtual event session; and

responsive to the application of the event flow rule set to the media streams of the users in the virtual event session, trigger modification of the presentation of a media stream in the virtual event session,

wherein the user graphical representations comprise a user 3D virtual cutout with a removed background, or a user real-time 3D virtual cutout with a removed background, or a video with a removed background.

10. The system of claim 9, wherein the event flow rule set is input through event flow templates.

11. The system of claim 9, wherein the event flow rule set comprises one or more of a participant order, a time duration per participant turn, user entitlements, or decision slots.

12. The system of claim 11, wherein the decision slots enable making an event decision based on one or more of voting, random selection, or contest winner selection.

13. The method of claim 12, wherein voting data is received from an audience of the virtual event session.

14. The system of claim 9, wherein the modification of the presentation of the media stream comprises stopping or starting presentation of an audio stream, and wherein the event flow rule set coordinates microphone activation and deactivation instructions and virtual camera adjustment instructions configured to adjust, based on the event flow, a virtual camera within the virtual environment.

15. The system of claim 14, wherein the virtual event session is broadcast to a remote audience using the virtual camera configured within the virtual environment.

16. The system of claim 9, wherein the virtual event session is a virtual meeting, or a virtual concert, or a virtual conference, or a fashion show or a virtual shopping session, a virtual exhibition, or a virtual performance, or a virtual lecture, and wherein the configuration of the virtual environment is associated with the virtual meeting.

17. A non-transitory computer-readable medium having stored thereon instructions configured to cause one or more server computers comprising a processor and memory to perform steps comprising:

providing a virtual environment enabling interactions between users represented by user graphical representations created from media feeds received from corresponding user devices;

obtaining an event flow rule set comprising a plurality of rules, the rule set determining an event flow sequence; wherein the event flow sequence comprises presentation of media streams of the users in a virtual event session;

applying the event flow rule set to the media streams of the users in the virtual event session; and

responsive to the application of the event flow rule set to the media streams of the users in the virtual event session, triggering modification of the presentation of a media stream in the virtual event session, and

wherein the user graphical representations comprise a user 3D virtual cutout with a removed background, or a user real-time 3D virtual cutout with a removed background, or a video with a removed background.

18. The non-transitory computer-readable medium of claim 17, wherein the modification of the presentation of the media stream comprises stopping or starting presentation of an audio stream, and wherein the event flow rule set coordinates microphone activation and deactivation instructions and virtual camera adjustment instructions configured to adjust, based on the event flow, a virtual camera within the virtual environment.

19. The method of claim 1, wherein the application of the event flow rule set to the media streams of the users in the virtual event session, triggers an event flow action in real time in the virtual event session, and

wherein the triggered event flow action comprises the modification of the presentation of the media stream in the virtual event session.

20. The method of claim 1, wherein obtaining the event flow rule set comprises obtaining the event flow rule set through visual programming techniques.