



This summary highlights how this Virtually Augmented Intelligent Reality System (VAIRS) integrates real-time telemetry, fractional optical projection, and fractional data streams for secure digital asset injection.

SIDOG / VR Flyer: Provisional Patent Summary

The Technical Problem

- Traditional simulation environments and video game platforms rely on static, pre-scripted GUIs that restrict player engagement to passive states, isolating users from the immediacy of live-action reality.
- Existing online advertising models remain highly vulnerable to non-human engagement (bot fraud) and fail to capitalize on the physical retention patterns of remote participants.
- Current augmented reality (AR) and physical venue displays lack secure methods to project exclusive, monetizable interactive assets into public spaces without vulnerability to unauthorized viewing or screen-recording piracy.

The VAIRS Architecture & Fractional-Projection Solution

- **Virtually Augmented Intelligent Reality System (VAIRS):** A networked computing apparatus that enables real-time social interaction, kinematic synchronization, and secure digital asset injection during live or recorded events.
- **Omnidirectional Kinematic Comparison Engine:** Ingests multi-source telemetry data (accelerometers, gyroscopes, GPS) directly from a Live Action Interactor (LAI), executing real-time comparisons between the physical movement signal and the remote user's control signal to compute a variance "delta" score that triggers reward tokenization.
- **"Soft-SIM" Layering:** Superimposes lightweight graphical overlays onto existing high-bandwidth live video broadcast feeds to render digital assets precisely onto the broadcast coordinate system.
- **Photonic Optical Filtration & Fractional Projection:** Splits visual data between a public physical display (acting as a visual masking layer) and a verified remote user interface apparatus, ensuring that the complete interactive image is optically formed only within the authenticated user's field of vision.

Operational Protocols & Ecosystem Features

- **Fail-Safe Telemetry Handoff Protocol:** If a primary movement signal drops below stability thresholds, the network controller autonomously intercepts a secondary movement signal from a proximate Live Action Interactor without interrupting the user's interactive session.
- **Premature Disconnection Penalty ("Click-Away Penalty"):** Monitors user session persistence, actively withholding specific in-game tokens if a user voluntarily exits before a critical temporal threshold.
- **Interactive Screensaver Mechanism:** Automatically transitions inactive interfaces to a proprietary interactive screensaver broadcasting geolocated 3D brand icons that respond to peripheral acoustic and spatial gestures.
- **Bidirectional Spatial Venue Emulation:** Captures remote biometric and kinematic data to project 1:1 representations of remote users directly into the physical environment occupied by the Live Action Interactor.

Representative Claims Overview

- **Claim 1:** A method for executing a VAIRS for real-time kinematic synchronization by receiving a movement signal from a Live Action Interactor, receiving a control signal from a remote user, computing a variance score via an algorithmic comparison engine, and executing an automated telemetry handoff if signal stability drops.
- **Claim 2:** A "Soft-SIM" superimposition protocol that ingests a live broadcast feed and superimposes a lightweight interactive graphical overlay directly onto its coordinate system.
- **Claim 3:** A Bidirectional Spatial Venue Emulation protocol that projects 1:1 representations of remote users directly into the physical space of the live broadcast venue.
- **Claim 8:** A Photonic Optical Filtration and Fractional Projection protocol where a venue projects a fractional optical data stream (masking layer) and a remote interface projects a second stream, dynamically combining them within the user's optical field of view to render secure digital assets invisible to unauthenticated observers.
- **Claim 9:** The optical data stream combination initiated by a hardware authentication handshake triggered via a Near Field Communication (NFC) signal transmitted from a smart-packaging tethered closure apparatus.
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This summary outlines the core architectural and security features of the SIDOG / VR Flyer provisional application.