Analysis of Guertin's InfiniSet Patent v. Netflix Patent:

I. Executive Summary

InfiniSet's US Patent 11,577,177, granted on February 14, 2023, describes a "motorized rotatable treadmill" used within virtual film sets (including green screen and LED environments) to create the illusion of unlimited movement. Netflix's US Patent 11,810,254, granted on November 7, 2023, discloses a system that uses an "omnidirectional treadmill" together with multiple sets of display panels (floor, wall, and ceiling) to achieve a similar effect—namely, allowing a subject to move in 360° within a virtual environment. Crucially, InfiniSet's patent is prior art, having a priority date 12 days earlier than Netflix's application, and InfiniSet's patent was even formally submitted as third-party prior art during Netflix's prosecution.

Our analysis concludes that the technology described in Netflix's patent appears to be essentially the same as that disclosed in InfiniSet's patent, differing primarily in terminology and presentation. We argue that (1) the "rotating treadmill" in InfiniSet's patent inherently provides omnidirectional movement, and (2) the LED volume or virtual film set—comprising distinct LED panels for the floor, walls, and ceiling—is a standard industry configuration that InfiniSet's disclosure already contemplates. As such, the Netflix patent's claims appear to be obvious in view of InfiniSet's disclosure and may fail the novelty and non-obviousness requirements. This report outlines our detailed comparisons and offers the grounds for challenging the validity of Netflix's patent.

VI. Conclusion and Recommendations

Based on the foregoing analysis, the following conclusions are drawn:

1. **Essentially the Same Technology:**
    Both patents describe systems that use a treadmill (whether labeled "rotatable" or "omnidirectional") integrated with an LED virtual film set to create the illusion of unrestricted movement. The key functionality is identical: allowing a subject to traverse a virtual environment without leaving a confined physical area.

2. **Prior Art and Obviousness:**
    InfiniSet's patent not only precedes Netflix's filing by 12 days but was also submitted as prior art during Netflix's examination. This raises a strong argument that the Netflix patent fails to meet the requirements for novelty and non-obviousness.

3. **Terminology Is Largely Superficial:**
    The Netflix patent's use of "omnidirectional treadmill" is a broader, yet functionally equivalent, term compared to InfiniSet's "motorized rotatable treadmill." Similarly, while

Netflix divides the LED virtual film set into three distinct panel groups, this arrangement is standard practice and is implicitly covered by InfiniSet's disclosures.

Recommendation:

Given these points, it is our professional opinion that there are strong grounds to challenge the validity of US Patent 11,810,254. The Netflix patent appears to be an obvious extension of the technology already disclosed in US Patent 11,577,177. We recommend that the USPTO be urged to reconsider the grant of the Netflix patent on the basis of:

- **Prior Art:** InfiniSet's patent clearly anticipates and renders obvious the disclosures of Netflix.

- **Obviousness:** The differences in terminology and presentation do not constitute a novel or non-obvious improvement over InfiniSet's technology.

- **Industry Standard Practices:** The LED volume or virtual film set configuration (with separate floor, wall, and ceiling panels) is a known standard and is already encompassed within the InfiniSet disclosure.

In light of these observations, there is a compelling argument that the Netflix patent should not have been granted, and steps should be taken to challenge its validity to protect InfiniSet's intellectual property rights.

VII. Appendices: Direct Excerpts

1. **InfiniSet Patent (US 11,577,177):**

    - **Abstract Excerpt:**

        "A motorized, rotatable treadmill and a system for creating the illusion of user movement while the user is stationary with respect to an environment…"

    - **Detailed Description Excerpt:**

        "The treadmill is configured to provide a user a surface for movement in forward and reverse directions … and wherein the angular direction … is selectively adjustable via rotation of the turntable for directionally unlimited movement in an X-Y plane."

2. **Netflix Patent (US 11,810,254):**

    - **Treadmill Excerpt:**

        "…the omnidirectional treadmill allows a subject to perform locomotive motion (e.g., walking, running, etc.) in any direction. This

allows the omnidirectional treadmill to provide a subject with 360 degrees of movement."

- **Display Panels Excerpts:**

  "A system surrounds an area with a first set of display panels."

  "A second set of display panels is positioned above the area…"

  "A third set of display panels is positioned below the area…"

Final Summary:

In summary, the evidence strongly suggests that Netflix's US Patent 11,810,254 describes essentially the same technology as InfiniSet's US Patent 11,577,177. Given the 12-day lead in priority, the use of InfiniSet's patent as prior art, and the minimal substantive differences in technology (merely differences in terminology and presentation), there is a robust argument that the Netflix patent is invalid for lack of novelty and non-obviousness. It is recommended that this matter be pursued further through appropriate legal channels to challenge the validity of the Netflix patent.

The full analysis document is available here:

https://link.storjshare.io/raw/jvj3zbhx4dc4vxpjuppy2yba2v4q/court-fraud/The-Patent-is-the-Motive/InfiniSet-Patent__Compared-to-Netflix-Patent-Report.pdf

All of the additional patent background documents are available here:

https://link.storjshare.io/s/jvqbgvfz7qnvqna53bijp3fpjcba/court-fraud/The-Patent-is-the-Motive/

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Advanced Technology Comparison of Both Patents:

I. Overview of the Advanced Technologies Disclosed

Both patents present a system in which a specialized treadmill assembly is integrated into a digital environment. Although the virtual film production use case is their common foundation, each disclosure goes on to describe additional advanced functionalities that extend the system's application into several high-tech fields:

1. **Immersive Digital Environments (VR, AR, Metaverse):**
   Both disclosures envision applications beyond traditional film production. They describe environments that can be rendered digitally or virtually—for use in gaming, simulation training, or the metaverse—where a user experiences seamless, immersive movement.

2. **Real-Time Tracking and Cueing for Unnoticeable Treadmill Use:**
   The patents describe systems in which the user's movement is tracked in real time and synchronized with the motion of a camera and/or digital cues. This integration is designed so that the user's experience is natural and immersive, effectively masking the fact that they remain on a treadmill.

3. **Digital Twin Creation:**
   Both patents include provisions for capturing a three-dimensional representation of the user (often referred to as a "digital twin") using multi-camera photogrammetry and other sensor technologies. This digital twin can then be inserted into virtual environments for various applications.

4. **Simulation Training and Gaming Applications:**
   Beyond film production, the systems are envisioned for simulation training exercises and gaming. In such use cases, a realistic digital representation of the user—synchronized with real-time movement data—is critical for effective training simulations or immersive game play.

5. **Remote Connectivity and Multi-System Integration:**
   Both disclosures mention that the treadmill system's components (motors, sensors, display interfaces) can be controlled remotely and integrated with other systems. This supports scenarios in which multiple treadmill assemblies or remote setups are networked together.

III. Summary of Comparative Findings

The following ordered list summarizes the advanced technological fields and use cases and shows how InfiniSet's disclosure preempts the corresponding aspects in the Netflix patent:

1. **Immersive Environments (VR/AR/Metaverse):**

   - **InfiniSet:** Broadly discloses integration with digital/virtual environments using an animation timeline and cue sequencing.
   - **Netflix:** Uses segmented LED panel arrangements to create an immersive space.
   - **Finding:** InfiniSet already covers the use of virtual environments in a broad, application-independent manner.

2. **Real-Time User Tracking & Cueing:**

   - **InfiniSet:** Details real-time tracking with integrated sensors, wearable devices, and haptic cues.
   - **Netflix:** Captures sensor data and uses repositioning to maintain accurate digital representations.
   - **Finding:** Both systems function similarly, with InfiniSet's disclosure being broad and fundamental.

3. **Digital Twin Creation:**

   - **InfiniSet:** Explicitly describes creating a digital twin or avatar using multi-angle photogrammetry.
   - **Netflix:** Generates a 3D representation and texture mapping for a digital acting performance.
   - **Finding:** The digital twin capability is disclosed in both patents, with InfiniSet's earlier disclosure preempting Netflix's claims.

4. **Simulation Training and Gaming Applications:**

   - **InfiniSet:** Mentions direct applications in simulation training and gaming, including integration with VR systems.
   - **Netflix:** Although focused on digital acting, the underlying technology is applicable to simulation and gaming.
   - **Finding:** InfiniSet's technology is sufficiently broad to encompass these use cases.

5. **Remote Connectivity and System Integration:**

- **InfiniSet:** Provides for remote control and synchronization with other equipment.
- **Netflix:** Similarly describes remote operation of the treadmill and sensor network.
- **Finding:** Remote connectivity is a common feature, with InfiniSet covering it comprehensively.

6. **Additional Advanced Cueing & Multi-Sensor Integration:**

- **InfiniSet:** Uses audio, visual, tactile, and haptic cues in combination with wearable sensors and an animation timeline.
- **Netflix:** Implements similar repositioning and sensor fusion techniques to maintain digital accuracy.
- **Finding:** Both patents disclose similar systems; InfiniSet's approach is broad and foundational.

IV. Conclusion

Based on the comparative analysis, the advanced technological capabilities disclosed in InfiniSet's US Patent 11,577,177 encompass:

- **Integration with immersive digital environments** (VR, AR, metaverse)
- **Real-time user tracking and seamless movement cueing** that allow a user to traverse a virtual environment without perceiving treadmill constraints
- **Creation of a digital twin (or 3D avatar) of the user** for insertion into digital spaces
- **Applications in simulation training exercises and gaming**
- **Remote connectivity and control** of the treadmill system and associated sensor networks
- **Advanced multi-sensor integration and cueing systems**

Netflix's US Patent 11,810,254, while providing a more detailed description in certain areas (for example, by defining distinct LED panel groups and using the term "omnidirectional treadmill"), essentially discloses the same advanced capabilities as InfiniSet's patent. In many respects, the differences lie in the level of detail or the segmentation of the environment (e.g., breaking down the LED virtual film set into floor, wall, and ceiling panels), rather than in any substantive technical innovation.

Final Opinion:

InfiniSet's patent—though presented in a simplified form—broadly and fundamentally discloses the advanced technologies related to virtual reality, augmented reality, simulation training, gaming, real-time tracking, digital twin creation, and remote connectivity. These disclosures essentially preempt and invalidate the corresponding advanced technology claims made in the Netflix patent. In other words, the additional capabilities described in the Netflix patent do not represent a novel or non-obvious departure from the already comprehensive disclosure contained in the InfiniSet patent.

The full analysis document is available here:

https://link.storjshare.io/raw/jvj3zbhx4dc4vxpjuppy2yba2v4q/court-fraud/The-Patent-is-the-Motive/InfiniSet-Patent__Compared-to-Netflix-Patent-Report.pdf

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