

IN THE UNITED STATES DISTRICT COURT
FOR THE DISTRICT OF DELAWARE

TECHNO VIEW IP, INC.,)	
)	
Plaintiff,)	
)	
v.)	
)	C.A. No. 17-386 (VAC) (CJB)
OCULUS VR, LLC, and)	
FACEBOOK, INC.,)	
)	
Defendants.)	
)	

**DEFENDANTS OCULUS VR, LLC AND FACEBOOK, INC.’S
INITIAL CLAIM CONSTRUCTION BRIEF**

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INTRODUCTION

Defendants Oculus VR, LLC and Facebook, Inc. (“Defendants”) propose constructions for the disputed terms that are consistent with how a person of ordinary skill in the art would have understood the terms of the patents-in-suit after having reviewed the intrinsic record. The proposals from plaintiff Techno View IP, Inc. (“Plaintiff”), on the other hand, ignore explicit definitions set forth in the specification, improperly attempt to broaden claim terms, and ignore key aspects of the intrinsic record. Defendants’ proposed constructions should therefore be adopted.

I. BACKGROUND OF THE PATENTS

Plaintiff asserts two patents in this action: U.S. Patent No. 7,666,096 (the “’096 patent”) and U.S. Patent No. 8,206,218 (the “’218 patent”), which is a continuation of the ’096 patent. Both patents purport to disclose a “videogame system” that enables display of 3D stereoscopic images,¹ including specific steps and requirements set forth in the claims. (’096 patent, Abstract; ’218 patent, Abstract.) Each asserted independent claim of the ’096 patent includes a step of determining whether an image is in a two-dimensional or three-dimensional format, and only calculating and displaying an image for a second eye view if the image is three-dimensional. (’096 patent, claims 1, 8, 16.) Each asserted independent claim of the ’218 patent includes a step of calculating a left or second eye view using the coordinates of a right or first eye view. (’218

¹ The term “stereoscopic” generally refers to a technique for creating the illusion of three dimensional depth. When a human being views objects or a scene, each eye captures a slightly different image because of the separation between the viewer’s left and right eyes. The human brain uses the differences between these two views (along with other information) to create a sensation of three-dimensional depth. As explained in the Technology Tutorial, stereoscopic techniques have been known and have existed for more than a century. In computers, stereoscopic 3D techniques attempt to take advantage of human visual processing by presenting a slightly different image to the viewer’s left eye and right eye, thus attempting to simulate what the person would see if she viewed the scene or object real space. Computer-based stereoscopic 3D often requires that the viewer wear some kind of head-mounted display device (such as 3D glasses for a VR headset), which is used to present the slightly different images to each eye.

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