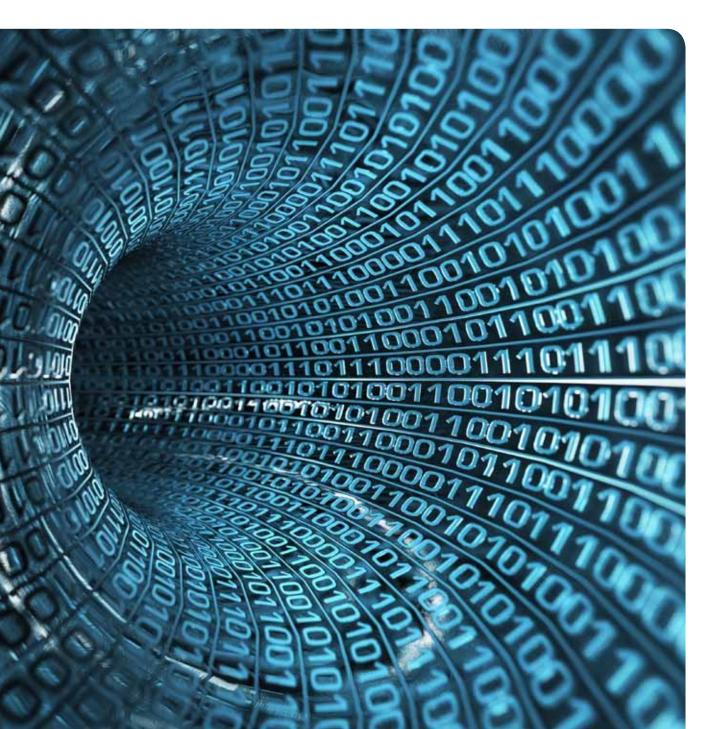
Workshop on Three-Dimensional Television Broadcasting

Toward worldwide standards for first and second Generation 3D TV



ORGANIZED BY THE ITU, EBU AND SMPTE





The ITU-R has begun a study programme on 3D TV. The objective is to agree worldwide Recommendations for standards drawing on, but not duplicating, the work done by other relevant bodies. The purpose of this Workshop is to understand the 'landscape' of 3D TV systems today and of the work being done. It is hoped to identify who is doing what, where, and when.

All bodies working in this field should benefit from this, and the steps that the ITU-R can usefully take to help the broadcasting community in '3D TV' will be clearer. This is the first in a series of workshops of the ITU-R, the SMPTE (Society of Motion Picture and Television Engineers) and the European Broadcasting Union.

ITU-R WP 6C classifies 3D TV systems into two groups. The 'first generation' systems are essentially those based on 'Plano-stereoscopic' display of single or multiple discrete lateral left and right eye pictures. Recommendations for such systems should be possible in the near future. The 'second generation 'systems are those which are based on object-wave recording or approximations of object wave recording. Recommendations for such systems may be possible in the years ahead. The systems and the relationships between them need to be considered.

30 April 2009

09.00 – 09.30 Registration completion for EBU and SMPTE delegates
ITU-R delegates will have already registered as attendees for SG 6, and must have registered for the workshop, but are requested to bring their badges.

Session 1	What are the options for production and display?
	Chair: Christoph Dosch – Chair of ITU SG 6
09.30 – 09.40	Introductory remarks David Wood and Christoph Dosch
09.40 – 10.00	The 3D TV toolbox – the results of the 3D TV NoE Levent Onural – University of Bilkent, Turkey
10.00 – 10.20	Production aspects of Plano-stereoscopic 3D TV Colin Smith – ITV
10.20 – 10.40	3D TV situation for consumer electronics manufacturers Brian Markwalker – CEA
10.40 – 10.55	Coffee break

Session 2	What is the role of the standards bodies?
	Chair: Paul Gardiner – WP 6C Rapporteur for 3D TV
10.55 – 11.15	3D activities in the ITU-T Arthur Webster – Chair ITU-T SG9
11.15 –11.35	3D Activities in the DVB Project David Daniels – BSkyB
11.35 – 11.55	Report of the SMPTE group on 3D TV Bill Zou – SMPTE
11.55 – 12.15	Report on the ITU-R activities in 3D TV Vittorio Baroncini – FUB
12.15 – 12.30	Summary of morning conclusions Hans Hoffmann – EBU
12.30 – 14.15	Lunch break
Session 3	What tools are available for picture coding?
	Chair: Vittorio Baroncini – WP 6C Rapporteur for 3D TV
14.15 – 14.35	MPEG developments in Multi-view Video Coding and 3D Video Jens-Rainer Ohm – RWTH Aachen University
14.35 – 14.55	Prospects for 2D to 3D Conversion Bernard Carron – CRC
14.55 – 15.15	The Sensio system (the DVD-agreed system) and its applicability for broadcasting Richard LaBerge – Sensio
15.15 – 15.35	The Dolby system Craig Todd – Dolby
15.35 – 15.50	Coffee break
Session 4	What are the emerging future technologies?
	Chair: David Wood – Chair WP 6C
15.50 – 16.10	3DTV based on integral method Fumio Okano – NHK
16.10 – 16.30	3D TV based on Multi-view capturing Amar Aggoun – Brunel University, London
16.30 – 16.50	Summary of afternoon conclusions Hans Hoffmann – EBU
16.50 – 17.30	Interactive discussion – What needs to be done to agree worldwide standards for 3DTV? Discussion leader: David Wood – Chair WP 6C
17.30	End of the workshop

Venue

European Broadcasting Union (EBU)

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