

3DTV

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Goals

- Investigate the influence of viewing environment, test set-up and display equipment on subjective quality
 - Several tests done using the Coding and Spatial Degradations (COSPAD1) dataset
- Define suitable methodologies for subjective quality assessment of stereoscopic 3D video
 - Processed video sequences ready for Ground Truth Quality of Experience 3D V1 GroTruQoE3D1 dataset
 - Paired Comparison experiments running in phase 1
- Objective video quality metrics for stereoscopic 3D
 - Postponed
- Analysis of frame compatible 3D video format representations
 - Collaboration with DVB on future 3D broadcasting formats
 - Nearing final version of the testplan

Agenda

- Discussion on
 - ITU Recommendation Reviews:
 - P.3D-sam: Subjective Assessment Methods for 3D Video Quality
 - P.3D-disp-req: Display Requirements for 3D Video Quality Assessment
 - P.3D-fatigue: Information and guidelines for assessing and minimizing visual discomfort and visual fatigue from 3D video
 - Frame compatible 3D video format representations
 - Status
 - Expected outcome for DVB and for VQEG
 - Testplan editing
 - Finishing the testplan

Questions for the recommendations

- Studies showing the performance of 3D subjective assessment methods
- List of Open Questions may be incomplete
- Review the definitions