

Computer Generated Imagery

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General Information

- The main focus is devoted to analyzing and evaluating of computer-generated content
- Webpage: <https://www.its.bldrdoc.gov/vqeg/projects/computer-generated-imagery-cgi.aspx>
- Looking for more collaborative work ideas

Quality of Experience Cloud Gaming

- Completion of 3 work items in ITU-T SG-12
 - ITU-T Rec. G.1032 (10/2017) – G.QoE-gaming:
 - Influence factors on gaming quality of experience
 - ITU-T Rec. P.809 (05/2018) – P.GAME:
 - Subjective evaluation methods for gaming quality
 - ITU-T Rec. G.1072 (01/2020) – G.OMG:
 - Opinion model for gaming applications



QoE of Gaming Online Services

Creation of 3 ongoing work items in ITU-T SG-12

ITU-T work item **P.BBQCG**:

- Parametric bitstream-based Quality Assessment of Cloud Gaming Services
- <https://www.itu.int/md/T17-SG12-C-0489/en>

ITU-T work item **G.OMMOG**:

- Opinion Model for Mobile Online Gaming applications
- <https://www.itu.int/md/T17-SG12-C-0484/en>

ITU-T work item **P.CROWDG**:

- Subjective Evaluation of Gaming Quality with a Crowdsourcing Approach
- <https://www.itu.int/md/T17-SG12-C-0437>

Quality of Experience Cloud Gaming

Research

- Continue work on existing work items - interested parties are welcome to join
- Developing Datasets – e.g., ITU-T P.BBQCG - 4K, 120 fps
- Development of a tool for NR metrics and models for assessing gaming video quality and QoE (including, HDR content)
- ML/DL based Gaming Content Quality Enhancement

Recent Activities

CVPR AIS 2024 UGC Video Quality Assessment Challenge

For more details, please check: <https://codalab.lisn.upsaclay.fr/competitions/17340>

- The winner presentation at NORM
 - COVER: A Comprehensive Video Quality Evaluator

ITU-T SG12 P.BBQCG

- Training dataset developed: 20 source videos with 4k resolution, 120 fps, with three codec of AVC, HEVC, AV1.
- First Bitstream-based model proposal based on P.1204.3 from TU Ilmenau.

Contact

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