

3DMedia

Pedro Amado Assunção, Atanas Gotchev

3D Future Internet Media Ahmet Kondo, Tasos Dagiuklas, 2013-11-12 This book describes recent innovations in 3D media and technologies, with coverage of 3D media capturing, processing, encoding, and adaptation, networking aspects for 3D Media, and quality of user experience (QoE). The main contributions are based on the results of the FP7 European Projects ROMEO, which focus on new methods for the compression and delivery of 3D multi-view video and spatial audio, as well as the optimization of networking and compression jointly across the Future Internet (www.ict-romeo.eu). The delivery of 3D media to individual users remains a highly challenging problem due to the large amount of data involved, diverse network characteristics and user terminal requirements, as well as the user's context such as their preferences and location. As the number of visual views increases, current systems will struggle to meet the demanding requirements in terms of delivery of constant video quality to both fixed and mobile users. ROMEO will design and develop hybrid-networking solutions that combine the DVB-T2 and DVB-NGH broadcast access network technologies together with a QoE aware Peer-to-Peer (P2P) distribution system that operates over wired and wireless links. Live streaming 3D media needs to be received by collaborating users at the same time or with imperceptible delay to enable them to watch together while exchanging comments as if they were all in the same location. The volume provides state-of-the-art information on 3D multi-view video, spatial audio networking protocols for 3D media, P2P 3D media streaming, and 3D Media delivery across heterogeneous wireless networks among other topics. Graduate students and professionals in electrical engineering and computer science with an interest in 3D Future Internet Media will find this volume to be essential reading.

Novel 3D Media Technologies Ahmet Kondo, Tasos Dagiuklas, 2014-11-14 This book describes

recent innovations in 3D media and technologies, with coverage of 3D media capturing, processing, encoding, and adaptation, networking aspects for 3D Media, and quality of user experience (QoE). The contributions are based on the results of the FP7 European Project ROMEO, which focuses on new methods for the compression and delivery of 3D multi-view video and spatial audio, as well as the optimization of networking and compression jointly across the future Internet. The delivery of 3D media to individual users remains a highly challenging problem due to the large amount of data involved, diverse network characteristics and user terminal requirements, as well as the user's context such as their preferences and location. As the number of visual views increases, current systems will struggle to meet the demanding requirements in terms of delivery of consistent video quality to fixed and mobile users. ROMEO will present hybrid networking solutions that combine the DVB-T2 and DVB-NGH broadcast access network technologies together with a QoE aware Peer-to-Peer (P2P) distribution system that operates over wired and wireless links. Live streaming 3D media needs to be received by collaborating users at the same time or with imperceptible delay to enable them to watch together while exchanging comments as if they were all in the same location. This book is the second of a series of three annual volumes devoted to the latest results of the FP7 European Project ROMEO. The present volume provides state-of-the-art information on immersive media, 3D multi-view video, spatial audio, cloud-based media, networking protocols for 3D media, P2P 3D media streaming, and 3D Media delivery across heterogeneous wireless networks among other topics. Graduate students and professionals in electrical engineering and computer science with an interest in 3D Future Internet Media will find this volume to be essential reading. Describes the latest innovations in 3D technologies and Future Internet Media Focuses on research to facilitate application scenarios such as social TV and high-quality, real-time collaboration Discusses QoE for

3D Represents the last of a series of three volumes devoted to contributions from FP7 projects in the area of 3D and networked media

Mobile 3D Graphics Kari Pulli, Tomi Aarnio, Ville Miettinen, Kimmo Roimela, Jani Vaarala, 2007-11-19 Graphics and game developers must learn to program for mobility. This book will teach you how. This book - written by some of the key technical experts...provides a comprehensive but practical and easily understood introduction for any software engineer seeking to delight the consumer with rich 3D interactive experiences on their phone. Like the OpenGL ES and M3G standards it covers, this book is destined to become an enduring standard for many years to come. - Lincoln Wallen, CTO, Electronic Arts, Mobile "This book is an escalator, which takes the field to new levels. This is especially true because the text ensures that the topic is easily accessible to everyone with some background in computer science...The foundations of this book are clear, and the authors are extremely knowledgeable about the subject. - Tomas Akenine-Möller, bestselling author and Professor of Computer Science at Lund University This book is an excellent introduction to M3G. The authors are all experienced M3G users and developers, and they do a great job of conveying that experience, as well as plenty of practical advice that has been proven in the field. - Sean Ellis, Consultant Graphics Engineer, ARM Ltd The exploding popularity of mobile computing is undeniable. From cell phones to portable gaming systems, the global demand for multifunctional mobile devices is driving amazing hardware and software developments. 3D graphics are becoming an integral part of these ubiquitous devices, and as a result, Mobile 3D Graphics is arguably the most rapidly advancing area of the computer graphics discipline. Mobile 3D Graphics is about writing real-time 3D graphics applications for mobile devices. The programming interfaces explained and demonstrated in this must-have reference enable dynamic 3D media on cell phones, GPS

systems, portable gaming consoles and media players. The text begins by providing thorough coverage of background essentials, then presents detailed hands-on examples, including extensive working code in both of the dominant mobile APIs, OpenGL ES and M3G. C/C++ and Java Developers, graphic artists, students, and enthusiasts would do well to have a programmable mobile phone on hand to try out the techniques described in this book. The authors, industry experts who helped to develop the OpenGL ES and M3G standards, distill their years of accumulated knowledge within these pages, offering their insights into everything from sound mobile design principles and constraints, to efficient rendering, mixing 2D and 3D, lighting, texture mapping, skinning and morphing. Along the way, readers will benefit from the hundreds of included tips, tricks and caveats. Written by experts at Nokia whose workshops at industry conferences are blockbusters The programs used in the examples are featured in thousands of professional courses each year

3D-TV System with Depth-Image-Based Rendering Ce Zhu,Yin Zhao,Lu Yu,Masayuki Tanimoto,2012-08-15 Riding on the success of 3D cinema blockbusters and advances in stereoscopic display technology, 3D video applications have gathered momentum in recent years. 3D-TV System with Depth-Image-Based Rendering: Architectures, Techniques and Challenges surveys depth-image-based 3D-TV systems, which are expected to be put into applications in the near future. Depth-image-based rendering (DIBR) significantly enhances the 3D visual experience compared to stereoscopic systems currently in use. DIBR techniques make it possible to generate additional viewpoints using 3D warping techniques to adjust the perceived depth of stereoscopic videos and provide for auto-stereoscopic displays that do not require glasses for viewing the 3D image. The material includes a technical review and literature survey of components and complete systems, solutions for technical issues, and implementation of prototypes. The book is organized into four

sections: System Overview, Content Generation, Data Compression and Transmission, and 3D Visualization and Quality Assessment. This book will benefit researchers, developers, engineers, and innovators, as well as advanced undergraduate and graduate students working in relevant areas.

Emerging Technologies for 3D Video Frederic Dufaux, Béatrice Pesquet-Popescu, Marco Cagnazzo, 2013-04-22 With the expectation of greatly enhanced user experience, 3D video is widely perceived as the next major advancement in video technology. In order to fulfil the expectation of enhanced user experience, 3D video calls for new technologies addressing efficient content creation, representation/coding, transmission and display. Emerging Technologies for 3D Video will deal with all aspects involved in 3D video systems and services, including content acquisition and creation, data representation and coding, transmission, view synthesis, rendering, display technologies, human perception of depth and quality assessment. Key features: Offers an overview of key existing technologies for 3D video Provides a discussion of advanced research topics and future technologies Reviews relevant standardization efforts Addresses applications and implementation issues Includes contributions from leading researchers The book is a comprehensive guide to 3D video systems and services suitable for all those involved in this field, including engineers, practitioners, researchers as well as professors, graduate and undergraduate students, and managers making technological decisions about 3D video.

3D Television (3DTV) Technology, Systems, and Deployment Daniel Minoli, 2010-11-17 Going beyond the technological building blocks of 3DTV, 3D Television (3DTV) Technology, Systems, and Deployment: Rolling Out the Infrastructure for Next-Generation Entertainment offers an early view of the deployment and rollout strategies of this emerging technology. It covers cutting-edge advances, theories, and techniques in end-to-end 3DTV systems to provide a system-level view of the

topic and what it takes to make this concept a commercial reality. The book reflects the full-range of questions being posed about post-production 3D mastering, delivery options, and home screens. It reviews fundamental visual concepts supporting stereographic perception of 3DTV and considers the various stages of a 3DTV system including capture, representation, coding, transmission, and display. Presents new advances in 3DTV and display techniques Includes a 24-page color insert Identifies standardization activities critical to broad deployment Examines a different stage of an end-to-end 3DTV system in each chapter Considers the technical details related to 3DTV—including compression and transmission technologies Discussing theory and application, the text covers both stereoscopic and autostereoscopic techniques—the latter eliminating the need for special glasses and allowing for viewer movement. It also examines emerging holographic approaches, which have the potential to provide the truest three-dimensional images. The book contains the results of a survey of a number of advocacy groups to provide a clear picture of the current state of the industry, research trends, future directions, and underlying topics.

3D Research Challenges in Cultural Heritage II Sander Münster, Mieke Pfarr-Harfst, Piotr Kuroczyński, Marinos Ioannides, 2016-10-24 This book reflects a current state of the art and future perspectives of Digital Heritage focusing on not interpretative reconstruction and including as well as bridging practical and theoretical perspectives, strategies and approaches. Comprehensive key challenges are related to knowledge transfer and management as well as data handling within a interpretative digital reconstruction of Cultural Heritage including aspects of digital object creation, sustainability, accessibility, documentation, presentation, preservation and more general scientific compatibility. The three parts of the book provide an overview of a scope of usage scenarios, a current state of infrastructures as digital libraries, information repositories for an interpretative

reconstruction of Cultural Heritage; highlight strategies, practices and principles currently used to ensure compatibility, reusability and sustainability of data objects and related knowledge within a 3D reconstruction work process on a day to day work basis; and show innovative concepts for the exchange, publishing and management of 3D objects and for inherit knowledge about data, workflows and semantic structures.

3D Object Processing Jean-Luc Dugelay, Atilla Baskurt, Mohamed Daoudi, 2008-07-31 The arrival, and continuing evolution, of high quality 3D objects has been made possible by recent progress in 3D scanner acquisition and 3D graphics rendering. With this increasing quality comes a corresponding increase in the size and complexity of the data files and the necessity for advances in compression techniques. Effective indexing to facilitate the retrieval of the 3D data is then required to efficiently store, search and recapture the objects that have been compressed. The application of 3D images in fields such as communications, medicine and the military also calls for copyright protection, or watermarking, to secure the data for transmission. Written by expert contributors, this timely text brings together the three important and complementary topics of compression, retrieval and watermarking techniques for 3D objects. 3D object processing applications are developing rapidly and this book tackles the challenges and opportunities presented, focusing on the secure transmission, sharing and searching of 3D objects on networks, and includes: an introduction to the commonly used 3D representation schemes; the characteristics, advantages and limitations of polygonal meshes, surface based models and volumetric models; 3D compression techniques; the 3D coding and decoding schemes for reducing the size of 3D data to reduce transmission time and minimize distortion; state of the art responses to the intrinsic challenges of building a 3D-model search engine, considering view-based, structural and full-3D approaches; watermarking techniques

for ensuring intellectual property protection and content security without altering the visual quality of the 3D object. 3D Object Processing: Compression, Indexing and Watermarking is an invaluable resource for graduate students and researchers working in signal and image processing, computer aided design, animation and imaging systems. Practising engineers who want to expand their knowledge of 3D video objects, including data compression, indexing, security, and copyrighting of information, will also find this book of great use.

CAD, 3D Modeling, Engineering Analysis, and Prototype Experimentation Jeremy Zheng Li, 2014-08-26 This succinct book focuses on computer aided design (CAD), 3-D modeling, and engineering analysis and the ways they can be applied effectively in research and industrial sectors including aerospace, defense, automotive, and consumer products. These efficient tools, deployed for R&D in the laboratory and the field, perform efficiently three-dimensional modeling of finished products, render complex geometrical product designs, facilitate structural analysis and optimal product design, produce graphic and engineering drawings, and generate production documentation. Written with an eye toward green energy installations and novel manufacturing facilities, this concise volume enables scientific researchers and engineering professionals to learn design techniques, control existing and complex issues, proficiently use CAD tools, visualize technical fundamentals, and gain analytic and technical skills. This book also:

- Equips practitioners and researchers to handle powerful tools for engineering design and analysis using many detailed illustrations
- Emphasizes important engineering design principles in introducing readers to a range of techniques
- Includes tutorials providing readers with appropriate scaffolding to accelerate their learning process
- Adopts a product development, cost-consideration perspective through the book's many examples

3D Visual Content Creation, Coding and Delivery Pedro Amado Assunção,Atanas Gotchev,2018-07-28 This book covers the different aspects of modern 3D multimedia technologies by addressing several elements of 3D visual communications systems, using diverse content formats, such as stereo video, video-plus-depth and multiview, and coding schemes for delivery over networks. It also presents the latest advances and research results in regards to objective and subjective quality evaluation of 3D visual content, extending the human factors affecting the perception of quality to emotional states. The contributors describe technological developments in 3D visual communications, with particular emphasis on state-of-the-art advances in acquisition of 3D visual scenes and emerging 3D visual representation formats, such as: multi-view plus depth and light field; evolution to freeview and light-field representation; compression methods and robust delivery systems; and coding and delivery over various channels. Simulation tools, testbeds and datasets that are useful for advanced research and experimental studies in the field of 3D multimedia delivery services and applications are covered. The international group of contributors also explore the research problems and challenges in the field of immersive visual communications, in order to identify research directions with substantial economic and social impact. 3D Visual Content Creation, Coding and Delivery provides valuable information to engineers and computer scientists developing novel products and services with emerging 3D multimedia technologies, by discussing the advantages and current limitations that need to be addressed in order to develop their products further. It will also be of interest to students and researchers in the field of multimedia services and applications, who are particularly interested in advances bringing significant potential impact on future technological developments.

3D Research Challenges in Cultural Heritage III Marinós Ioannides,Petros Patias,2023-07-20

This open access book presents a collection of papers focusing on current 3D research challenges in the domain of digital cultural heritage. 3D technologies find considerable use within the field of cultural heritage at the beginning of the 21st century, for example in the areas of data acquisition, modeling, archiving in local repositories, harvesting in digital libraries and their long-term preservation. This volume put emphasis on a number of challenges facing 3D research in the 2D/3D digitization of tangible objects and their transformation to digital/virtual/memory twins; the interplay of geometry, semantics and the recovery and management of knowledge in digital cultural heritage; the handling of 3D data via the Cloud on the Internet and mobile devices; the presentation of cultural heritage content in 3D to the general public; and the 3D reproduction of cultural heritage objects from virtual to real.

Expressive Spaces in Digital 3D Cinema Owen Weetch, 2016-09-26 This book puts forward a more considered perspective on 3D, which is often seen as a distracting gimmick at odds with artful cinematic storytelling. Owen Weetch looks at how stereography brings added significance and expressivity to individual films that all showcase remarkable uses of the format. Avatar, Gravity, The Hole, The Great Gatsby and Frozen all demonstrate that stereography is a rich and sophisticated process that has the potential to bring extra meaning to a film's narrative and themes. Through close reading of these five very different examples, Expressive Spaces in Digital 3D Cinema shows how being sensitive to stereographic manipulation can nuance and enrich the critical appreciation of stereoscopic films. It demonstrates that the expressive placement of characters and objects within 3D film worlds can construct meaning in ways that are unavailable to 'flat' cinema.

3D Radiative Transfer in Cloudy Atmospheres Alexander Marshak, Anthony Davis, 2006-03-30 Developments in three-dimensional cloud radiation over the past few decades are assessed and

distilled into this contributed volume. Chapters are authored by subject-matter experts who address a broad audience of graduate students, researchers, and anyone interested in cloud-radiation processes in the solar and infrared spectral regions. After two introductory chapters and a section on the fundamental physics and computational techniques, the volume extensively treats two main application areas: the impact of clouds on the Earth's radiation budget, which is an essential aspect of climate modeling; and remote observation of clouds, especially with the advanced sensors on current and future satellite missions.

A Forecast on the Development of the 3D TV Market in the US: Will 3D TVs Become the Next Big Thing in Our Living Rooms? Anita Theis, 2013-06-05 This in-depth research study discusses whether 3D TV will become a new trend in the consumers' living rooms or if it is just a hype that will fail to establish itself. The study contains both extensive market research as well as target group research among the American population. Both parts of the study deal with the market situation of 3D TVs within the United States in 2011, and an extensive analysis of both studies provides in-depth insight into a potential future of the 3D TV market in the coming years. In 2010 only 3% of US households had purchased a 3D TV. According to E. Rogers' book 'Diffusion of Innovation' whose theory is used as a guideline throughout the whole research paper, those 3% can be identified as belonging to the category of innovators. To incorporate other categories of the adopter categorization, the 3D TV technology has to face economic, sociological and technological challenges. Those challenges as well as the trends and developments influence the adoption of the technology. E. Rogers discusses these influencing characteristics in his work and groups them into five categories: relative advantage, compatibility, complexibility, observability and trialability. Based on Rogers' book, this study determines in how far those characteristics favor or disfavor the

adoption process of 3D TV and how current trends and developments within the 3D TV sector might improve this process. These conclusions are then used in a target group research in order to determine whether they are feasible and will lead to a higher adoption rate of the technology within the next 3 to 5 years. Consequently, this research paper can act as a guide for both TV manufacturers and TV content producers that invest or plan to invest into 3D TV. However, the main purpose of the study is to be the starting point for marketing managers of those companies that already have started investing in 3D technology. The research gives insight into how the adoption process can be impro

3D Cinematic Aesthetics and Storytelling Yong Liu, 2018-07-05 This book argues that 3D films are becoming more sophisticated in utilising stereoscopic effects for storytelling purposes. Since Avatar (2009), we have seen a 3D revival marked by its integration with new digital technologies. With this book, the author goes beyond exploring 3D's spectacular graphics and considers how 3D can be used to enhance visual storytelling. The chapters include visual comparisons between 2D and 3D to highlight their respective narrative features; an examination of the narrative tropes and techniques used by contemporary 3D filmmakers; and a discussion of the narrative implications brought by the coexistence of flatness and depth in 3D visuality. In demonstrating 3D cinematic aesthetics and storytelling, Yong Liu analyses popular films such as Hugo (2011), Life of Pi (2012), Gravity (2013), Star Trek Into Darkness (2013), and The Great Gatsby (2013). The book is an investigation into contemporary forms of stereoscopic storytelling derived from a unique, long-existing mode of cinematic illusions.

3D TV and 3D Cinema Bernard Mendiburu, 2012-11-12 This book helps you master the technical requirements of shooting 3D stereoscopic images. This title defines the concept of a

professional 3D camera system and describes what features are required to make a successful unit to keep your production on schedule and on budget.

Recent Advances in 3D Imaging, Modeling, and Reconstruction Voulodimos, Athanasios, Doulamis, Anastasios, 2020-02-28 3D image reconstruction is used in many fields, such as medicine, entertainment, and computer science. This highly demanded process comes with many challenges, such as images becoming blurry by atmospheric turbulence, getting snowed with noise, or becoming damaged within foreign regions. It is imperative to remain well-informed with the latest research in this field. *Recent Advances in 3D Imaging, Modeling, and Reconstruction* is a collection of innovative research on the methods and common techniques of image reconstruction as well as the accuracy of these methods. Featuring coverage on a wide range of topics such as ray casting, holographic techniques, and machine learning, this publication is ideally designed for graphic designers, computer engineers, medical professionals, robotics engineers, city planners, game developers, researchers, academicians, and students.

Depth Map and 3D Imaging Applications: Algorithms and Technologies Malik, Aamir Saeed, 2011-11-30 Over the last decade, significant progress has been made in 3D imaging research. As a result, 3D imaging methods and techniques are being employed for various applications, including 3D television, intelligent robotics, medical imaging, and stereovision. *Depth Map and 3D Imaging Applications: Algorithms and Technologies* present various 3D algorithms developed in the recent years and to investigate the application of 3D methods in various domains. Containing five sections, this book offers perspectives on 3D imaging algorithms, 3D shape recovery, stereoscopic vision and autostereoscopic vision, 3D vision for robotic applications, and 3D imaging applications. This book is an important resource for professionals, scientists, researchers, academics, and

software engineers in image/video processing and computer vision.

3D Research Challenges in Cultural Heritage Marinos Ioannides, Ewald Quak, 2014-09-15
This book contains selected contributions from some of the most renowned researchers in the field of Digital Heritage and 3D representation of the Past, based in large part on invited presentations from the workshop “Computational Geometry and Ontologies for Cultural Heritage 3D Digital Libraries: What are the future alternatives for Europeana?” which was held in conjunction with the International Conference on Cultural Heritage EuroMed2012 (www.euromed2012.eu) on the island of Cyprus in October 2012. This was the official event of the Cyprus Presidency of the Council of the European Union on Progress in Cultural Heritage Preservation. The aim of this book is to provide an insight to ongoing research and future directions in this novel, continuously very promising and multi-disciplinary evolving field, which lies at the intersection of digital heritage, engineering, computer science, mathematics, material science, architecture, civil engineering and archaeology.

3D Video Laurent Lucas, Céline Loscos, Yannick Rémyon, 2013-12-04 While 3D vision has existed for many years, the use of 3D cameras and video-based modeling by the film industry has induced an explosion of interest for 3D acquisition technology, 3D content and 3D displays. As such, 3D video has become one of the new technology trends of this century. The chapters in this book cover a large spectrum of areas connected to 3D video, which are presented both theoretically and technologically, while taking into account both physiological and perceptual aspects. Stepping away from traditional 3D vision, the authors, all currently involved in these areas, provide the necessary elements for understanding the underlying computer-based science of these technologies. They consider applications and perspectives previously unexplored due to technological limitations. This book guides the reader through the production process of 3D videos; from acquisition, through data

treatment and representation, to 3D diffusion. Several types of camera systems are considered (multiscopic or multiview) which lead to different acquisition, modeling and storage-rendering solutions. The application of these systems is also discussed to illustrate varying performance benefits, making this book suitable for students, academics, and also those involved in the film industry.

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