

3d Video

Laurent Lucas,Céline Loscos,Yannick Rémion

3D Video and Its Applications Takashi Matsuyama, Shohei Nobuhara, Takeshi Takai, Tony Tung, 2012-05-31 This book presents a broad review of state-of-the-art 3D video production technologies and applications. The text opens with a concise introduction to the field, before examining the design and calibration methods for multi-view camera systems, including practical implementation technologies. A range of algorithms are then described for producing 3D video from video data. A selection of 3D video applications are also demonstrated. Features: describes real-time synchronized multi-view video capture, and object tracking with a group of active cameras; discusses geometric and photometric camera calibration, and 3D video studio design with active cameras; examines 3D shape and motion reconstruction, texture mapping and image rendering, and lighting environment estimation; demonstrates attractive 3D visualization, visual contents analysis and editing, 3D body action analysis, and data compression; highlights the remaining challenges and the exciting avenues for future research in 3D video technology.

QUEEN IN 3-D BRIAN. MAY, 2021-10 Queen in 3-D is an inside view of one of the greatest rock acts of all time told in his own pictures and words by founder member, songwriter and guitarist Brian May. Complimentary 3-D OWL viewer included.

3D Video Laurent Lucas, Céline Loscos, Yannick Rémon, 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.

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.

The Amazing Book is Not on Fire Dan Howell, Phil Lester, 2015-10-08 Hello reader! In this book is a world. A world created by two awkward guys who share their lives on the internet! We are Dan and Phil and we invite you on a journey inside our minds! From the stories of our actual births, to exploring Phil's teenage diary and all the reasons why Dan's a fail. Learn how to draw the perfect cat whiskers, get advice on how to make YouTube videos and discover which of our dining chairs represents you emotionally. With everything from what we text each other, to the time we met One Direction and what really happened in Vegas... This is The Amazing Book Is Not On Fire!

3D Math Primer for Graphics and Game Development, 2nd Edition Fletcher Dunn, Ian Parberry, 2011-11-02 This engaging book presents the essential mathematics needed to describe, simulate, and render a 3D world. Reflecting both academic and in-the-trenches practical experience, the authors teach you how to describe objects and their positions, orientations, and trajectories in 3D using mathematics. The text provides an introduction to mathematics for game designers, including the fundamentals of coordinate spaces, vectors, and matrices. It also covers orientation in three dimensions, calculus and dynamics, graphics, and parametric curves.

3D Video Coding for Embedded Devices Bruno Zatt, Muhammad Shafique, Sergio Bampi, Jörg Henkel, 2014-07-08 This book shows readers how to develop energy-efficient algorithms and hardware architectures to enable high-definition 3D video coding on resource-constrained embedded devices. Users of the Multiview Video Coding (MVC) standard face the challenge of exploiting its 3D video-specific coding tools for increasing compression efficiency at the cost of increasing computational complexity and, consequently, the energy consumption. This book enables readers to reduce the multiview video coding energy consumption through jointly considering the algorithmic and architectural levels. Coverage includes an introduction to 3D videos and an extensive discussion of the current state-of-the-art of 3D video coding, as well as energy-efficient algorithms for 3D video coding and energy-efficient hardware architecture for 3D video coding.

3DTV Anil Fernando, Stewart T. Worrall, Erhan Ekmekcioğlu, 2013-10-14 A novel and timely primer to the 3DTV system chain from capture to display This book examines all aspects of the 3DTV chain, from capture to display. It helps the reader learn about the key issues for 3DTV technology. It also provides with a systems level appreciation of 3DTV systems, and an understanding of the fundamental principles behind each part of the chain. At the end of each chapter, the author provides resources where readers can learn more about the technology covered (e.g. more focused text books, key journal papers, and key standards contributions). Provides a fundamental and systematic introduction and description of 3DTV key techniques, which build up the whole 3DTV system from capture to consumer viewing at the home. Addresses the quick moving field of 3D displays which is attracting increasing interest from industry and academia. Concepts in the book will be illustrated using diagrams and example images of processed 3D content. The 3D content will be presented as 2D images in the book. Authors to host website providing pointers to more information on the web, freely available tools which would enable readers to experiment with coding video, simulate its transmission over networks, play it back in 3D, and measure the quality and links to important news and developments in the field.

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 Video Laurent Lucas, Celine Loscos, Yannick Remion, 2013 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.

ABC 3D Marion Bataille, 2008 'S' spins, 'V' becomes 'W' via a mirrored page

and other letters reveal themselves in pop-ups and sliding panels. All in simple black, white and red tones.

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.

Welcome to the Universe in 3D Neil deGrasse Tyson,Michael A. Strauss,J.

Richard Gott, Robert J. Vanderbei, 2022-04-19 Presenting a rich array of stereoscopic color images, which can be viewed in 3D using a special stereo viewer that folds easily out of the cover of the book, this book reveals your cosmic environment as you have never seen it before. Journey into the vast depths of the observable universe by visualising the most spectacular images in astronomy in stereoscopic 3D. Welcome to the Universe in 3D takes you on a grand tour of the observable universe, guiding you through the most spectacular sights in the cosmos in a breathtaking 3D. Astronomy is the story of how humankind's perception of the two-dimensional dome of the sky evolved into a far deeper comprehension of an expanding three-dimensional cosmos. This book invites you to take part in this story by exploring the universe in depth, as revealed by cutting-edge astronomical research and observations. You will journey from the Moon through the solar system, out to exoplanets, distant nebulae, and galaxy clusters, until you finally reach the cosmic microwave background radiation (or CMB), the most distant light we can observe. The distances to these celestial wonders range from 1.3 light-seconds to 13.8 billion light-years. Along the way, the authors explain the fascinating features of what you are seeing, including how the 3D images were made using the same technique that early astronomers devised to measure distances to objects in space. The dramatic 3D images in this one-of-a-kind book will astonish you, extending your vision out to the farthest reaches of the universe. You will never look up into the night sky the same way again.

3D Video Technologies Levent Onural,2011 Provides a broad overview of research trends in 3D video and related technologies. The text was developed to meet the needs of a non-technical reader group who need to understand the issues, concerns, and technical problems and their currently proposed so

3D Videocommunication Oliver Schreer,Peter Kauff,Thomas Sikora,2005-11-01 The migration of immersive media towards telecommunication applications is advancing rapidly. Impressive progress in the field of media compression, media representation, and the larger and ever increasing bandwidth available to the customer, will foster the introduction of these services in the future. One of the key components for the envisioned applications is the development from two-dimensional towards three-dimensional audio-visual communications. With contributions from key experts in the field, 3D Videocommunication: provides a complete overview of existing systems and technologies in 3D video communications and provides guidance on future trends and research; considers all aspects of the 3D videocommunication processing chain including video coding, signal processing and computer graphics; focuses on the current state-of-the-art and highlights the directions in which the technology is likely to move; discusses in detail the relevance of 3D videocommunication for telepresence systems and immersive media; and provides an exhaustive bibliography for further reading. Researchers and students interested in the field of 3D audio-visual communications will find 3D Videocommunication a valuable resource, covering

a broad overview of the current state-of-the-art. Practical engineers from industry will also find it a useful tool in envisioning and building innovative applications.

Sketching from the Imagination: Storytelling ,2021-07-06

3D Visual Communications Guan-Ming Su,Yu-chi Lai,Andres Kwasinski,Haohong Wang,2012-12-12 Provides coverage of the major theories and technologies involved in the lifecycle of 3D video content delivery Presenting the technologies used in end-to-end 3D video communication systems, this reference covers 3D graphics and video coding, content creation and display, and communications and networking. It covers the full range of key areas from the fundamentals of 3D visual representation to the latest 3D video coding techniques, relevant communication infrastructure and networks to the 3D quality of experience. The book is structured to logically lead readers through the topic, starting with generic and fundamental information, continuing with a detailed section of different visualisation techniques before concluding with an extensive view of 3D mobile communication systems and trends. The authors give most focus to four important areas: 3D video coding and communications; 3D graphics/gaming and mobile communications; end-to-end 3D ecosystem (including 3D display, 3D player, networking facility and 3D quality issues), and future communications and networks advances for emerging 3D experience. Presents the theory and key concepts behind the latest 3D visual coding framework, standards, and corresponding quality

assessment Provides fundamental material which forms the basis for future research on enhancing the performance of 3D visual communications over current and future wireless networks Covers important topics including: 3D video coding and communications; 3D graphics/gaming and mobile communications; end-to-end 3D ecosystem; and future communications and networks advances for emerging 3D experience Essential reading for engineers involved in the research, design and development of 3D visual coding and 3D visual transmission systems and technologies, as well as academic and industrial researchers.

Shoot 3D Video Like a Pro Michael Sean Kaminsky, 2011-11 For the first time in history, 3D video cameras are affordable for just about anyone. But 3D often frustrates and confuses new users. Now with this book as your guide, you can easily shoot eye-popping, professional-looking 3D video. **Shoot 3D Video Like a Pro: 3D Camcorder Tips, Tricks & Secrets** uses easy-to-understand examples to teach you how to: - Choose the best 3D camcorder for you - Learn the secrets that will make your 3D videos pop - Avoid hidden 3D shooting and editing pitfalls - Make \$ with your new camcorder in 16 different ways - Help your 3D videos go viral on YouTube - Find 3D film festivals to screen your work - Shoot 3D weddings, vacations, video blogs and more - Wow your friends and family with stunning 3D You will also learn from three real world professional 3D videographers who share their expertise and stereoscopic know how. The exciting world of 3D video is yours to explore!

Video Game Spaces Michael Nitsche, 2008-12-05 An exploration of how we see, use, and make sense of modern video game worlds. The move to 3D graphics represents a dramatic artistic and technical development in the history of video games that suggests an overall transformation of games as media. The experience of space has become a key element of how we understand games and how we play them. In *Video Game Spaces*, Michael Nitsche investigates what this shift means for video game design and analysis. Navigable 3D spaces allow us to crawl, jump, fly, or even teleport through fictional worlds that come to life in our imagination. We encounter these spaces through a combination of perception and interaction. Drawing on concepts from literary studies, architecture, and cinema, Nitsche argues that game spaces can evoke narratives because the player is interpreting them in order to engage with them. Consequently, Nitsche approaches game spaces not as pure visual spectacles but as meaningful virtual locations. His argument investigates what structures are at work in these locations, proceeds to an in-depth analysis of the audiovisual presentation of gameworlds, and ultimately explores how we use and comprehend their functionality. Nitsche introduces five analytical layers—rule-based space, mediated space, fictional space, play space, and social space—and uses them in the analyses of games that range from early classics to recent titles. He revisits current topics in game research, including narrative, rules, and play, from this new perspective. *Video Game Spaces* provides a range of necessary arguments and

tools for media scholars, designers, and game researchers with an interest in 3D game worlds and the new challenges they pose.

3D Face Processing Zhen Wen, Thomas S. Huang, 2004-07-22 3D Face Processing: Modeling, Analysis and Synthesis introduces the frontiers of 3D face processing techniques. It reviews existing 3D face processing techniques, including techniques for 3D face geometry modeling; 3D face motion modeling; and 3D face motion tracking and animation. Then it discusses a unified framework for face modeling, analysis and synthesis. In this framework, the authors present new methods for modeling complex natural facial motion, as well as face appearance variations due to illumination and subtle motion. Then the authors apply the framework to face tracking, expression recognition and face avatar for HCI interface. They conclude this book with comments on future work in the 3D face processing framework. 3D Face Processing: Modeling, Analysis and Synthesis will interest those working in face processing for intelligent human computer interaction and video surveillance. It contains a comprehensive survey on existing face processing techniques, which can serve as a reference for students and researchers. It also covers in-depth discussion on face motion analysis and synthesis algorithms, which will benefit more advanced graduate students and researchers.

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