

# 3D, UHD and Scalable TV Challenges and Perspectives

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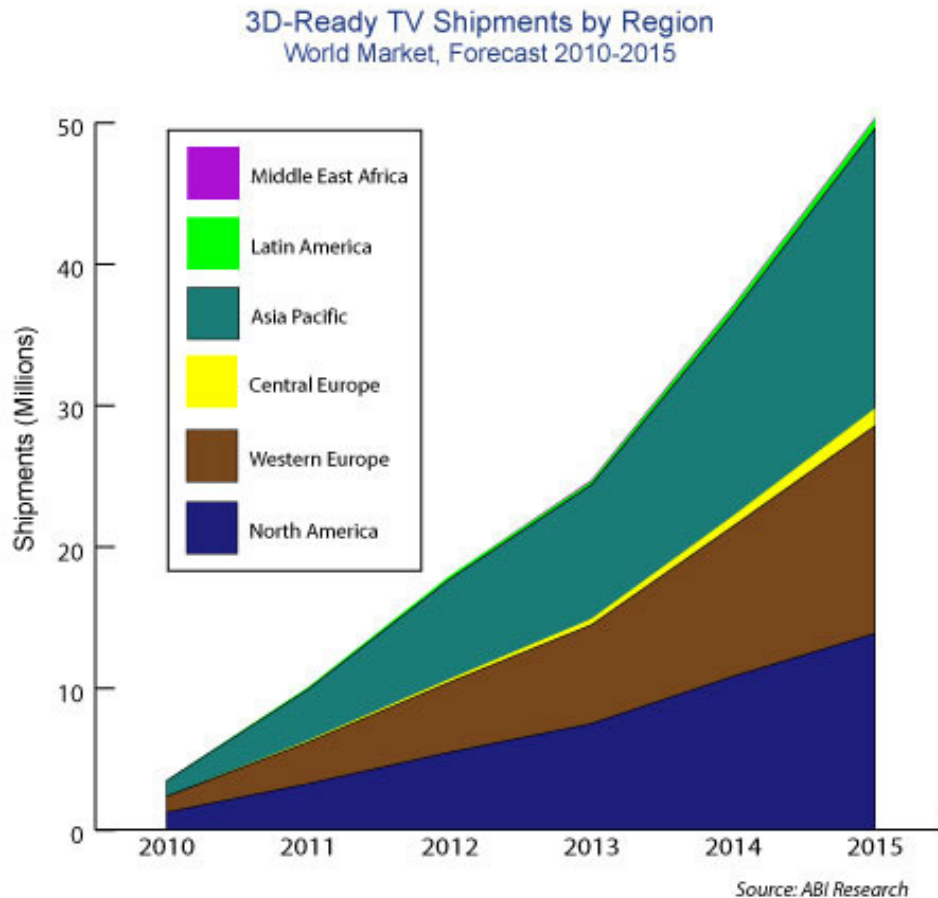
[yuzo@decom.fee.unicamp.br](mailto:yuzo@decom.fee.unicamp.br), [rogerio\\_seiji\\_higa@yahoo.com.br](mailto:rogerio_seiji_higa@yahoo.com.br) and  
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- 3D TV
- Ultra High Definition Video
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# 3D TV Market



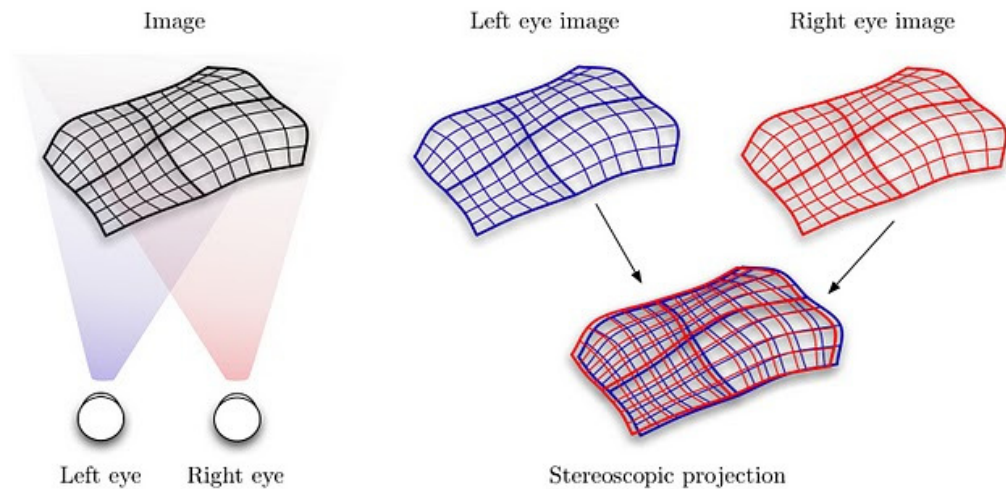
- 3D TV sets will approach 50 million in 2015
- The popularity of 3D movies

# 3-D Imaging Methods

- Depth Sensing Techniques
  - Display 3-D provide images which can stimulate the depth sense
- Display 3-D can be classified as
  - Binocular
  - Multiview
  - Integral Imaging
  - Holography

# Display 3D

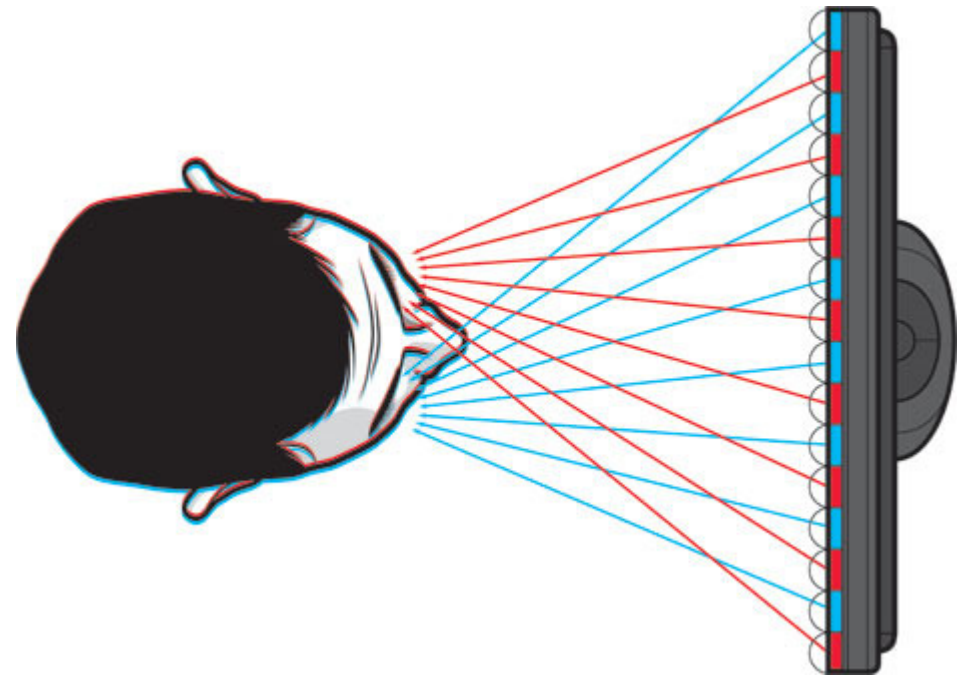
- Binocular
  - Principle of stereoscopy
  - Two images, one for each eye.
  - Glasses or headsets
    - Anaglyph, Polarized glasses, ...



# Display 3D

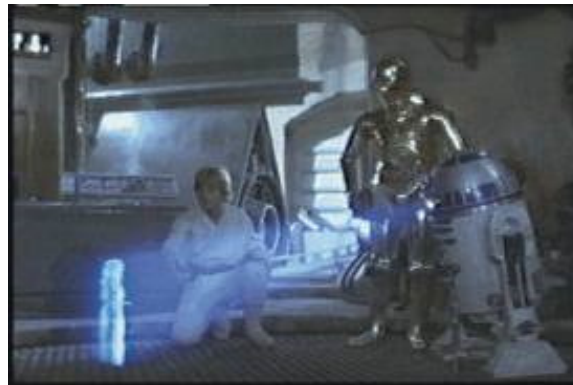
## – Autostereoscopic

- 3D without glasses
- Two-view displays
- Head-tracked displays
- Multiview displays



# Display 3D

- Integral Imaging (Integral Photography)
  - 3D without glasses
  - Record in a 2D matrix sensor many elemental images of a 3D scene
    - elemental image stores the information of a different perspective of the object
- Holography

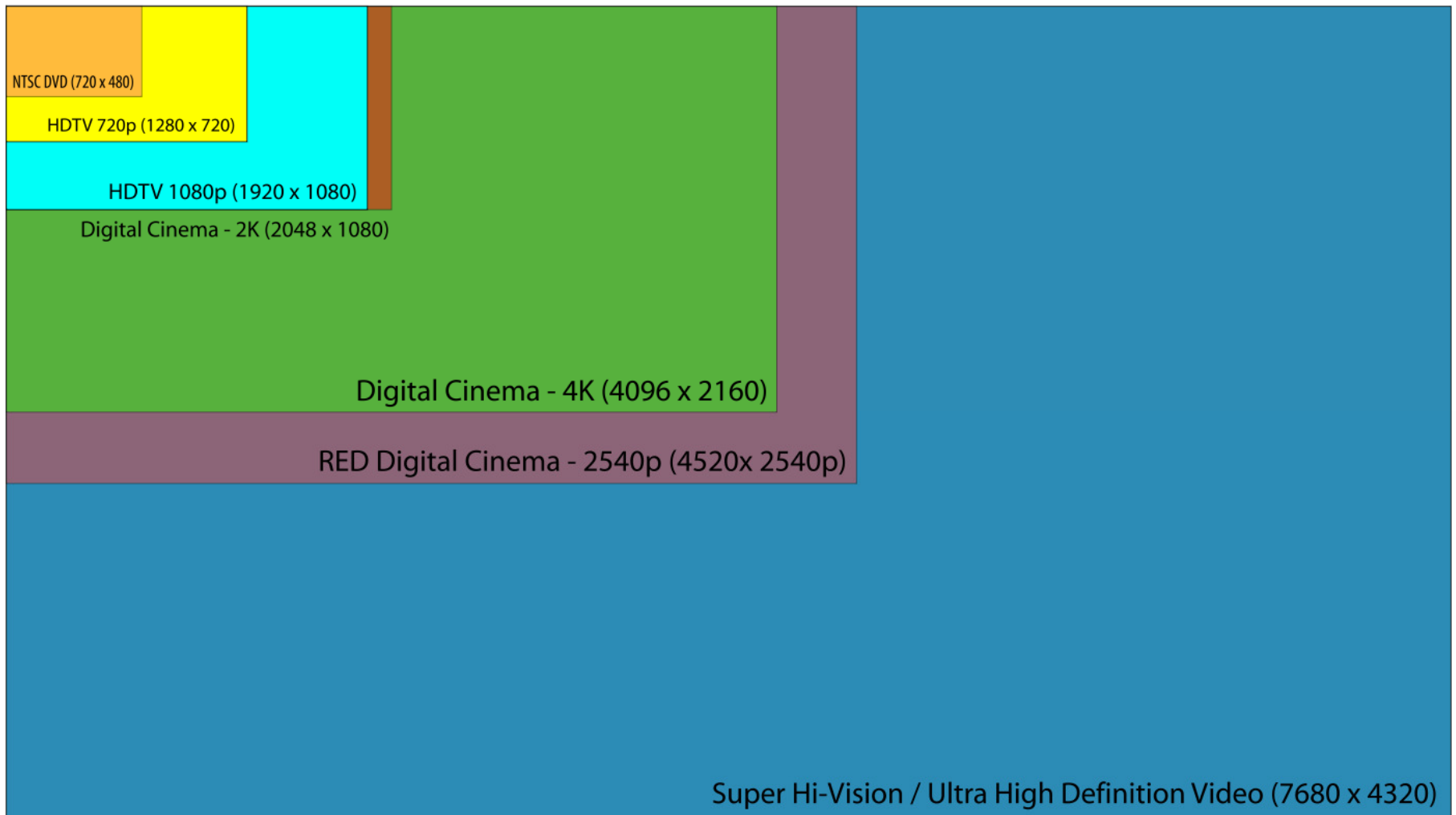


# Ultra High Definition Video- UHD

- 7680x4320 pixels
- 60 Fps
- 16 bits/pixel
- Based on the Shannon Capacity, we cannot transmit signals at a rate exceeding 59Mbps per TV channel (6MHz) with a signal to noise ratio (SNR) of less than 30dB.

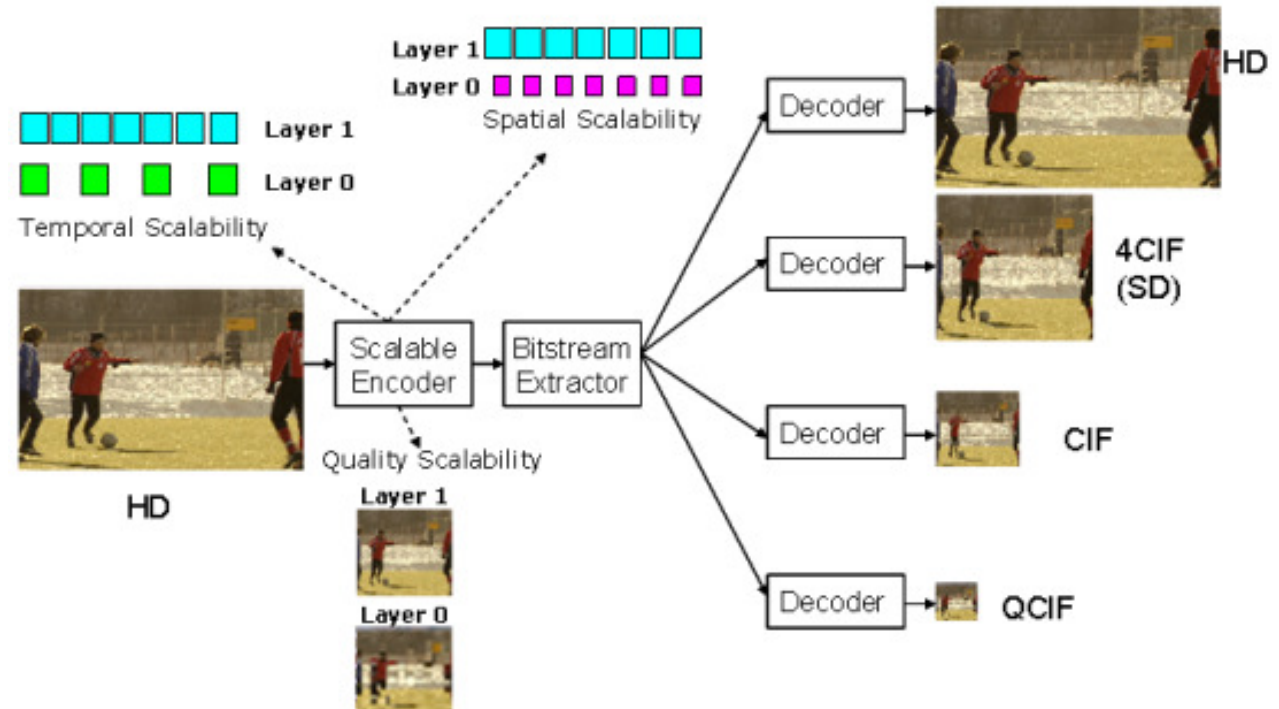


# Ultra High Definition Video- UHD



# Scalable Video

- Solution for diverse devices
  - HD and UHD
  - 2D and 3D



# Challenges for Broadcasting

- 3D and UHD TV requires
  - Wide band transmission
    - New compression techniques
    - New transmission techniques
      - Adaptive modulation
      - Smart antennas
      - Space time code
  - Standard for multiplexing

# I Simpósio Brasil Japão sobre Avanços em Televisão Digital

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