

Ahmet Kondoç - Tasos Dagiuklas *Editors*

Novel 3D Media Technologies

 Springer

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Daniel Minoli



Novel 3d Media Technologies:

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

Connected Media in the Future Internet Era Ahmet Kondo, Tasos Dagiuklas, 2016-10-08 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

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Emerging Innovations in Wireless Networks and Broadband Technologies Chilamkurti, Naveen, 2016-03-29 Due to technological advancements in recent years wireless systems have experienced significant improvements in reliability and performance Now deeply integrated into daily life in modern society these systems have become a widely studied topic Emerging Innovations in Wireless Networks and Broadband Technologies is a pivotal reference source for the latest scholarly research on the various applications and functionality of wireless technologies Highlighting critical issues relating to network optimization and efficiency this book is ideally designed for researchers upper level students practitioners and professionals interested in the recent developments within the field of wireless systems

Information Science and Applications 2017 Kuinam Kim, Nikolai Joukov, 2017-03-16 This book contains selected papers from the 8th International Conference on Information Science and Applications ICISA 2017 and provides a snapshot of the latest issues encountered in technical convergence and convergences of security technology It explores how information science is core to most current research industrial and commercial activities and consists of contributions covering topics including Ubiquitous Computing Networks and Information Systems Multimedia and Visualization Middleware and Operating Systems Security and Privacy Data Mining and Artificial Intelligence Software Engineering and Web Technology The proceedings introduce the most recent information technology and ideas applications and problems related to technology convergence illustrated through case studies and reviews converging existing security techniques Through this volume readers will gain an understanding of the current state of the art information strategies and technologies of convergence security The intended readerships are researchers in academia industry and other research institutes focusing on information science and technology

Advances in Mobile Cloud Computing and Big Data in the 5G Era Constandinos X. Mavromoustakis, George Mastorakis, Ciprian Dobre, 2016-11-19 This book reports on the latest advances on the theories practices standards and strategies that are related to the modern technology paradigms the Mobile Cloud computing MCC and Big Data as the pillars and their association with the emerging 5G mobile networks The book includes 15 rigorously refereed chapters written by leading international researchers providing the readers with technical and scientific information about various aspects of Big Data and Mobile Cloud Computing from basic concepts to advanced findings reporting the state of the art on Big Data management It demonstrates

and discusses methods and practices to improve multi source Big Data manipulation techniques as well as the integration of resources availability through the 3As Anywhere Anything Anytime paradigm using the 5G access technologies *Academic Press Library in Signal Processing, Volume 6*, 2017-11-28 Academic Press Library in Signal Processing Volume 6 Image and Video Processing and Analysis and Computer Vision is aimed at university researchers post graduate students and R D engineers in the industry providing a tutorial based comprehensive review of key topics and technologies of research in both image and video processing and analysis and computer vision The book provides an invaluable starting point to the area through the insight and understanding that it provides With this reference readers will quickly grasp an unfamiliar area of research understand the underlying principles of a topic learn how a topic relates to other areas and learn of research issues yet to be resolved Presents a quick tutorial of reviews of important and emerging topics of research Explores core principles technologies algorithms and applications Edited and contributed by international leading figures in the field Includes comprehensive references to journal articles and other literature upon which to build further more detailed knowledge

Virtual, Augmented and Mixed Reality Jessie Y. C. Chen, Gino Fragomeni, 2021-07-03 This book constitutes the refereed proceedings of the 13th International Conference on Virtual Augmented and Mixed Reality VAMR 2021 held virtually as part of the 23rd HCI International Conference HCII 2021 in July 2021 The total of 1276 papers and 241 posters included in the 39 HCII 2021 proceedings volumes was carefully reviewed and selected from 5222 submissions The 47 papers included in this volume were organized in topical sections as follows designing and evaluating VAMR environments multimodal and natural interaction in VAMR head mounted displays and VR glasses VAMR applications in design the industry and the military and VAMR in learning and culture **Augmented and Virtual Reality** Lucio Tommaso De Paolis, Antonio Mongelli, 2015-08-14

This book constitutes the refereed proceedings of the Second International Conference on Augmented and Virtual Reality AVR 2015 held in Lecce Italy in September 2015 The 32 papers and 8 short papers presented were carefully reviewed and selected from 82 submissions The SALENTO AVR 2015 conference brings together a community of researchers from academia and industry computer scientists engineers and physicians in order to share points of views knowledge experiences and scientific and technical results related to state of the art solutions and technologies on virtual and augmented reality applications for medicine cultural heritage education industrial sectors as well as the demonstration of advanced products and technologies **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 Information Optics and Photonics Thierry Fournel,Bahram Javidi,2010-11-01 This book will address the advances applications research results and emerging areas of optics photonics computational approaches nano photonics bio photonics with applications in information systems The objectives are to bring together novel approaches analysis models and technologies that enhance sensing measurement processing interpretation and visualization of information The book will concentrate on new approaches to information systems including integration of computational algorithms bio inspired models photonics technologies information security bio photonics and nano photonics Applications include bio photonics digitally enhanced sensing and imaging systems multi dimensional optical imaging and image processing bio inspired imaging 3D visualization 3D displays imaging on nano scale quantum optics super resolution imaging photonics for biological applications microscopy information optics and holographic information systems

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