



3D VIDEO OBJECTS AT SCALABLE LEVELS OF QUALITY (ThuAmOR1)

★ Author(s) :

Christian Weigel
Marco Rittermann

(Technische Universität Ilmenau, Germany)

(Technische Universität Ilmenau, Germany)

★ Abstract :

In this paper we present an approach for the generation and coding of 3D video objects where the quality is scalable in a definable manner. At first a production chain for the generation and display of 3D video objects based on image based rendering (IBR) methods is described. Starting with this specific generation chain, issues of applying a scalable coding framework for 3D video objects are discussed. By developing a common model of generation a theoretical approach is introduced and basic experiments are presented. For the comparison and the validation of the proposed methodology a quality metric (3DVQM) is utilized and explained further.

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