

1. Record Nr.	UNINA9910140181103321
Titolo	Media production, delivery, and interaction for platform independent systems : format-agnostic media // editors, Oliver Schreer, Fraunhofer Heinrich Hertz Institute, Technical University Berlin, Germany, Jean-Fran#cois Macq, Alcatel-Lucent Bell Labs, Belgium, Omar Aziz Niamut, The Netherlands Organisation for Applied Scientific Research (TNO), The Netherlands, Javier Ruiz-Hidalgo, Universitat Politaechnica de Catalunya, Spain, Ben Shirley, University of Salford, MediaCityUK, United Kingdom, Georg Thallinger, DIGITAL-Institute for Information and Communication Technologies, JOANNEUM RESEARCH, Austria, Graham Thomas, BBC Research & Development, United Kingdom
Pubbl/distr/stampa	Chichester, West Sussex, United Kingdom : , : Wiley, , 2014 [Piscataway, New Jersey] : , : IEEE Xplore, , [2013]
ISBN	1-118-70635-8 1-118-70633-1 1-118-70634-X
Edizione	[1st edition]
Descrizione fisica	1 online resource (xxiv, 368 pages) : illustrations (some color)
Disciplina	777
Soggetti	Video recording Audio-visual materials Video recordings - Production and direction
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	State-of-the-art and challenges in media production, broadcast and delivery / Graham Thomas [and others] -- Video acquisition / Oliver Schreer [and others] -- Platform independent audio / Ben Shirley [and others] -- Semi-automatic content annotation / Werner Bailer [and others] -- Virtual director / Rene Kaiser and Wolfgang Weiss -- Scalable delivery of navigable and ultra-high resolution video / Jean-Fran#cois Macq [and others] -- Interactive rendering / Javier Ruiz-Hidalgo [and others] -- Application scenarios and deployment domains / Omar Aziz Niamut [and others].
Sommario/riassunto	The media industry is currently being pulled in the often opposing

directions of increased realism (high resolution, stereoscopic, large screen) and personalisation (selection and control of content, availability on many devices). This book outlines a capture, production, delivery and rendering system capable of supporting these trends. The key idea revolves around the new concept of 'format-agnostic media' which does not use a fixed number of frames, lines and pixels, or even geometry. It is proposed that this approach to the production and delivery of broadcast programmes will overcome the limitations of current technology and services when confronted with the steadily growing number of production and delivery formats. Key features: . Covers the whole media production, delivery and rendering chain, from an explanation of the fundamentals to the current state of the art, through to presenting novel approaches and technologies for future media production.. Focuses on technologies which will allow for the realisation of an end-to-end media platform that supports flexible content representations and interactivity for users.. Includes contributions from leading researchers in immersive media production, delivery, rendering and interaction. The book will be of interest to practitioners in the broadcast industry and to students working towards a career in the rapidly changing area of broadcast and media, from both production and engineering perspectives.

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