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Nota di contenuto	Cover; Title Page; Copyright; Contents; Preface; Acknowledgements; List of Abbreviations; Chapter 1 Introduction; 1.1 History of 3D Video; 1.1.1 3D in the Nineteenth Century; 1.1.2 Early Twentieth-Century Developments; 1.1.3 The 1950's `Golden' Period 1.1.4 The 1980's Revival and the Arrival of IMAX 1.1.5 The Twenty-first-Century Revival; 1.1.6 Auto-Stereoscopic; 1.1.7 3D Television Broadcasts; 1.2 3D Video Formats; 1.2.1 Frame Compatible and Service Compatible Stereoscopic Video; 1.2.2 Colour-Plus-Depth 1.2.3 Multi-View Video 1.2.4 Multi-View Plus Depth Video; 1.2.5 Layered Depth Video; 1.3 3D Video Application Scenarios; 1.3.1 3DTV Broadcast Systems; 1.3.2 Mobile 3DTV; 1.3.3 3D Video on Demand; 1.3.4 3D Immersive Video-Conferencing ; 1.3.5 Remote Applications 1.4 Motivation 1.5 Overview of the Book; References; Chapter 2 Capture and Processing; 2.1 3D Scene Representation Formats and Techniques; 2.2 3D Video Capturing Techniques; 2.2.1 Camera Technologies; 2.2.1.1 Key Requirements for Standard 2D Cameras 2.2.1.2 Time-of-Flight Cameras 2.2.2 Stereoscopic Video Capture; 2.2.2.1 Key Requirements of Stereoscopic Video Capture Systems; 2.2.2.2 Automation of Stereoscopic Video Capture Systems; 2.2.2.3 2D-to-3D Conversion for Stereoscopic Video Generation; 2.2.3 Multi-

[View Video Capture](#)

2.2.3.1 4-Camera Multi-View Rig of MUSCADE Project

Sommario/riassunto

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).
