



Muscade 3DTV WorkShop - Conferences & Demonstrations Rennes - December 16th

08:45	10:00	Introduction & Keynote	Speakers
08:45	09:15	Introduction	Ariane Isoard (Astrium)/ Thierry Borel (Technicolor)
09:15	10:00	Keynote: Setting the scene. 3D today	Alexander Schäfer (MMZ)
10:00	12:30	TOPIC 1: 3D Content creation beyond glasses	Chairman: Stewart Worall (University of Surrey)
10:00	10:20	Content Creation for Stereoscopic 3D and Beyond	Aljoscha Smolic (Disney Research Zürich)
10:20	10:40	The impact of shooting rules on the 3DTV perceived quality	Wei Chen (Orange)
10:40	10:55	<i>Coffee break</i>	
10:55	11:25	The Muscade 3D audio/video production workflow	Frederik Zilly (HHI) / Banu Gunel (University of Surrey)
11:25	11:45	Applying the Social Network Paradigm to 3D Media Distribution in Hybrid Networks	Phd.Bernd Klasen/Prof.Peter Sturm (University of Trier)
11:45	12:30	Round table	
12:30	13:30	Lunch Break/ Demo	
13:30	15:30	TOPIC 2: 3D transmission, display and perception	Chairman Thierry Borel (Technicolor)
13:30	13:50	3D perception. Psycho-visual effects	Marcus Barkowsky (University of Nantes)
13:50	14:10	3D effect adjustment in the home	Didier Doyen (Technicolor)
14:10	14:30	3DTV via satellite	Michel Chabrol (Eutelsat)
14:30	14:50	Light Field displays	Peter Kovacs (Holografika)
14:50	15:30	Round table	
15:30	18:00	Demonstrations:	Companies
		3DTV transmission simulation based on weather conditions	Astrium
		Interactive platform in 2D plus 3D blender model	SES/Disney Research Zürich
		Multi-View camera rig	HHI / KUK
		Stereo to Multi-View conversion	Technicolor
		3D depth adjustment at home	Technicolor
		Stereo content from keynote speaker	MMZ

