



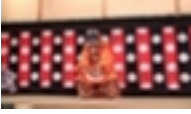






















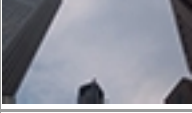



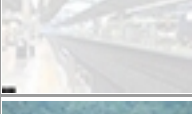




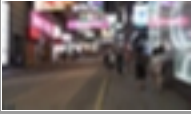



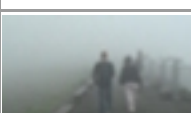
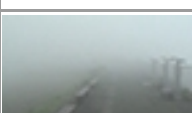










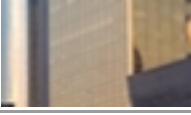
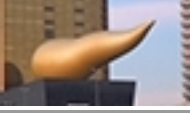


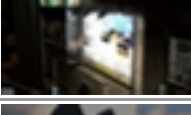

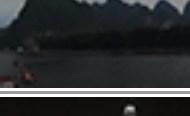

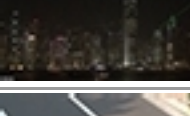






## 5. List of clips

### 5.1 Clips summary

- Total time of clips (at each resolution): **19 mins 6 secs and 37 frames (50p)**  
**15 frames (25i)**  
**22 frames (25p)**

Clip number(s)	Title	Main purposes	Duration (mins:secs:frames)	Begin	End
T2V017n01	Asakusa_man	Continuous random movement of background, with foreground obscuration, and no global movement	1,191 (50p) : 595 (25i) : 596 (25p)		
T2V017n02	Seoul_shower	Codec stress and efficiency test with multiple small changes (due to raindrops)	2,186 (50p) : 1,093 (25i) : 1,093 (25p)		
T2V017n03	Nippon_Express	Smooth panning motion left-wards, tracking a main subject with continually varying obscuration and heat-haze causing continual minor movements of parts of the picture	2,869 (50p) : 1,434 (25i) : 1,435 (25p)		
T2V017n04	Masked_dance	Codec efficiency with highly coloured subject moving randomly against a patterned background, with out-of focus transition and camera flashes	1,540 (50p) : 770 (25i) : 770 (25p)		
T2V017n05	Train_ride	Tough combined codec stress test with random rotational global motion with zoom, many line objects, patterns, graininess, high & low contrast areas, obscuration, foreground reflections & spots, brightness changes and a complex scene with a jump cut	1,536 (50p) : 768 (25i) : 768 (25p)		
T2V017n06	Changing_the_guard	Codec efficiency test with scenes with limited movement, plus global translation, plus dip-to-black fades	2,372 (50p) : 1,186 (25i) : 1,186 (25p)		
T2V017n07	Balustrades	Codec stress test with relatively large subjects being frequently obscured by highly patterned objects (no global motion)	1,274 (50p) : 637 (25i) : 637 (25p)		
T2V017n08	Green_scene	Efficiency test with scene comprising detailed natural objects and water, with continuous (generally) smooth translation	1,600 (50p) : 800 (25i) : 800 (25p)		
T2V017n09	Souvenir_shops	Motion vector tracking of many subjects moving in different directions, with continual random lateral and rotational motion	2,494 (50p) : 1,247 (25i) : 1,247 (25p)		
T2V017n10	Rooves	Codec test of motion vector tracking with slow pan left and right of many similarly highly-patterned objects	1,772 (50p) : 886 (25i) : 886 (25p)		

T2V017n11	Dancing_girls	Codec efficiency test in scene where camera gain high due to relatively low light indoors (and consequently some camera artefacts)	1,576 (50p) : 788 (25i) : 788 (25p)		
T2V017n12	Takeshita_street	Slow non-uniform vertical translation and zoom, with many subjects and obscuration	1,152 (50p) : 576 (25i) : 576 (25p)		
T2V017n13	Shipyards	Codec stress test with very rapid movement of foreground blurred objects obscuring detailed subjects in the background, also moving relatively	1,909 (50p) : 954 (25i) : 955 (25p)		
T2V017n14	Fast_walk	Codec stress and efficiency test of grainy night scene with video effects applied	1,010 (50p) : 505 (25i) : 505 (25p)		
T2V017n15	Skyscrapers	Continuous rotational movement test of relatively simple scene but with highly patterned low-contrast buildings	1,641 (50p) : 820 (25i) : 821 (25p)		
T2V017n16	Pavement_patterns	Global motion tracking with highly patterned background providing a codec stress test	1,642 (50p) : 821 (25i) : 821 (25p)		
T2V017n17	Bullet_train	Stress test with white fade-in and fade-out, white fade in the middle, and rapid direction changes	1,092 (50p) : 546 (25i) : 546 (25p)		
T2V017n18	Great_Wall	Efficiency test with patterns and random global rotational movement, slow cross fade and global non-smooth pan/scroll	3,970 (50p) : 1,985 (25i) : 1,985 (25p)		
T2V017n19	Beijing_traffic	Codec efficiency test where scene changes from one where there is no global motion & limited subject motion, to one where there is a global pan and zoom, plus continual subject movement	2,132 (50p) : 1,066 (25i) : 1,066 (25p)		
T2V017n20	Night_neon	Night-time test with high contrast and slow global scroll upwards	1,034 (50p) : 517 (25i) : 517 (25p)		
T2V017n21	Dragon_river	Efficiency test with global movement into the scene, with reflections, multiple moving subjects, irregular global motion & continuous haze (on distant hills)	1,430 (50p) : 715 (25i) : 715 (25p)		
T2V017n22	Disappear	Motion vector stress test where almost all of image is similar and low contrast, plus check id codec produces banding on output	1,251 (50p) : 625 (25i) : 626 (25p)		
T2V017n23	Shibuya_spin	Rapid left pan with some rotational movement, with many subjects crossing the picture	1,176 (50p) : 588 (25i) : 588 (25p)		
T2V017n24	Shopping_mall	Frequent v. small up/down global movement and background colored light changes with continuous random movement of large and obscured subjects	2,064 (50p) : 1,032 (25i) : 1,032 (25p)		

T2V017n25	Star_ferry	Codec tracking efficiency of main subject largely stationary in field of view, with continual relative movement of a complex background	1,500 (50p) : 750 (25i) : 750 (25p)		
T2V017n26	Duck_man	Motion vector/efficiency test at jump cuts and because we liked the audio !	1,444 (50p) : 722 (25i) : 722 (25p)		
T2V017n27	Golden_statue	Smooth panning motion rightwards with a few irregular global movements	1,311 (50p) : 655 (25i) : 656 (25p)		
T2V017n28	Hazy_HK	Codec efficiency and stress test with low-contrast detailed scene (and very strong moire fringes on one building)	835 (50p) : 417 (25i) : 418 (25p)		
T2V017n29	Escalator	Test with dark scene, areas of grain and high contrast, with slow global right-wards translation	1,028 (50p) : 514 (25i) : 514 (25p)		
T2V017n30	Yangshuo_dusk	Stress test with high contrast scene and non-smooth global pan	490 (50p) : 245 (25i) : 245 (25p)		
T2V017n31	Harbour_night	Codec stress test with worst grain ever likely to encounter (e.g. from a nightcam), fine subjects and high contrast	1,064 (50p) : 532 (25i) : 532 (25p)		
T2V017n32	PedXing_below	Motion vector tracking of many objects (people) primarily moving horizontally or vertically, then global motion track	1,708 (50p) : 854 (25i) : 854 (25p)		
T2V017n33	Terracotta_warriors	Efficiency test where there is no subject movement but continual zoom, translation, high camera noise (due to low light) and shimmering due to non-synchronized lighting in a low contrast mono-colour scene	2,902 (50p) : 1,451 (25i) : 1,451 (25p)		
T2V017n34	Forbidden_City	Codec efficiency tracking many subjects moving principally left/right but other directions, many of which small in field of view	1,090 (50p) : 545 (25i) : 545 (25p)		
T2V017n35	Sideways	Efficiency and stress tests with non-standard view (rotated 90 degrees) where translation is not in usual direction	2,052 (50p) : 1,026 (25i) : 1,026 (25p)	