


5. List of clips

5.1 Clips summary

- ▣ Total time of clips: **38 mins 29 secs 23 frames**
 (1080p at 59.94 fps; 2K at 23.976 fps)

Clip number(s)	Title	Main purposes	Duration (mins:secs:frames)	Begin	End
T3D003001	Silver_dome	General 3D view of complex scene, static background	00:39:56		
T3D003002	PedXing	3D view with detailed background and short duration peak negative disparity	00:34:42		
T3D003003	Ice_cream_van	3D effect with global motion and transitory large negative disparity	00:36:32		
T3D003004	Cafe_by_docks	Depth perception with multiple curved shiny objects (metal charis)	00:34:06		
T3D003005	Ferry_arrives	Low depth subject and background but depth perception on water	00:33:02		
T3D003006	Big_Ben	Multiple crossing movement close to camera with detailed objects a long way away	00:26:48		
T3D003007	Suspension_br	Initially mild 3D effect of man-made structures changes to much stronger 3D effect of trees, with fade/transition	00:37:43		
T3D003008	Traffic_twds	3D perception of objects rapidly approaching the cameras, passing close	00:36:42		
T3D003009	Cabot_Tower	Effect on 3D perception with random movement (including rotation), irregular foreground (grass) man-made structure and largely monochrome blue sky	00:51:10		
T3D003010	Shopping_mall	3D effects starts strongly, becomes much milder with detailed and contrasting scene, ending more strongly also	00:41:29		
T3D003011	Train_comes_n_goes	3D perception with fade/transition and short zoom	00:34:48		
T3D003012	Pool_shark	'Codec and 3D perception nightmare', where motion vector tracking is not possible and it is impossible to judge the depth of	00:28:42		

		the majority of the scene and objects seem to be floating (which of course they are)			
T3D003013	Centre_fast	Effect on 3D perception of very rapid movement causing motion blur	00:12:19		
T3D003014	Soccer	Effect on 3D perception with evident differences caused by lens differences	00:24:53		
T3D003015	Blaise_woods	Random movement (including rotation) where most of the scene looks very similar); global motion but little subject motion	00:41:43		
T3D003016	Duck_truck	3D perception with noticeable colour differences	00:38:06		
T3D003017	St_Pauls	Perception where object with strong 3D effect is very close to the cameras and leads into the scene	00:23:58		
T3D003018	Waterfall	Largely static shot but sunlit waterfall causes different views in left & right	00:45:01		
T3D003019	Portents	Mild 3D effect but clearly distanced layers of elements (the 'tents')	00:22:57		
T3D003020	Street_performer	Perception of 3D when there are significant window violations at both sides	00:36:03		
T3D003021	Footbridge	Perception of 3D when the moving subjects (the people) are substantially obscured	00:55:33		
T3D003022	Fountains	3D perception with smoothly changing angle	01:13:00		
T3D003023	Mall_at_night	3D perception where subjects are dark and edges not easily distinguishable from the background for much of the time	00:44:39		
T3D003024	Musical_reflections	Effect on 3D when much of the scene is either at different angles or distorted geometry or both	00:35:41		
T3D003025	Suspension_bridge_zoom	Example of problems with zooming when using 'identical' lenses	00:21:46		
T3D003026	Garden	General 3D view with substantial detail and movement (including rotation)	00:19:46		

T3D003027	Balloons	Illustration of issues when interocular far too wide for subject distance (i.e. people walking past close to camera, although the balloons are OK to view)	00:15:12	
T3D003028	The_Matthew	General 3D view of complex scene, with smooth scrolling and panning	00:43:39	
T3D003029	Falafel_King	Complex scene where camera movement is random and jerky, and objects are distances from very close to the camera to far away	00:16:21	
T3D003030	String_quartet	Medium 3D effect but hand-held camera movement	00:27:02	
T3D003031	Number_7_boat	Very mild 3D effect	00:19:32	
T3D003032	Night_cars	3D effect with substantial lens flare and high contrast, plus fast approach to/going away from cameras	00:33:12	
T3D003033	Follow_that_ship	General 3D view with hand-held camera and complex scene	00:13:13	
T3D003034	Roundabout	Generally medium 3D but effect of transitory excessive negative disparity	00:50:39	
T3D003101	Silver_dome	General 3D view of complex scene, static background	00:39:56	
T3D003102	PedXing	3D view with detailed background and short duration peak negative disparity	00:34:42	
T3D003103	Tightrope	Viewer acceptability with excessive peak negative disparity on small part of picture	00:36:32	
T3D003104	Dockyard_cafe	Depth perception with multiple curved shiny objects (metal chairs)	00:34:06	
T3D003105	Ferry_arrives	Low depth subject and background but depth perception on water	00:33:02	
T3D003106	Big_Ben	Multiple crossing movement close to camera with detailed objects a long way away	00:26:48	

T3D003107	Suspension_Br	Initially mild 3D effect of man-made structures changes to much stronger 3D effect of trees, with fade/transition	00:37:43		
T3D003108	Traffic_twds	3D perception of objects rapidly approaching the cameras, passing close	00:36:42		
T3D003109	Cabot_Tower	Effect on 3D perception with random movement (including rotation), irregular foreground (grass) man-made structure and largely monochrome blue sky	00:51:10		
T3D003110	Shopping_mall	3D effects starts strongly, becomes much milder with detailed and contrasting scene, ending more strongly also	00:41:29		
T3D003111	Night_crossing	Effect on 3D of dark grainy video	00:34:48		
T3D003112	Pool_shark	'Codec and 3D perception nightmare', where motion vector tracking is not possible and it is impossible to judge the depth of the majority of the scene and objects seem to be floating (which of course they are)	00:28:42		
T3D003113	Centre_fast	Effect on 3D perception with very fast movement causing motion blur	00:12:19		
T3D003114	Dockside_cottages	High contrast scene with pan and fade/transition - global motion but very little subject motion	00:24:53		
T3D003115	Blaise_woods	Random movement (including rotation) where most of the scene looks very similar); global motion but little subject motion	00:41:43		
T3D003116	Big_airplane	Effect on 3D of substantial colour difference between left & right	00:38:06		
T3D003117	St_Pauls	Perception where object with strong 3D effect is very close to the cameras and leads into the scene	00:23:58		
T3D003118	Waterfall	Largely static shot but sunlit waterfall causes different views in left & right	00:45:01		
T3D003119	Portents	Mild 3D effect but clearly distanced layers of elements (the 'tents')	00:22:57		
T3D003120	Pink_hat	Limited global movement but occasionally subjects close to the cameras	00:36:03		

T3D003121	Footbridge	Perception of 3D when the moving subjects (the people) are substantially obscured	00:55:33	
T3D003122	Fountains	Perception of 3D with very clear 2D depth cues	01:13:00	
T3D003123	Boat_out	3D effect when many reflections appear only in left or right	00:44:39	
T3D003124	Musical_reflections	Effect on 3D when much of the scene is either at different angles or distorted geometry or both. Note: audio has music	00:35:41	
T3D003125	Suspension_br_zoom	Example of problems with zooming when using 'identical' lenses	00:21:46	
T3D003126	Garden	General 3D view with substantial detail and movement (including rotation)	00:19:46	
T3D003127	Purple_pillars	Effect on 3D perception with grainy dark view and panning movement	00:15:11	
T3D003128	The_Matthew	General 3D view of complex scene, with smooth scrolling and panning	00:43:39	
T3D003129	Falafel_King	Complex scene where camera movement is random and jerky, and objects are distances from very close to the camera to far away, and the screen plane is frequently adjusted during the sequence	00:16:21	
T3D003130	String_quartet	Medium 3D effect but hand-held camera movement. Note: audio has music	00:27:02	
T3D003131	Water_taxi	Very mild 3D effect	00:19:32	
T3D003132	Night_cars	3D effect with substantial lens flare and high contrast, plus fast approach to/going away from cameras	00:33:12	
T3D003133	Blue_building	3D depth confusion possible with multiple internal reflections and surfaces	00:13:13	
T3D003134	Dancers	Medium 3D effect with some global motion and subject motion	00:50:39	