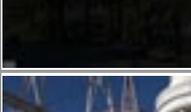


5. List of clips

5.1 Clips summary

- Total time of sequences: **approx. 1 hour 16 mins**
 (all sequences added together)

Clip number(s)	Title	Main purposes	Duration (mins:secs:frames)	Begin	End
1080p30 sequences Numbers T3D0230nn					
T3D023001	Monorail	Straightforward codec efficiency test in reasonably complex scene	00:25:05		
T3D023002	Night_travelator	Codec stress test with lots of moire fringing and irregular movement, with strong 3D depth and 2D depth cues	01:21:16		
T3D023003	Venetian_crossing	Complex scene with 3D depth clearly changing as people walk towards camera	00:26:00		
T3D023004	Golden_Gate	Nightmare test for an MVC type differential 3D encoder with continual left-right movement, variable scales left-right on zoom and fine lines (making motion vector tracking hard); NOTE overstrong 3D when zoomed	00:37:17		
T3D023005	Fountain	Codec stress test with many similar small areas	00:25:00		
T3D023006	Boat_masts	3D depth perception test with many similar objects (boat masts) at various depths	00:51:22		
T3D023007	Roadside_trees	Codec efficiency test with continual random global movement and rotation	00:33:06		
T3D023008	MGM	Codec banding test with large monochromatic areas	00:21:00		
T3D023009	The_Strip	Static global scene with motion vector tracking efficiency and global zoom	00:59:18		
T3D023010	Roller_coaster	Rapid motion vector tracking stress test	00:44:20		

T3D023011	Pier39_lions	Codec efficiency test with animal fur and water	00:18:05	
T3D023012	Strolling	Simple codec test with tracked subjects (people) changing in size substantially	00:27:28	
T3D023013	Cable_car_turn	Efficiency test with slow/limited movement but complex scene	00:45:23	
T3D023014	Paris_night	3D depth perception test in a high-contrast but generally dark scene, with high grain	00:24:12	
T3D023015	Real_thing	Codec efficiency test with medium speed pan and complex scene	00:43:28	
T3D023016	Down_n_up	Gradual global change of view, testing codec response to distortion of view	00:39:07	
T3D023017	Capt_Joey	Depth perception where lens and atmospheric distortions cause some differences left to right	01:02:03	
T3D023018	Cloudy_NY	Codec stress and efficiency test where scene changes from simple to complex via a zoom out	00:30:11	
T3D023019	Tropicana_Ave	Complex scene with good test of motion vector tracking of many objects (cars) moving in different directions	00:23:09	
T3D023020	Tree_alley	Difficult codec stress test with innumerable almost identical object (leaves) with random and relatively rapid global motion	00:16:19	
T3D023021	Rigging_palms	MVC-type codec stress test where there are some significant differences left-right due to light flares and colour differences	00:43:28	
T3D023022	Neon_night	Codec test with focus differences left-right	00:52:02	
T3D023023	SF_pan	Rapid pan test with initially complex scene then blurred display then fine lines	00:20:04	
T3D023024	Flag_poles	Codec test with slow scroll up/down and banding test with monochromatic background; plus substantial color and brightness differences left-right	00:45:00	
T3D023025	Bay_bridge	Stress test with rapid right-wards pan	00:40:11	

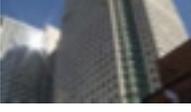
T3D023026	Up_the_hill	Codec stress and 3D stress test with rapid pan and rapid change in depth	00:19:00		
T3D023027	Stars_n_Stripes	MVC-type codec efficiency test with small differences left-right	00:22:15		
T3D023028	People_passing	3D perception affect with subjects too close	00:24:17		
T3D023029	Paris_day	Simple codec efficiency test with high detail but also large monochromatic area	00:18:13		
T3D023030	NYNY	Codec efficiency and stress test in complex scene with global motion	00:25:22		
T3D023031	Japanese_garden	Difficult codec stress test with many very similar objects (leaves) with some bright and dark areas	00:18:00		
T3D023032	High_offices	Codec stress test with many similar patterns, so macroblock/motion vector errors should be easily spotted	00:15:05		
T3D023033	Traffic	Codec test with objects increasing in size rapidly	00:29:08		
T3D023034	Footbridge	3D perception when I/O is too large for some subjects as they approach the camera	00:19:08		
T3D023035	Red_sunset	Difficult 3D perception and codec test where much of background is similar (sky) and subject (bridge) is very dark	00:12:10		
720p60 sequences <i>Numbers T3D0233nn</i> 1080p30 sequences <i>Numbers T3D0231nn</i>					
T3D023302; T3D023102	Silver_dome	General 3D view of complex scene, static background	00:39:56		
T3D023303; T3D023103	PedXing	3D view with detailed background and short duration peak negative disparity	00:34:42		
T3D023304; T3D023104	Ice_cream_van	3D effect with global motion and transitory large negative disparity	00:36:32		
T3D023305; T3D023105	Cafe_by_docks	Depth perception with multiple curved shiny objects (metal charis)	00:34:06		

T3D023306; T3D023106	Ferry_arrives	Low depth subject and background but depth perception on water	00:33:02	
T3D023307; T3D023107	Big_Ben	Multiple crossing movement close to camera with detailed objects a long way away	00:26:48	
T3D023308; T3D023108	Suspension_br	Initially mild 3D effect of man-made structures changes to much stronger 3D effect of trees, with fade/transition	00:37:43	
T3D023309; T3D023109	Traffic_twds	3D perception of objects rapidly approaching the cameras, passing close	00:36:42	
T3D023310; T3D023110	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	
T3D023311; T3D023111	Shopping_mall	3D effects starts strongly, becomes much milder with detailed and contrasting scene, ending more strongly also	00:41:29	
T3D023312; T3D023112	Train_comes_n_goes	3D perception with fade/transition and short zoom	00:34:48	
T3D023313; T3D023113	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	
T3D023314; T3D023114	Centre_fast	Effect on 3D perception of very rapid movement causing motion blur	00:12:19	
T3D023315; T3D023115	Soccer	Effect on 3D perception with evident differences caused by lens differences	00:24:53	
T3D023316; T3D023116	Blaise_woods	Random movement (including rotation) where most of the scene looks very similar); global motion but little subject motion	00:41:43	
T3D023317; T3D023117	Duck_truck	3D perception with noticeable colour differences	00:38:06	
T3D023318; T3D023118	St_Pauls	Perception where object with strong 3D effect is very close to the cameras and leads into the scene	00:23:58	
T3D023319; T3D023119	Waterfall	Largely static shot but sunlit waterfall causes different views in left & right	00:45:01	

T3D023320; T3D023120	Portents	Mild 3D effect but clearly distanced layers of elements (the 'tents')	00:22:57	
T3D023321; T3D023121	Street_performer	Perception of 3D when there are significant window violations at both sides	00:36:03	
T3D023322; T3D023122	Footbridge	Perception of 3D when the moving subjects (the people) are substantially obscured	00:55:33	
T3D023323; T3D023123	Fountains	3D perception with smoothly changing angle	01:13:00	
T3D023324; T3D023124	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	
T3D023325; T3D023125	Musical_reflections	Effect on 3D when much of the scene is either at different angles or distorted geometry or both	00:35:41	
T3D023326; T3D023126	Suspension_br_zoom	Example of problems with zooming when using 'identical' lenses	00:21:46	
T3D023327; T3D023127	Garden	General 3D view with substantial detail and movement (including rotation)	00:19:46	
T3D023328; T3D023128	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	
T3D023329; T3D023129	The_Matthew	General 3D view of complex scene, with smooth scrolling and panning	00:43:39	
T3D023330; T3D023130	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	
T3D023331; T3D023131	String_quartet	Medium 3D effect but hand-held camera movement	00:27:02	
T3D023332; T3D023132	Number_7_boat	Very mild 3D effect	00:19:32	
T3D023333; T3D023133	Night_cars	3D effect with substantial lens flare and high contrast, plus fast approach to/going away from cameras	00:33:12	

T3D023334; T3D023134	Follow_that_ship	General 3D view with hand-held camera and complex scene	00:13:13		
T3D023302; T3D023102	Roundabout	Generally medium 3D but effect of transitory excessive negative disparity	00:50:39		
1080p24 sequences Numbers T3D0232nn					
T3D023201	Cable_car_turn	Excessive I/O, with people close to the camera and the cable car and background in excess positive depth	00:40:22		
T3D023202	Travelator	Codec efficiency with global movement in and circular objects	01:87:04		
T3D023203	Strolling	Easy to determine 3D depth as people walk to/from the camera	00:42:02		
T3D023204	Fountain	3D impossible to discern due to light reflections on the water being different left-to-right (although background 3D is clear)	00:19:01		
T3D023205	Pier39_lions	Good 3D effect and motion vector tracking as boat passes behind poles	00:34:20		
T3D023206	Tropicana_double	Motion vector test with speeded-up motion and 3D test with zooms (and variances left-to-right)	00:41:17		
T3D023207	NYNY	Complex scene with many fine details, to test motion vector tracking	00:25:01		
T3D023208	Monorail	Test of 3D on zoom in with varying geometry of nominally identical lenses	00:33:06		
T3D023209	Neon_night	3D test with high contrast and varying focus left-to-right	00:47:13		
T3D023210	City_Hall	3D depth perception with blurred scene due to rapid movement	00:19:18		
T3D023211	Japanese_garden	Difficult codec test with many areas similar with great detail and rapid random global motion	00:23:21		
T3D023212	SF_trip	High contrast scene with sunlight and shade	00:18:06		

T3D023213	Forbes_Island	Mild 3D with monochromatic sky	00:18:16	
T3D023214	Boat_masts	3D depth is excessive in the distance and perception difficult in complex scene of boat masts	00:55:14	
T3D023215	People_passing	High negative depth to test viewer discomfort	00:15:03	
T3D023216	Real_Thing	Smooth pan test of codec motion vectors	00:43:21	
T3D023217	Paris_night	3D and codec test during dark picture with grain	00:55:15	
T3D023218	Roller_coaster	3D test with rapid global motion	00:29:00	
T3D023219	MGM	Codec efficiency test with large monochromatic areas	00:16:18	
T3D023220	Golden_Gate	3D effect on zoom in where 3D effect varies from mild to excessive	00:32:17	
T3D023221	Footbridge	Excessive I/O where people near to camera have excess negative disparity and background building excess positive disparity	00:27:03	
T3D023222	Golden_sunset	3D effect in dark and grainy image	00:16:01	
T3D023223	The_Strip	3D test with multiple transitions and zoom in	00:27:11	
T3D023224	Down_n_up	Motion vector tracking with smooth global motion; plus 3D effect during transition	00:20:23	
T3D023225	Roadside_trees	Good clear 3D depth but also random rotational global motion	00:34:21	
T3D023226	Venetian_crossing	Good example of depth changing as people walk towards camera	00:48:11	
T3D023227	Rigging_palms	Complex scene with excessive I/O and flare in one view only affecting 3D	00:45:12	

T3D023228	Seagull	Difficult motion vector tracking with rapid random rotation and excessive depth at the end	00:34:12		
T3D023229	Cloudy_Liberty	Test with large grey areas and fine details	00:26:23		
T3D023230	High_offices	Rapid global motion in highly patterned scene with depth increasing to the top of buildings	00:17:19		
T3D023231	Embarcadero	3D example with 'good' depth in and out but clear color differences left-to-right	00:26:04		
T3D023232	Arts_palace	A night-time scene extremely difficult for a 3D codec	00:13:01		
T3D023233	Tree_alley	Very difficult codec motion vector test with many similar areas and rapid rotational global motion	00:32:13		
T3D023234	Paris_day	Clear 3D, with lots of similar detail on the tower and fast motion	00:33:01		
T3D023235	SF_harbour	Codec efficiency and 3D perception during rapid global right-wards pan	00:32:09		