













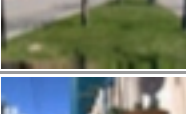












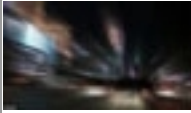





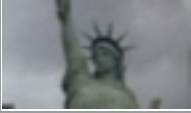







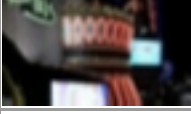

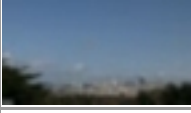
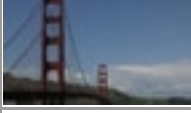
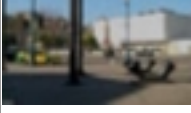



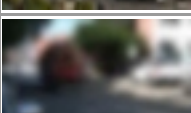
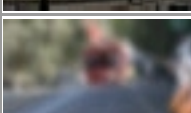





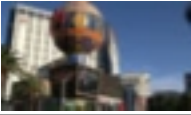





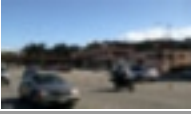



5. List of clips

5.1 Clips summary

- Total time of clips: **19 mins 3 secs 25 frames (60p)**
 (1080p at 60.00 fps; 1080i at 30.00 fps) **19 mins 3 secs 2 frames (30i)**

Clip number(s)	Title	Main purposes	Duration (mins:secs:frames)	Begin	End
T3D002001; T3D002101	Monorail	Straightforward codec efficiency test in reasonably complex scene	00:25:11 (60p), 00:25:05 (30i)		
T3D002002; T3D002102	Night_travelator	Codec stress test with lots of moire fringing and irregular movement, with strong 3D depth and 2D depth cues	01:21:33 (60p), 01:21:16 (30i)		
T3D002003; T3D002103	Venetian_crossing	Complex scene with 3D depth clearly changing as people walk towards camera	00:26:01 (60p), 00:26:00 (30i)		
T3D002004; T3D002104	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	00:37:35 (60p), 00:37:17 (30i)		
T3D002005; T3D002105	Fountain	Codec stress test with many similar small areas	00:25:00 (60p), 00:25:00 (30i)		
T3D002006; T3D002106	Boat_masts	3D depth perception test with many similar objects (boat masts) at various depths	00:51:45 (60p), 00:51:22 (30i)		
T3D002007; T3D002107	Roadside_trees	Codec efficiency test with continual random global movement and rotation	00:33:12 (60p), 00:33:06 (30i)		
T3D002008; T3D002108	MGM	Codec banding test with large monochromatic areas	00:21:01 (60p), 00:21:00 (30i)		
T3D002009; T3D002109	The_Strip	Static global scene with motion vector tracking efficiency and global zoom	00:59:36 (60p), 00:59:18 (30i)		
T3D002010; T3D002110	Roller_coaster	Rapid motion vector tracking stress test	00:44:41 (60p), 00:44:20 (30i)		
T3D002011; T3D002111	Pier39_lions	Codec efficiency test with animal fur and water	00:18:11 (60p), 00:18:05 (30i)		

T3D002012; T3D002112	Strolling	Simple codec test with tracked subjects (people) changing in size substantially	00:27:57 (60p), 00:27:28 (30i)		
T3D002013; T3D002113	Cable_car_turn	Efficiency test with slow/limited movement but complex scene	00:45:47 (60p), 00:45:23 (30i)		
T3D002014; T3D002114	Paris_night	3D depth perception test in a high-contrast but generally dark scene, with high grain	00:24:24 (60p), 00:24:12 (30i)		
T3D002015; T3D002115	Real_thing	Codec efficiency test with medium speed pan and complex scene	00:43:57 (60p), 00:43:28 (30i)		
T3D002016; T3D002116	Down_n_up	Gradual global change of view, testing codec response to distortion of view	00:39:14 (60p), 00:39:07 (30i)		
T3D002017; T3D002117	Capt_Joey	Depth perception where lens and atmospheric distortions cause some differences left to right	01:02:06 (60p), 01:02:03 (30i)		
T3D002018; T3D002118	Cloudy_NY	Codec stress and efficiency test where scene changes from simple to complex via a zoom out	00:30:22 (60p), 00:30:11 (30i)		
T3D002019; T3D002119	Tropicana_Ave	Complex scene with good test of motion vector tracking of many objects (cars) moving in different directions	00:23:18 (60p), 00:23:09 (30i)		
T3D002020; T3D002120	Tree_alley	Difficult codec stress test with innumerable almost identical object (leaves) with random and relatively rapid global motion	00:16:38 (60p), 00:16:19 (30i)		
T3D002021; T3D002121	Rigging_palms	MVC-type codec stress test where there are some significant differences left-right due to light flares and colour differences	00:43:57 (60p), 00:43:28 (30i)		
T3D002022; T3D002122	Neon_night	Codec test with focus differences left-right	00:52:05 (60p), 00:52:02 (30i)		
T3D002023; T3D002123	SF_pan	Rapid pan test with initially complex scene then blurred display then fine lines	00:20:09 (60p), 00:20:04 (30i)		
T3D002024; T3D002124	Flag_poles	Codec test with slow scroll up/down and banding test with monochromatic background; plus substantial color and brightness differences left-right	00:45:01 (60p), 00:45:00 (30i)		
T3D002025; T3D002125	Bay_bridge	Stress test with rapid right-wards pan	00:40:22 (60p), 00:40:11 (30i)		
T3D002026; T3D002126	Up_the_hill	Codec stress and 3D stress test with rapid pan and rapid change in depth	00:19:01 (60p), 00:19:00 (30i)		

T3D002027; T3D002127	Stars_n_stripes	MVC-type codec efficiency test with small differences left-right	00:22:31 (60p), 00:22:15 (30i)		
T3D002028; T3D002128	People_passing	3D perception affect with subjects too close	00:24:34 (60p), 00:24:17 (30i)		
T3D002029; T3D002129	Paris_day	Simple codec efficiency test with high detail but also large monochromatic area	00:18:27 (60p), 00:18:13 (30i)		
T3D002030; T3D002130	NYNY	Codec efficiency and stress test in complex scene with global motion	00:25:44 (60p), 00:25:22 (30i)		
T3D002031; T3D002131	Japanese_garden	Difficult codec stress test with many very similar objects (leaves) with some bright and dark areas	00:18:01 (60p), 00:18:00 (30i)		
T3D002032; T3D002132	High_offices	Codec stress test with many similar patterns, so macroblock/motion vector errors should be easily spotted	00:15:10 (60p), 00:15:05 (30i)		
T3D002033; T3D002133	Traffic	Codec test with objects increasing in size rapidly	00:29:16 (60p), 00:29:08 (30i)		
T3D002034; T3D002134	Footbridge	3D perception when I/O is too large for some subjects as they approach the camera	00:19:17 (60p), 00:19:08 (30i)		
T3D002035; T3D002135	Red_sunset	Difficult 3D perception and codec test where much of background is similar (sky) and subject (bridge) is very dark	00:12:21 (60p), 00:12:10 (30i)	