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**Title**           **Frame range extension of Poznan Street and Poznan Carpark sequences (3DV/EE1)**  
**Sub group**   **Video**  
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## 1 Introduction

This paper introduces extended frame range for Poznan Carpark and Poznan Street sequences and is in response to EE1 described in w11477 [1] "Description of Exploration Experiments in 3D Video Coding" document.

## 2 Extended frame range












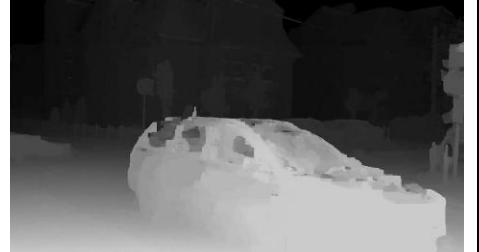
During the last meeting in Geneva it was concluded that the Poznan Street and Poznan Carpark sequences should be extended from 200 to 250 frames [1]. This imposed a need for modification of depth data for these sequences.

To meet those new requirements, and also reduce overall turmoil, the frame range has been extended in forward direction only, so that the configuration files (for depth estimation and vview synthesis) remain mainly unchanged.

Unfortunately, 3D content in the extended range of frames (200..249) exceeds depth range that was previously. To cope that, disparity range has been changed as follows:

	Before	After
MinimumValueOfDisparitySearchRange	1	1
MaximumValueOfDisparitySearchRange	55	80
MinimumValueOfDisparityRange	1	1
MaximumValueOfDisparityRange	55	80
NearestDepthValue	-50.191107	-34.506386
FarthestDepthValue	-2760.510889	-2760.510889

Selected depth frames from new depth maps are presented below:

Frame	Poznan_Carpark	Poznan_Street
0	 A grayscale depth map of a carpark. Several people are visible in the distance, and a car is partially visible on the right side. The background is dark, indicating depth.	 A grayscale depth map of a street scene. A car is prominent on the right side, and a person is visible in the distance. The background is dark.
50	 A grayscale depth map of a carpark. A person is walking towards the camera in the center, with other people and a car visible in the background.	 A grayscale depth map of a street scene. A person is walking towards the camera in the center, with a car visible on the right.
100	 A grayscale depth map of a carpark. A person is walking towards the camera in the center, with other people and a car visible in the background.	 A grayscale depth map of a street scene. A person is walking towards the camera in the center, with a car visible on the right.
150	 A grayscale depth map of a carpark. A person is walking towards the camera in the center, with other people and a car visible in the background.	 A grayscale depth map of a street scene. A person is walking towards the camera in the center, with a car visible on the right.
200	 A grayscale depth map of a carpark. A person is walking towards the camera in the center, with other people and a car visible in the background.	 A grayscale depth map of a street scene. A person is walking towards the camera in the center, with a car visible on the right.
249	 A grayscale depth map of a carpark. A person is walking towards the camera in the center, with other people and a car visible in the background.	 A grayscale depth map of a street scene. A person is walking towards the camera in the center, with a car visible on the right.

### **3 References**

- [1] “Description of Exploration Experiments in 3D Video Coding” MPEG 2010/W11477, Geneva, Switzerland, July 2010.