5.2 Clip features

5.2.1 PDF file searching for specific clip features

The PDF of the user manual may be searched to find clips that match the given CF-words ('CF'= Clip Feature).

The majority of the CF-words relate to aspects of the clip such as lighting and subject matter; those that pertain to 3D are denoted as 'CF3D-…'.

5.2.2 Excel file sorting for specific clip features

In addition to the PDF of this manual, an Excel file is provided which lists all the clips and the clip features in columns. This spreadsheet is in Excel .xls format (compatible with Excel versions from 97-2000 and later).

There are two tabs in the spreadsheet:

❑ the first tab has the clip set title: this has all the items listed in the manual for the clip

❑ the second tab "Clip features" just lists the individual clips, with the list of their clip features and individual columns for each individual clip feature.

Probably the "Clip features" tab is easiest to use to find specific clips with specific features, although every column may be sorted for specific features, by clicking on the drop-down arrow adjacent to each column heading (the examples below are from the T2V001 USA East clip set)

Click arrow to get drop-down list of items in this column (example below for 'SS.01 People')
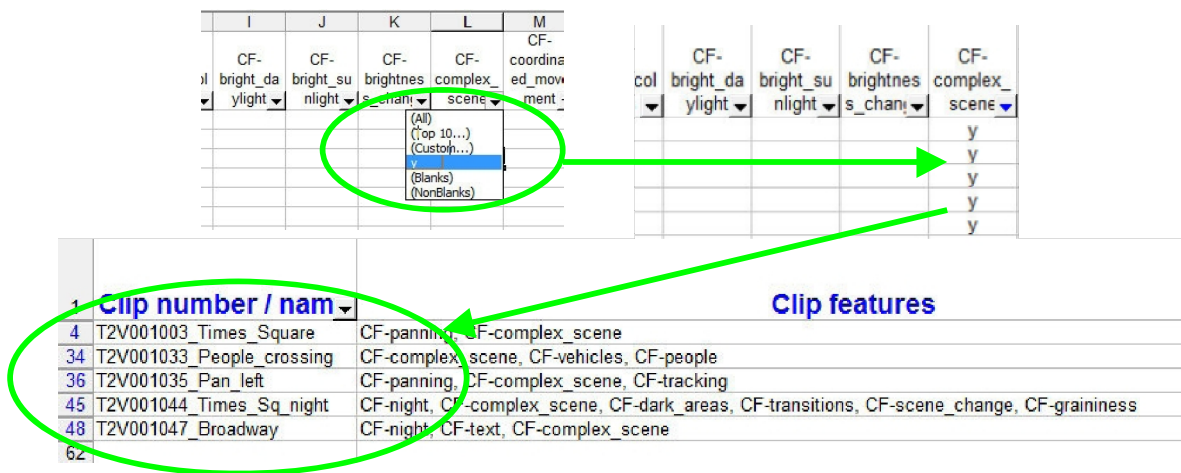

Select 'One' to show only clips with 'One' under 'SS.01 People'

Note that this first tab on the spreadsheet is roughly 100 columns wide (from column A to column CZ), so it may be helpful to use the 'Freeze Panes' feature (on the 'Window' menu in Excel 2000 and 2003) or split windows to keep the clip number visible.

The "Clip features" tab appears and can be sorted as indicated below:

Selecting a drop-down menu and clicking on 'y' reduces the list to those that have that CF value:

5.2.3   List of 'CF' ('clip features') words used

The PDF of the user manual may be searched to find clips that match the given CF-words ('CF'= Clip Feature).

3D specific:

CF3D-effect_mild	CF3D-effect_medium	CF3D-effect_strong
CF3D-effect_excessive	CF3D-peak_negative	CF3D-peak_positive
CF3D-effect_change		
CF3D-perception_hard	CF3D-viewer_discomfort	CF3D-window_violation
CF3D-diff_colour	CF3D-diff_elements	CF3D-diff_geometry
CF3D-diff_not_genlocked		
CF3D-Sky_spec_yes	CF3D-Sky_spec_no	
CF3D-zoom	CF3D-rotation	CF3D-fast_movement
CF3D-contrast	CF3D-grain	

Meanings of the 3D-specific CF-words above:

CF3D-effect_mild CF3D-effect_medium CF3D-effect_strong CF3D-effect_excessive	How strong the 3D effect in general is perceived to be for the clip, when viewed with the screen size and distance as described in section 3.2.10 At least one of these is stated for every clip
CF3D-effect_change	The depth of the 3D effect changes during the clip
CF3D-peak_negative CF3D-peak_positive	Transitory peak negative or positive disparity which exceeds the Sky specification (see section 3.2.16)
CF3D-perception_hard	3D is hard to perceive either due to scene contents (differences left to right) or lighting differences (e.g. flare from sunlight in one side only) or random nature of scene contents

CF3D-viewer_discomfort	Clips where it is considered that viewer discomfort might be caused, e.g. due to differences left to right, or excessive disparity that continues too long, or window violation(s)
CF3D-window_violation	Where a significant object appears in one side and not the other for a sufficiently long time as to be noticeable
CF3D-diff_colour	Where there is a colour difference between left and right
CF3D-diff_elements	Where there are some elements within the scene which are different between left and right, e.g. due to reflections
CF3D-diff_geometry	Where the geometry is different left to right e.g. due to differential zoom; optical effects
CF3D-diff_not_ genlocked	The cameras have not been 'genlocked' and there may be some very minor artefacts as a result (see section 3.2.13)
CF3D-Sky_spec_yes CF3D-Sky_spec_no	Whether or not the clip meets the Sky specification (see section 3.2.16) either for average or transitory negative and positive disparity One of these is stated for every clip
CF3D-zoom	Zooming in or out
CF3D-rotation	Effect on 3D of rotation
CF3D-fast_movement	Effect on 3D of fast movement
CF3D-contrast	High or low contrast in both views or contrast differences between left and right could affect 3D
CF3D-grain	Graininess of sequence could affect 3D

General:

CF-bright_sunlight	CF-bright_daylight	CF-sunrise_sunset
CF-dull_daylight	CF-brightness_change	CF-shaded
CF-indoors_bright	CF-indoors_dark	CF-night
CF-twilight	CF-light_picture	CF-dark_picture
CF-high_contrast		
CF-people	CF-vehicles	CF-water
CF-buildings	CF-faces	CF-text
CF-trees	CF-leaves_grass	CF-clouds
CF-sky	CF-sports	
CF-patterns	CF-reflections	CF-round_objects
CF-graininess	CF-out_of_focus	
CF-bright_colours	CF-dull_colours	
CF-movement_in	CF-movement_out	CF-movement_up/down
CF-movement_across	CF-random_movement	CF-diagonal_movement
CF-fast_track_pan	CF-panning	CF-scroll

CF-tracking   CF-tracking_following   CF-jerky

CF-transition   CF-fade

CF-zoom_in   CF-zoom_out

CF-angled   CF-subjects_behind_foreground

CF-sound_vehicles   CF-sound_talking   CF-sound_water

CF-sound_other   CF-wind   CF-music

6. Detailed information on individual clips

The following pages provide detailed information on the clips in this set.

6.1   Detailed description of each clip

This section contains detailed descriptions of each video clip, and the associated audio.

70 features are listed for each clip: the purpose of providing these descriptions is to make it easier to select specific clips for specific features.

Therefore even if a characteristic does occur in a particular clip, this is not necessarily listed where it is not a prominent feature and/or where it is believed that the clip would not be selected for this particular feature.

Clearly to some extent these descriptions and selections are subjective, and the user is likely to come to their own conclusions as to which are most relevant to their particular codec / situation: the descriptions provided are intended to be an appropriate starting point.

Silver_dome (1080p60)

GN.01	Filename(s)	T3D003001_Silver_dome_1080p60_l/r.yuv
GN.02	Horizontal x vertical size	1920x1080
GN.03	Progressive / Interlaced	Progressive
GN.04	Video format	YUV planar 4:2:0
GN.05	Bits per sample	8 (for each of Y, U, V)
GN.06	Video description	Silver dome in background, with metal waterfall and people walking to and fro
GN.07	Principal purposes	General 3D view of complex scene, static background
GN.08	3D notes	3D effect of people entering from left/right can be too large (but is transitory)
GN.09	Duration (mins:secs:frames)	00:39:56
GN.10	Number of frames	2,394
GN.11	File size on disk (MB), combined L+R	14,893
GN.12	3D CF-words	CF3D-effect_medium, CF3D-Sky_spec_yes
GN.13	CF-words	CF-buildings, CF-reflections, CF-people, CF-bright_sunlight, CF-movement_out, CF-music, CF-movement_in, CF-sound_water
GN.14	Associated audio types	MPEG1 Layer II 48kHz 16bit stereo 384kbps Constant Bit Rate : 16bit uncompressed 48kHz stereo WAV
GN.15	Associated audio filenames	T3a003x001_Silver_dome_act_MP1LII.mpa : T3a003y001_Silver_dome_act_unc.wav
GN.16	Associated audio description	Actual audio recorded with video
GN.17	Audio duration	Same as video (video played at 59.94fps)

Clip features	Details		3D EVALUATION		
3D DATA			3EV.01	3D effect	Medium
3DN.01 Ave. Negative disparity	-0.6%		3EV.02	Change in 3D effect	-
3DN.02 Ave. Positive disparity	+0.8%		3EV.03	Peak negative or positive disparity	-
3DN.03 Ave. within Sky spec (-1% / +2%)	Yes		3EV.04	3D perception hard	-
3DN.04 Peak Negative disparity	-1.4%		3EV.05	3D viewer discomfort	-
3DN.05 Peak Positive disparity	+0.8%		3EV.06	3D window violation	-
3DN.06 Peak within Sky spec (-2.5% / +4%)	Yes		3EV.07	3D diff. Left to Right	-
3DN.07 Interocular (mm)	65		3EV.08	Comply with Sky spec	Yes
3DN.08 Colour corrected	Yes		3EV.09	3D possibly affected by	-
3DN.09 Geometric correction	None		**LIGHT CONDITIONS**		
3DN.10 Floating window used	No		LC.01	Bright sunlight	All
			LC.02	Bright daylight	-

LC.03	Dull daylight	-
LC.04	Shaded areas	-
LC.05	Indoors bright	-
LC.06	Indoors dark	-
LC.07	Twilight	-
LC.08	Sunrise/sunset	-
LC.09	Night	-
LC.10	Backlighting	-
LC.11	Large brightness change	-

SCENE SUBJECTS

SS.01	People	Many
SS.02	Faces	Many
SS.03	Vehicles	-
SS.04	Buildings	Several
SS.05	Trees	-
SS.06	Text	-
SS.07	Talking head	-
SS.08	Water	Some
SS.09	Leaves/grass	-
SS.10	Sky	Blue w clouds
SS.11	Clouds	Few
SS.12	Patterns	Many
SS.13	Round/curved objects	One

SCENE PROPERTIES

SP.01	Depth of field	Deep
SP.02	Out-of-focus	-
SP.03	Fine lines/moiré patterns	-
SP.04	Reflections	Lots
SP.05	Scene change	-
SP.06	Fades	-
SP.07	Transitions	-
SP.08	Slow/fast motion	-

COLOURS & CONTRAST

CC.01	Light picture	-
CC.02	Dark picture	-
CC.03	Bright colours	Some
CC.04	Dull colours	-
CC.05	Fine detail/moiré patterns	-
CC.06	High contrast areas	Lots
CC.07	Large monochromatic areas	-
CC.08	Graininess	-
CC.09	Black background	-
CC.10	White background	-

GLOBAL MOTION

GM.01	Fast track/pan	-
GM.02	Tracking in/out	-
GM.03	Tracking	-
GM.04	Panning	-
GM.05	Tracking (following)	-
GM.06	Fast scroll	-
GM.07	Scroll	-
GM.08	Angled	-
GM.09	Zoom in	-
GM.10	Zoom out	-
GM.11	Hand-held camera	-

SUBJECT MOTION

SM.01	Movement out of picture	Lots, slow
SM.02	Movement into picture	Lots, slow
SM.03	Movement across picture	Some, slow
SM.04	Movement up/down	-
SM.05	Diagonal movement	-
SM.06	Subjects behind foreground objects	-
SM.07	Low movement	-

SOUND CONTENT

SC.01	Talking	Some
SC.02	Movement	-
SC.03	Vehicles	-
SC.04	Wind	-
SC.05	Music	-
SC.06	Background	People
SC.07	Other	Water

SOUND CHARACTERISTICS

SH.01	Mono/ stereo	Stereo

SH.02	Average volume	Mid
SH.03	Level changes	-
SH.04	Clear/ distorted	Clear

PedXing (1080p60)

GN.01	Filename(s)	T3D003002_PedXing_1080p60_l/r.yuv
GN.02	Horizontal x vertical size(s)	1920x1080
GN.03	Progressive / Interlaced	Progressive
GN.04	Video format	YUV planar 4:2:0
GN.05	Bits per sample	8 (for each of Y, U, V)
GN.06	Video description	Close (static) view of a pedestrian crossing with grand building in background
GN.07	Principal purposes	3D view with detailed background and short duration peak negative disparity
GN.08	3D notes	Lightness & colours change significantly over the duration of the sequence: colour has been approximately corrected at the start; more closely corrected at the end and varies in between. This does not affect 3D perception noticeably
GN.09	Duration (mins:secs:frames)	00:34:42
GN.10	Number of frames	2,080
GN.11	File size on disk (MB), combined L+R	12,939
GN.12	3D CF-words	CF3D-effect_strong, CF3D-Sky_spec_yes, CF3D-peak_negative
GN.13	CF words	CF-buildings, CF-people, CF-vehicles, CF-bright_sunlight, CF-shaded, CF-text, CF-sound_vehicles, CF-movement_in, CF-diagonal_movement, CF-wind
GN.14	Associated audio types	MPEG1 Layer II 48kHz 16bit stereo 384kbps Constant Bit Rate : 16bit uncompressed 48kHz stereo WAV
GN.15	Associated audio filenames	T3a003x002_PedXing_act_MP1LII.mpa : T3a003y002_PedXing_act_unc.wav
GN.16	Associated audio description	Actual audio recorded with video
GN.17	Audio duration	Same as video (video played at 59.94fps)

Clip features		Details			
3D DATA			3DN.08	Colour corrected	Partially
			3DN.09	Geometric correction	None
3DN.01	Ave. Negative disparity	-0.4%	3DN.10	Floating window used	No
3DN.02	Ave. Positive disparity	+1.0%	**3D EVALUATION**		
3DN.03	Ave. within Sky spec (-1% / +2%)	Yes	3EV.01	3D effect	Strong
3DN.04	Peak Negative disparity	-1.5%	3EV.02	Change in 3D effect	-
3DN.05	Peak Positive disparity	+1.3%	3EV.03	Peak negative or positive disparity	Peak negative
3DN.06	Peak within Sky spec (-2.5% / +4%)	Yes	3EV.04	3D perception hard	-
3DN.07	Interocular (mm)	45	3EV.05	3D viewer discomfort	-

3EV.06	3D window violation	-
3EV.07	3D diff. Left to Right	-
3EV.08	Comply with Sky spec	Yes
3EV.09	3D possibly affected by	-

LIGHT CONDITIONS

LC.01	Bright sunlight	Most
LC.02	Bright daylight	-
LC.03	Dull daylight	-
LC.04	Shaded areas	Some
LC.05	Indoors bright	-
LC.06	Indoors dark	-
LC.07	Twilight	-
LC.08	Sunrise/sunset	-
LC.09	Night	-
LC.10	Backlighting	-
LC.11	Large brightness change	-

SCENE SUBJECTS

SS.01	People	Several
SS.02	Faces	Many
SS.03	Vehicles	Mixed traffic
SS.04	Buildings	Several
SS.05	Trees	-
SS.06	Text	Some
SS.07	Talking head	-
SS.08	Water	-
SS.09	Leaves/grass	-
SS.10	Sky	-
SS.11	Clouds	-
SS.12	Patterns	Many
SS.13	Round/curved objects	-

SCENE PROPERTIES

SP.01	Depth of field	Deep
SP.02	Out-of-focus	-
SP.03	Fine lines / moiré patterns	-
SP.04	Reflections	-
SP.05	Scene change	-
SP.06	Fades	-
SP.07	Transitions	-
SP.08	Slow/fast motion	-

COLOURS & CONTRAST

CC.01	Light picture	-
CC.02	Dark picture	-
CC.03	Bright colours	Some
CC.04	Dull colours	-
CC.05	Fine detail/moiré patterns	-
CC.06	High contrast areas	-
CC.07	Large monochromatic areas	-
CC.08	Graininess	-
CC.09	Black background	-
CC.10	White background	-

GLOBAL MOTION

GM.01	Fast track/pan	-
GM.02	Tracking in/out	-
GM.03	Tracking	-
GM.04	Panning	-
GM.05	Tracking (following)	-
GM.06	Fast scroll	-
GM.07	Scroll	-
GM.08	Angled	-
GM.09	Zoom in	-
GM.10	Zoom out	-
GM.11	Hand-held camera	-

SUBJECT MOTION

SM.01	Movement out of picture	Some, slow
SM.02	Movement into picture	Some, fast
SM.03	Movement across picture	Some, slow
SM.04	Movement up/down	-
SM.05	Diagonal movement	Lots, fast
SM.06	Subjects behind foreground objects	Few
SM.07	Low movement	-

SOUND CONTENT

SC.01	Talking	-
SC.02	Movement	-

SC.03	Vehicles	Traffic
SC.04	Wind	Some
SC.05	Music	-
SC.06	Background	People
SC.07	Other	-

SOUND CHARACTERISTICS

SH.01	Mono/ stereo	Stereo
SH.02	Average volume	V. loud
SH.03	Level changes	-
SH.04	Clear/ distorted	Clear