



3D Television (3DTV) Technology, Systems, and Deployment: Rolling Out the Infrastructure for Next-Generation Entertainment

Daniel Minoli

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Going beyond the technological building blocks of 3DTV, **3D Television (3DTV) Technology, Systems, and Deployment: Rolling Out the Infrastructure for Next-Generation Entertainment** offers an early view of the deployment and rollout strategies of this emerging technology. It covers cutting-edge advances, theories, and techniques in end-to-end 3DTV systems to provide a system-level view of the topic and what it takes to make this concept a commercial reality.

The book reflects the full-range of questions being posed about post-production 3D mastering, delivery options, and home screens. It reviews fundamental visual concepts supporting stereographic perception of 3DTV and considers the various stages of a 3DTV system including capture, representation, coding, transmission, and display.

- Presents new advances in 3DTV and display techniques
- Includes a 24-page color insert
- Identifies standardization activities critical to broad deployment
- Examines a different stage of an end-to-end 3DTV system in each chapter
- Considers the technical details related to 3DTV—including compression and transmission technologies

Discussing theory and application, the text covers both stereoscopic and autostereoscopic techniques—the latter eliminating the need for special glasses and allowing for viewer movement. It also examines emerging holographic approaches, which have the potential to provide the truest three-dimensional images. The book contains the results of a survey of a number of advocacy groups to provide a clear picture of the current state of the industry, research trends, future directions, and underlying topics.

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