

T2V041 001_Silver_dome (p60)



GN.01	Filename(s)	T2V041001_Silver_dome_4096x2304p60_12b_P422.yuv
GN.02	Horizontal x vertical size	4096x2304
GN.03	Progressive / Interlaced	Progressive
GN.04	Video format	YUV planar 4:2:2
GN.05	Bits per sample	12 (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 codec test with complex scene and 'difficult' subjects incl. water, reflections with static background
GN.08	Duration (mins:secs:frames)	00:26:00
GN.09	Number of frames	1,560
GN.10	File size on disk (MB)	58,888
GN.11	CF-words	CF-buildings, CF-reflections, CF-people, CF-bright_sunlight, CF-movement_out, CF-music, CF-movement_in, CF-sound_water
GN.12	Associated audio types	MPEG1 Layer II 48kHz 16bit stereo 384kbps Constant Bit Rate : 16bit uncompressed 48kHz stereo WAV
GN.13	Associated audio filenames	T2a041x001_Silver_dome_act_MP1LII.mpa : T2a041y001_Silver_dome_act_unc.wav
GN.14	Associated audio description	Actual audio recorded with video
GN.15	Audio duration	Same as video (video played at 59.94fps)

Clip features	Details			
		SS.03	Vehicles	-
LIGHT CONDITIONS		SS.04	Buildings	Several
LC.01	Bright sunlight	All	SS.05	Trees
LC.02	Bright daylight	-	SS.06	Text
LC.03	Dull daylight	-	SS.07	Talking head
LC.04	Shaded areas	-	SS.08	Water
LC.05	Indoors bright	-	SS.09	Leaves/grass
LC.06	Indoors dark	-	SS.10	Sky
LC.07	Twilight	-	SS.11	Clouds
LC.08	Sunrise/sunset	-	SS.12	Patterns
LC.09	Night	-	SS.13	Round/curved objects
LC.10	Backlighting	-		SCENE PROPERTIES
LC.11	Large brightness change	-	SP.01	Depth of field
			SP.02	Out-of-focus
SCENE SUBJECTS			SP.03	Fine lines/moiré patterns
SS.01	People	Many	SP.04	Reflections
SS.02	Faces	Many		

SP.05	Scene change	One
SP.06	Fades	One
SP.07	Transitions	One
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

T2V041 002_Monorail (p60)



GN.01	Filename(s)	T2V041002_Monorail_4096x2304p60_12b_P422.yuv
GN.02	Horizontal x vertical size	4096x2304
GN.03	Progressive / Interlaced	Progressive
GN.04	Video format	YUV planar 4:2:2
GN.05	Bits per sample	12 (for each of Y, U, V)
GN.06	Video description	White monorail trains coming and going
GN.07	Principal purposes	Straightforward codec efficiency test in reasonably complex scene
GN.08	Duration (mins:secs:frames)	00:25:08
GN.09	Number of frames	1,508
GN.10	File size on disk (MB)	56,925
GN.11	CF-words	CF-bright_colours, CF-bright_sunlight, CF-buildings, CF-complex_scene, CF-fade, CF-fine_details, CF-large_monochromatic, CF-light_sky, CF-light_picture, CF-lines, CF-moire, CF-movement_across, CF-movement_in, CF-movement_out, CF-patterns, CF-rapid_changes, CF-scene_change, CF-sky, CF-transition, CF-vehicles
GN.12	Associated audio types	MPEG1 Layer II 48kHz 16bit stereo 384kbps Constant Bit Rate : 16bit uncompressed 48kHz stereo WAV
GN.13	Associated audio filenames	T2a041x002_Monorail_act_MP1LII.mpa : T2a041y002_Monorail_act_unc.wav
GN.14	Associated audio description	Actual audio recorded with video
GN.15	Audio duration	Same as video (video played at 59.94fps)

	Clip features	Details	SCENE SUBJECTS		
LIGHT CONDITIONS			SS.01	People	Deep
LC.01	Bright sunlight	All	SS.02	Faces	-
LC.02	Bright daylight	-	SS.03	Vehicles	Some
LC.03	Dull daylight	-	SS.04	Buildings	-
LC.04	Shaded areas	-	SS.05	Trees	One
LC.05	Indoors bright	-	SS.06	Text	One
LC.06	Indoors dark	-	SS.07	Talking head	-
LC.07	Twilight	-	SS.08	Water	Some slow
LC.08	Sunrise/sunset	-	SS.09	Leaves/grass	-
LC.09	Night	-	SS.10	Sky	Monochromatic blue
LC.10	Backlighting	-	SS.11	Clouds	-
LC.11	Large brightness change	-	SS.12	Patterns	-
			SS.13	Round/curved objects	-

SCENE PROPERTIES

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

COLOURS & CONTRAST

CC.01	Light picture	All
CC.02	Dark picture	-
CC.03	Bright colours	Most
CC.04	Dull colours	-
CC.05	Fine detail/moiré patterns	Areas
CC.06	High contrast areas	-
CC.07	Large monochromatic areas	One (sky)
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, 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	-
SC.02	Movement	-
SC.03	Vehicles	-
SC.04	Wind	-
SC.05	Music	-
SC.06	Background	Traffic
SC.07	Other	-

SOUND CHARACTERISTICS

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