

## 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)

	A	B	C	D	E	F	G
		GN.01	GN.02	GN.03	GN.04	GN.05	GN.06
2	Number(s)	Title	Filename(s)	Horizontal x vertical si	Progressive / Interlaced	Video format	Bits per sam
3	T2V001001, T2V001101, T2V001201	Bars_countdown	T2V001001_Bars_countdown_1920x1080p.yuv	: 1920x1080; 1280x720	'p' file suffix = progressive; 'i' YUV planar 4:8 (for each of	HD colo	
4	T2V001002, T2V001102, T2V001202	Stars_n_Stripes	T2V001002_Stars_n_Stripes_1920x1080p.yuv	: 1920x1080; 1280x720	'p' file suffix = progressive; 'i' YUV planar 4:8 (for each of	US flag	
5	T2V001003, T2V001103, T2V001203	Times_Square	T2V001003_Times_Square_1920x1080p.yuv	: 1920x1080; 1280x720	'p' file suffix = progressive; 'i' YUV planar 4:8 (for each of	Somewt	
6	T2V001004, T2V001104, T2V001204	Chrysler_building	T2V001004_Chrysler_building_1920x1080p.yuv	: 1920x1080; 1280x720	'p' file suffix = progressive; 'i' YUV planar 4:8 (for each of	Slow zo	
7	T2V001005, T2V001105, T2V001205	Display	T2V001005_Display_1920x1080p.yuv	: 1920x1080; 1280x720	'p' file suffix = progressive; 'i' YUV planar 4:8 (for each of	Large ou	

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

AC	AD	AE	AF
C.10	LC.11	SS.01	SS.02
-	Some	(All) (Top 10,..) (Custom...)	One
-	-	-	-
-	-	Few	-
-	-	Many	-
-	-	One	-
-	-	People	-

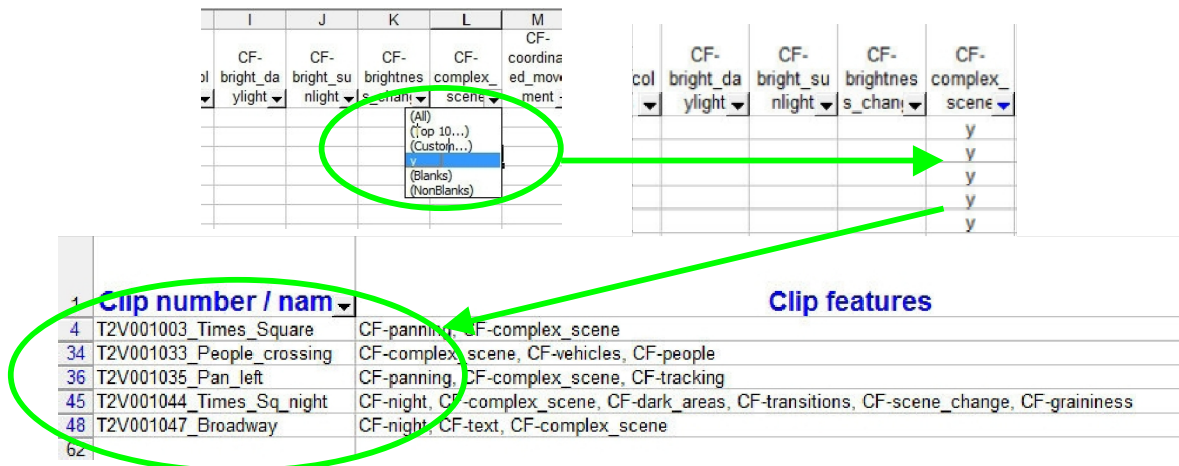
Select 'One' to show only clips with 'One' under 'SS.01 People'

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:

A	B	C	D	E	F	G
Clip number / nam	Clip features	CF-animal	CF-angl	CF-bandin	CF-black_bac	CF-bright_da
2 T2V001001_Bars_countdown	CF-text, CF-dark_areas, CF-patterns, CF-black_background, CF-round_objects, CF-transitions, CF-large_monochromatic				y	
3 T2V001002_Stars_n_Stripes	CF-bright_colours, CF-large_monochromatic, CF-movement_across					
4 T2V001003_Times_Square	CF-panning, CF-complex_scene					
5 T2V001004_Chrysler_building	CF-zoom_in, CF-fine_details, CF-low_contrast, CF-dull_daylight					
6 T2V001005_Display	CF-high_contrast, CF-rapid_changes					
7 T2V001006_Smiling	CF-faces, CF-people					
8 T2V001007_Traffic_duty	CF-faces, CF-text, CF-people					
9 T2V001008_Empire_State	CF-patterns, CF-scroll, CF-faces, CF-hand_held					
10 T2V001009_FDNY	CF-out_of_focus, CF-vehicles					
11 T2V001010_Checked_caps	CF-people, CF-movement_out, CF-patterns					
12 T2V001011_Gold_statue	CF-water, CF-patterns, CF-large_monochromatic					
13 T2V001012_Eyewitness_news	CF-movinq text					

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\_excessive
- CF3D-effect\_change
- CF3D-perception\_hard
- CF3D-diff\_colour
- CF3D-diff\_not\_genlocked
- CF3D-Sky\_spec\_yes
- CF3D-zoom
- CF3D-contrast
- CF3D-effect\_medium
- CF3D-peak\_negative
- CF3D-viewer\_discomfort
- CF3D-diff\_elements
- CF3D-Sky\_spec\_no
- CF3D-rotation
- CF3D-grain
- CF3D-effect\_strong
- CF3D-peak\_positive
- CF3D-window\_violation
- CF3D-diff\_geometry
- CF3D-fast\_movement

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-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-transition

CF-zoom\_in

CF-angled

CF-sound\_vehicles

CF-sound\_other

CF-tracking\_following

CF-fade

CF-zoom\_out

CF-  
subjects\_behind\_foreground

CF-sound\_talking

CF-wind

CF-jerky

CF-sound\_water

CF-music

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## 6. Detailed information on individual clips

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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.

## 01 Asakusa\_man



GN.01	Filename(s)	T3D007001_Asakusa_man_1080p50_8b_P420_l/r.yuv: T3D007101_Asakusa_man_1080i25_8b_P420_l/r.yuv
GN.02	Horizontal x vertical size	1920x1080
GN.03	Progressive / Interlaced	1080p - Progressive; 1080i - Interlaced TFF
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	Japanese man looking directly at the camera (with heat-haze in background on rooves)
GN.07	Principal purposes (see also 3D notes)	Continuous random movement of background, with foreground obscuration, and no global movement
GN.08	3D notes	Over-strong 3D effect is acceptable most of the time, except for when there are very near objects
GN.09	Duration (mins:secs:frames)	00:23:41, 00:23:20
GN.10	Number of frames	1,191 : 595
GN.11	File size on disk (MB), combined L+R	7,409 : 3,701
GN.12	3D CF-words	CF3D-effect_strong, CF3D-effect_excessive, CF3D-peak_negative, CF3D-viewer_discomfort, CF3D-Sky_spec_no
GN.13	CF-words	CF-bright_daylight, CF-brightness_change, CF-crowd, CF-depth_of_field, CF-faces, CF-movement_across, CF-people, CF-sound_talking, CF-talking_head
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	T3a007x01_Asakusa_man_act_MP1LII.mpa : T3a007y01_Asakusa_man_act_unc.wav
GN.16	Associated audio description	Actual audio recorded with video
GN.17	Audio duration	Same as video (video played at 50.0fps)

Clip features	Details		
		3DN.08 Colour corrected	Yes
		3DN.09 Geometric correction	None
		3DN.10 Floating window used	No
<b>3D DATA</b>			
3DN.01	Ave. Negative disparity	-1.6%	
3DN.02	Ave. Positive disparity	1.2%	
3DN.03	Ave. within Sky spec (-1% / +2%)	No	
3DN.04	Peak Negative disparity	-4.4%	
3DN.05	Peak Positive disparity	1.6%	
3DN.06	Peak within Sky spec (-2.5% / +4%)	No	
3DN.07	Interocular (mm)	75	
<b>3D EVALUATION</b>			
3EV.01	3D effect		Strong, Excessive
3EV.02	Change in 3D effect		-
3EV.03	Peak negative or positive disparity		Peak negative
3EV.04	3D perception hard		-
3EV.05	3D viewer discomfort		Yes
3EV.06	3D window violation		-

3EV.07	3D diff. Left to Right	-	SP.08	Slow/fast motion	-
3EV.08	Comply with Sky spec	No	<b>COLOURS &amp; CONTRAST</b>		
3EV.09	3D possibly affected by	-	CC.01	Light picture	-
<b>LIGHT CONDITIONS</b>			CC.02	Dark picture	-
LC.01	Bright sunlight	-	CC.03	Bright colours	-
LC.02	Bright daylight	All	CC.04	Dull colours	-
LC.03	Dull daylight	-	CC.05	Fine detail/moiré patterns	-
LC.04	Shaded areas	-	CC.06	High contrast areas	-
LC.05	Indoors bright	-	CC.07	Large monochromatic areas	-
LC.06	Indoors dark	-	CC.08	Graininess	-
LC.07	Twilight	-	CC.09	Black background	-
LC.08	Sunrise/sunset	-	CC.10	White background	-
LC.09	Night	-	<b>GLOBAL MOTION</b>		
LC.10	Backlighting	-	GM.01	Fast track/pan	-
LC.11	Large brightness change	Few	GM.02	Tracking in/out	-
<b>SCENE SUBJECTS</b>			GM.03	Tracking	-
SS.01	People	Many	GM.04	Panning	-
SS.02	Faces	Many	GM.05	Tracking (following)	-
SS.03	Vehicles	-	GM.06	Fast scroll	-
SS.04	Buildings	-	GM.07	Scroll	-
SS.05	Trees	-	GM.08	Angled	-
SS.06	Text	-	GM.09	Zoom in	-
SS.07	Talking head	One	GM.10	Zoom out	-
SS.08	Water	-	GM.11	Hand-held camera	-
SS.09	Leaves/grass	-	<b>SUBJECT MOTION</b>		
SS.10	Sky	-	SM.01	Movement out of picture	-
SS.11	Clouds	-	SM.02	Movement into picture	-
SS.12	Patterns	-	SM.03	Movement across picture	Some
SS.13	Round/curved objects	One	SM.04	Movement up/down	-
<b>SCENE PROPERTIES</b>			SM.05	Diagonal movement	-
SP.01	Depth of field	Shallow	SM.06	Subjects behind foreground objects	Few
SP.02	Out-of-focus	Background	SM.07	Low movement	-
SP.03	Fine lines/moiré patterns	-	<b>SOUND CONTENT</b>		
SP.04	Reflections	-	SC.01	Talking	Some
SP.05	Scene change	-	SC.02	Movement	Footsteps
SP.06	Fades	-	SC.03	Vehicles	-
SP.07	Transitions	-			

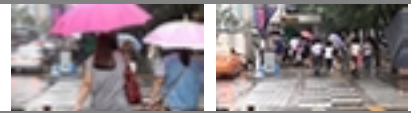
SC.04	Wind	-
SC.05	Music	Background
SC.06	Background	People
SC.07	Other	-

## **SOUND CHARACTERISTICS**

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



## 02 Seoul\_shower



GN.01	Filename(s)	T3D007002_Seoul_shower_1080p50_8b_P420_l/r.yuv: T3D007102_Seoul_shower_1080i25_8b_P420_l/r.yuv
GN.02	Horizontal x vertical size(s)	1920x1080
GN.03	Progressive / Interlaced	1080p - Progressive; 1080i - Interlaced TFF
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	People walking on the street in the rain, mainly away from the camera, with umbrellas
GN.07	Principal purposes (see also 3D notes)	Codec stress and efficiency test with multiple small changes (due to raindrops)
GN.08	3D notes	Strong 3D effect with random focus obscuration on one eye (rain on lens)
GN.09	Duration (mins:secs:frames)	00:43:36, 00:43:18
GN.10	Number of frames	2,186 : 1,093
GN.11	File size on disk (MB), combined L+R	13,599 : 6,799
GN.12	3D CF-words	CF3D-effect_strong, CF3D-perception_hard, CF3D-diff_elements, CF3D-Sky_spec_yes
GN.13	CF words	CF-dark_areas, CF-dark_picture, CF-graininess, CF-movement_in, CF-people, CF-shaded, CF-twilight
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	T3a007x02_Seoul_shower_act_MP1LII.mpa : T3a007y02_Seoul_shower_act_unc.wav
GN.16	Associated audio description	Actual audio recorded with video
GN.17	Audio duration	Same as video (video played at 50.0fps)

Clip features	Details		
<b>3D DATA</b>		3DN.08	Colour corrected Yes
3DN.01	Ave. Negative disparity 0.0%	3DN.09	Geometric correction None
3DN.02	Ave. Positive disparity 1.2%	3DN.10	Floating window used No
3DN.03	Ave. within Sky spec (-1% / +2%) Yes	<b>3D EVALUATION</b>	
3DN.04	Peak Negative disparity -1.8%	3EV.01	3D effect Strong
3DN.05	Peak Positive disparity 1.6%	3EV.02	Change in 3D effect -
3DN.06	Peak within Sky spec (-2.5% / +4%) Yes	3EV.03	Peak negative or positive disparity -
3DN.07	Interocular (mm) 75	3EV.04	3D perception hard Yes
		3EV.05	3D viewer discomfort -

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

**LIGHT CONDITIONS**

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

**SCENE SUBJECTS**

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

**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	All
CC.03	Bright colours	-
CC.04	Dull colours	Most
CC.05	Fine detail/moiré patterns	-
CC.06	High contrast areas	Several
CC.07	Large monochromatic areas	-
CC.08	Graininess	Some - light
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
SM.02	Movement into picture	Lots
SM.03	Movement across picture	Some
SM.04	Movement up/down	-
SM.05	Diagonal movement	-
SM.06	Subjects behind foreground objects	Many
SM.07	Low movement	-

**SOUND CONTENT**

SC.01	Talking	Some
SC.02	Movement	Other

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

## **SOUND CHARACTERISTICS**

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