3DTV The True Vision

Stereoscopic Video Streaming System

A streaming system for stereoscopic videos has been implemented jointly by Koc University and Middle East Technical University in cooperation with Tampere University of Technology and Momentum Digital Media Technologies. The system uses open source libraries and applications for streaming stereoscopic video content. Stereoscopic video is encoded by stereoscopic H.264 encoder (METU-MMRG Encoder) in order to reduce the bandwidth with backward compatibility. The display module of the client handles various displays such as two-view or multi-view autostereoscopic displays, as well as polarized glass and shutter glass systems.

Technical Details of the System

Server and client system in implemented in Linux OS. Client is based on VLC player with FFMPEG H.264 decoder with slight modifications (METU-MMRG decoder). Streaming is initiated by using SDP packet through reliable TCP/IP. Video packets for each channel are transmitted through RTSP/UDP packets through different port numbers. Synchronization of the video channels is managed using RTP timestamps, added by the server. Streamer server is UNICAST.



FogScreen™



3D Media Center developed by HHI with video content provided by Momentum



The 3D Media Center supports novel stereoscopic applications in the Internet and telecommunication sector. The feasibility of userfriendly 3D video telephony, 3DTV and attractive online shopping originates outstanding impressions. The user does not need special aids (e.g. stereo glasses). He interacts by simple gestures pointing at objects in a virtual space. That kind of user interaction in







www.3dtv-research.org

