

Special session 2: Depth-Based Film & Post-Production

Organized by Dr. Frederik Zilly, Fraunhofer IIS, Germany

The advent of digital cinema cameras allowed the easy integration of sophisticated 2D image processing algorithms in the film and post-production pipeline. However, the unbroken demand for better and advanced visual effects on one hand, and the aimed support of new displays such as VR displays on the other hand, generate a need for depth and multi-camera data in the post-production pipeline.

Against this background, the special session aims to discuss and promote the usage of multi-camera arrays, time-of-flight cameras or similar technologies dedicated to the film and post-production, which shall allow for new artistic effects such as changing the depth-of-field, rendering virtual camera paths, changing material properties and similar effects.

Biography of the special session organizer

To be added

Important dates

Final paper submission underlies the same procedure as regular papers. Special Session papers will be published together with regular papers in the 3DTV-CON 2016 proceedings (see full information at the website: <http://www.3dtv-con.org>).

Special session paper submission: April 8, 2016

Notification of Acceptance: May 13, 2016

Camera-ready papers due: June 10, 2016