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## 3DTV Content Capture, Encoding and Transmission

By Daniel Minoli

Hardback. Book Condition: New. Not Signed; The First to Present 3D Technology as Applied to Commercial Programming for the Consumer This is the first book to provide an overview of the technologies, standards, and infrastructure required to support the rollout of commercial real-time 3 Dimension Television/3 Dimension Video (3DTV/3DV) services. It reviews the required standards and technologies that have emerged-or are just emerging-in support of such new services, with a focus on encoding mechanisms formats and the buildout of the transport infrastructure. While there is a lot of academic interest in various intrinsic aspects of 3DTV, service providers and consumers ultimately tend to take a system-level view. 3DTV stakeholders need to consider the overall architectural system-level view of what it will take to deploy an infrastructure that is able to reliably and cost-effectively deliver a commercial-grade quality bundle of multiple 3DTV content channels to paying customers with high expectations. This text, therefore, takes such a system-level view, revealing how to actually deploy the technology. Presented in a self-contained, tutorial fashion, the book begins with a review of 3DTV in the marketplace and the opportunities and challenges therein. Recent industry events related to 3D are also discussed. From there, the fundamental...



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