

3DTV NoE



Project Objective

- Align European researchers working in distinct, yet complementary, areas in order to integrate 3DTV research efforts in Europe





Details

- Started: 1 September 2004
- Duration: 48 Months
- EC Funding: 6.15 M Euros





Participants

- Bilkent <http://www.bilkent.edu.tr>
- BIAS <http://www.bias.de>
- CLOSPI-BAS <http://www.optics.bas.bg>
- De Montfort <http://www.dmu.ac.uk>
- FhG-HHI <http://www.hhi.fraunhofer.de>
- FogS <http://www.fogscreen.com>
- UIL <http://www.javas.de>





Participants

- TUT <http://www.sp.cs.tut.fi>
- ITI-CERTH <http://www.iti.gr>
- KU <http://www.ku.edu.tr>
- METU <http://www.metu.edu.tr>
- Momentum <http://www.momentum-dmt.com.tr>
- MPG <http://www.mpi-sb.mpg.de>
- Plzen <http://www.zcu.cz>





Participants

- UHAHN

<http://www.tnt.uni-hannover.de>

- TUB

<http://www.tu-berlin.de>

- Uni-Tübingen

<http://www.uni-tuebingen.de>

- UniAbdn

<http://www.abdn.ac.uk>

- Yoğurt

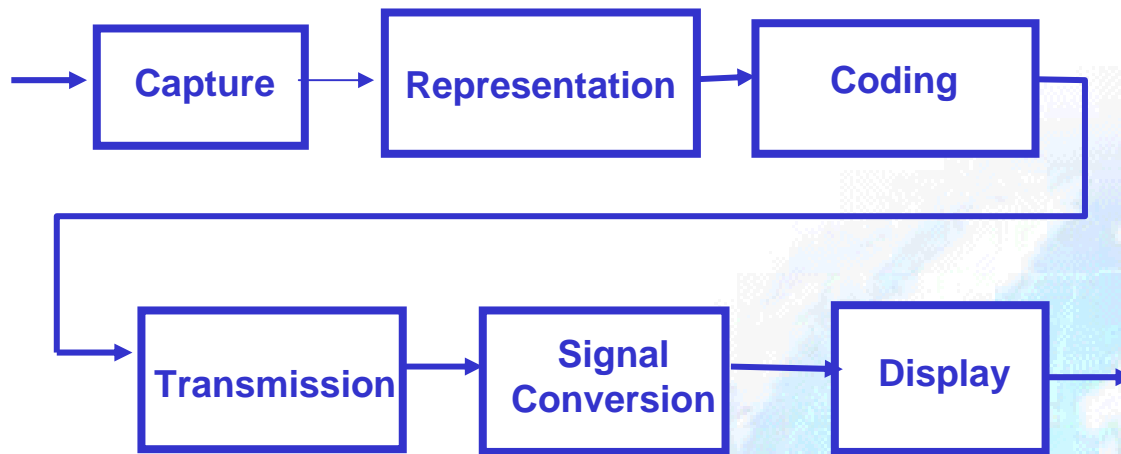
<http://www.yogurt-tek.com.tr>





Technical Overview

3D Scene



Its Replica





Input Capture

- **Capture:** Capture 3D scene to provide input to 3DTV system
- **Scene Representation:** Abstract representation of captured 3D scene information in digital form
- **Coding:** Specify the exchange format of the data
- **Transmission:** Transmit coded data
- **Signal Processing:** Conversion of 3DTV data to suitable forms for holographic and other displays
- **Display:** Equipment to decode and display 3DTV signal





Potential Applications

- Education, Training and Simulation
- Medicine and dentistry
- Game Industry
- Tele-presence and haptics
- Cultural Heritage
- Others





Contact Information

- Levent Onural, Project Coordinator
 - onural@ee.bilkent.edu.tr
- Program Management Office
 - Selami Atlı, selami@ee.bilkent.edu.tr
 - Dilek Türk, dilekt@bilkent.edu.tr
- Phone: ++90-312-290-2946
- Bilkent University, Ankara, Turkey



