Metadata Challenges for Today's TV Broadcast System

Utilizing metadata for audio and video essence enhanced processing is one of the key aspects of designing today's broadcast systems. This paper is a discussion of what metadata and data essence are, what is possible, what works well and what does not work as well. Examples of audio metadata applications and AFD for aspect ratio signaling will be provided.

Randi Conrod started his career in the broadcast industry at Broadcast Video Systems. In 1991, he transferred over to Leitch Technology in the sales engineering department for the Ontario region. In 1998 he moved into marketing and is currently Product Manager for Digital Products for the Broadcast Communications division of Harris Corp., participating in video and audio product development since the start of the roll-out of HDTV.

3D / Stereoscopic TV – A Basic Tutorial

3D Television or more appropriately “stereoscopic television” has recently captured the attention of programmers, television service providers (Cable, IPTV and Satellite TV operators) and viewers alike. 3D / Stereoscopic TV is not new but the recent success of 3D movies, the simplification of 3D / Stereoscopic display technology for the home and an appetite from broadcasters for the next “HD” are coming together to make 3D / Stereoscopic both compelling and achievable.

This paper is presented as a comprehensive tutorial that seeks to clearly explain the basics of 3D/Stereoscopic Television. The paper covers the following components:

- Home Display Technology
- Techniques for Capturing and processing 3D / Stereoscopic TV within a TV Plant
- Simple techniques for monitoring 3D/Stereoscopic TV in acquisition, production and master control.
- Techniques for Delivering 3D/Stereoscopic TV to the home

The paper concludes with an expose of a simple system design for the production and delivery of 3D / Stereoscopic television that will surprise most in its simplicity and the level of compatibility with existing HD installations.

Michel Proulx is Chief Technology officer for Miranda Technologies. As CTO, Michel is responsible for overall product strategy including long-term direction and the roadmaps of individual product lines. Michel has been with Miranda since 1998 and has been involved in system design and product design for the broadcast industry since the beginning of his career in 1982.

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