

Title: **JCT-3V AHG Report: Mixed Resolution Coding (AHG14)**

Status: Input Document

Purpose: Report

Author(s) or Contact(s): Krzysztof Wegner (Poznan), Email: kwegner@multimedia.edu.pl
Shinya Shimizu (NTT) shimizu.shinya@lab.ntt.co.jp

Source: AHG

Abstract

This document reports on the work of the JCT-3V ad hoc group on Mixed Resolution Coding (AHG14) between the 5th JCT-3V meeting in Vienna (27 July – 2 August, 2013) and the 6th JCT-3V meeting in Geneva (25 October – 1 November, 2013).

1 Mandates

- Investigate possible benefits of mixed resolution coding in 3D-HEVC.
- Identify commonality of reduced resolution depth coding in MVC plus depth, 3D-ATM and 3D-HTM.
- Study approaches and design implications to support coding of mixed resolution data (texture and depth), including asymmetric texture coding.
- Study implications of mixed resolution coding with regard to complexity and memory requirements of 3D-ATM and 3D-HTM.

The email reflector for AHG14 is jct-3v@lists.rwth-aachen.de.

2 Related contributions

There is no contribution related to AHG14 at this meeting.

3 Report

Although there is no input contribution at this meeting, there are several e-mail exchanges among participants who have interests in the mixed resolution coding in 3D-HEVC. Integration of the internal software which supports mixed resolution coding to the latest 3D-HTM software, i.e. 3D-HTM version 8.x, has been started to investigate the benefits of mixed resolution coding in the context of 3D-HEVC. Initial version of the integrated software was provided to the organizations who requested.

4 Recommendations

The AHG on Mixed Resolution Coding recommends to:

1. Re-establish the AHG for further study and experiments in this area