

*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 5<sup>th</sup> JCT-3V meeting in Vienna (27 July – 2 August, 2013) and the 6<sup>th</sup> 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](mailto: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