

# MUSCADE WORKSHOP 2013

Jointly organized by Fraunhofer HHI and the EBU

3D Innovation Center, Berlin  
21 March 2013



09.00	<b>Registration</b>		
<b>Session 1</b>			
10.00	<b>Welcome</b>		
10.20	<b>Keynote Presentation: 3D developments within ARRI Berlin</b>	Wolf Bosse	ARRI Berlin
11.00	<i>Tea/coffee</i>		
<b>Session 2</b>			
<b>Chair: Thierry Borel, Technicolor</b>			
11.15	<b>Overview of the MUSCADE project</b>	Guillaume Berenger	Astrium
11.30	<b>Creative 3D Production for Corporate Communications</b>	Josef Kluger	KUK Film Production
11.55	<b>Content Creation for Stereo 3D and Beyond</b>	Aljoscha Smolic	Disney Research Zurich
12.20	<b>Depth-Based Content Production &amp; Rendering</b>	Frederik Zilly	Fraunhofer HHI
12.45	<i>Buffet Lunch</i>		
<b>Session 3</b>			
<b>Chair: Frederik Zilly, Fraunhofer HHI</b>			
13.15	<b>3D High-Efficiency Video Coding</b>	Karsten Müller	Fraunhofer HHI
13.40	<b>3D - Standardization in DVB &amp; SMPTE and its future aspects</b>	Yvonne Thomas	EBU
14.05	<b>The importance of depth management in 3D quality Control</b>	Thierry Borel and Didier Doyen	Technicolor
14.30	<b>Light Field Displaying - The baseline that counts</b>	Tibor Balogh	Holografika
<b>Technical Demonstrations</b>			
15.00	<b>Live Show (live production in 3D-IC studio distributed through MUSCADE demonstrator)</b> <b>Transmission of glasses-free 3D over satellite</b> <b>Multiview 3D media chain, from capture to rendering</b> <b>Adaptation to room acoustics for high quality audio rendering</b> <b>Organized tour of TiME Lab in small groups</b>		
17.00	<i>End of Event</i>		

**Information & Registration: [tech.ebu.ch/muscade2013](http://tech.ebu.ch/muscade2013)**