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Joint adaptive pre-processing resilience and post-processing concealment schemes for 3D video transmission

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3D Multi-View Video (MVV) is multiple video streams shot by several cameras around a single scene simultaneously. In Multi-view Video Coding (MVC), the spatio-temporal and interview correlations between frames and views can be used for error concealment. 3D video transmission over erroneous networks is still a considerable issue due to restricted resources and the presence of severe channel errors. Efficiently compressing 3D video with low transmission rate, while maintaining a high quality of received 3D video, is very challenging, since it is not plausible to re-transmit all the corrupted Macro-Blocks (MBs) due to real time applications and limited resources. Thus, it is mandatory to retrieve the lost MBs at the decoder side using sufficient post-processing schemes, such as Error Concealment (EC). Error Concealment (EC) algorithms have the advantage of improving the received 3D video quality without any modifications in the transmission rate or in the encoder hardware or software. In this presentation, I will explore a lot of and different Adaptive Multi-Mode EC (AMMEC) algorithms at the decoder based on utilizing various and adaptive pre-processing techniques, i.e. Flexible Macro-block Ordering Error Resilience (FMO-ER) at the encoder; to efficiently conceal and recover the erroneous MBs of intra and inter coded frames of the transmitted 3D video. Also, I will present extensive experimental simulation results to show that our proposed novel schemes can significantly improve the objective and subjective 3D video quality.

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A framework of humorous and comic effects on narrative and audio-visual styles for animation comedy

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Humorous and comic elements are essentially used to entertain the audiences and key to success in box office. However, little research was found to systematically illustrate the importance and effects of these elements due to the complexity of subjective judgment during the film production. Hence, this research aims to analyze the narrative and the audio-visual styles for promoting the effects of animation comedy and conclude into a framework. The elements and features for evaluating an animated film are formed based on the surveys of experts' opinions from animation industry and academy. A consensus of experts' opinions on weights and ratings are mathematically derived using fuzzy Delphi and AHP methodology. The result indicates that reversal, exaggeration and satire are regarded to be the most significant narrative features in an animated film. More specific to the application of audiovisual elements, characters' acting, character design and the sound are perceived prominently important. Hence, based on the preliminary structure obtained by the survey, a framework of audiences' reception on the humorous and comic effects of animated films is established. This framework illustrate the process that audiences percept and react the narrative and audiovisual elements of animation comedy. The testified observation and evaluation for this framework in theaters can be further studied.

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