Beyond 2D
Video Experiences

Member's work in more detail...

5g-mag.com/technology

Beyond 2D Video Experiences

Overview of the work, outcomes, Execution Plan and Technical Resources

What is this project about?

Advanced capture and display technologies is driving the evolution of video services **from traditional 2D to beyond 2D**.

- Format and Codec Diversity: The wide array of **beyond 2D video formats** (e.g., Multi-view, Point Clouds, Dynamic Mesh) **and codecs** (e.g., MPEG, Khronos, non-standardized solutions) creates **interoperability** issues.
- Network and Device Limitations: Beyond 2D video requires transmitting and processing **massive amounts of data**, which can strain both network bandwidth and the computational power of user equipment (UE).
- Service Extension and Feature Support: To fully leverage beyond 2D video, existing **3GPP services need to be extended** to support features like 2D-to-beyond 2D conversion. Additionally, communication and networking solutions must be optimized to meet the strict latency and bitrate requirements of these new services.

WHERE TO LOOK AT?

Check the Execution Plan
All the Technical Resources
Information on Standards
Reference Tools available:

- Project: Beyond 2D Evaluation Framework

Beyond 2D Video Experiences

Overview of the work, outcomes, Execution Plan and Technical Resources

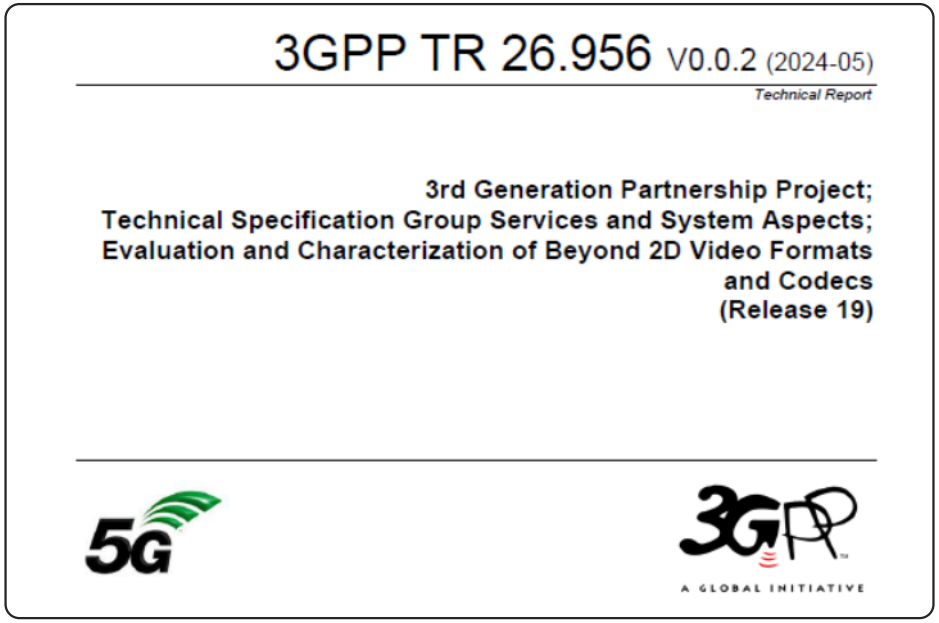
What are the members doing?

Standards

- 3GPP and MPEG Standardization tracker and relevant Work Items

Software

- Implementation of Beyond 2D Video Evaluation Framework to support standardization activities in 3GPP



WHERE TO LOOK AT?

Check the Execution Plan
All the Technical Resources
Information on Standards
Reference Tools available:

- Project: Beyond 2D Evaluation Framework