



MPE-200PAC

3D Quality Check v1.0 + 2D to 3D Converter v1.1

Bundle Promotion

Promotion Outline



- For the launch of the new **3D Quality Check software** Sony Professional offers a **2D to 3D converter software License Free Of Charge.**
- The offer is based on the following package:
 - **MPE-200** hardware
 - **Quality Check:** MPES-3DQC1 license
 - **2D to 3D Converter:** MPES-2D3D1 license
- This offer is valid **from July 1st to December 31st**
 - Normal List Price: ~~37.601€~~
 - Bundle List Price & Reference: **MPE-200PAC = 32.238€**

Key Selling Points



- MPE-200 platform is **multi application** capable (x5)
 - 3D Box + **2D → 3D Conversion** + **3D QC** + FX Box + Camera Stitching
- MPE-200 platform is **flexible and updatable**
 - Flexible use for Broadcasters & Post Producers
 - Maximizing outcomes for Rental Houses
- 2D – 3D Converter is the best on the market in terms of conversion results
- 3D Quality Check is a **unique tool to measure and evaluate 3D contents automatically**
- **Applications:** 3D Broadcasters, Post Production, Rental, 3D Live Production

3D QC Outline

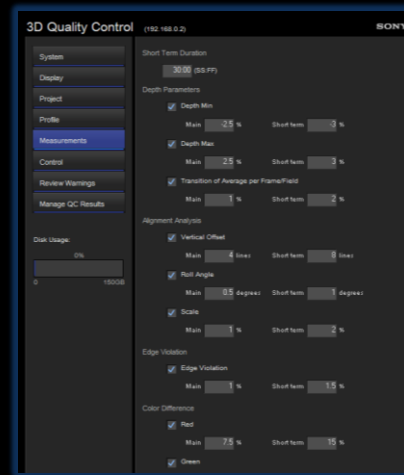


- **Automate 3D Contents Quality Control**

- Analyze 3D contents easily and automatically (log w/ Time Code)
- Provide **precise measurements** on 3D Video Signals
- Get **analysis reports** to share with Production / Post Production

- **Quality Control Measures**

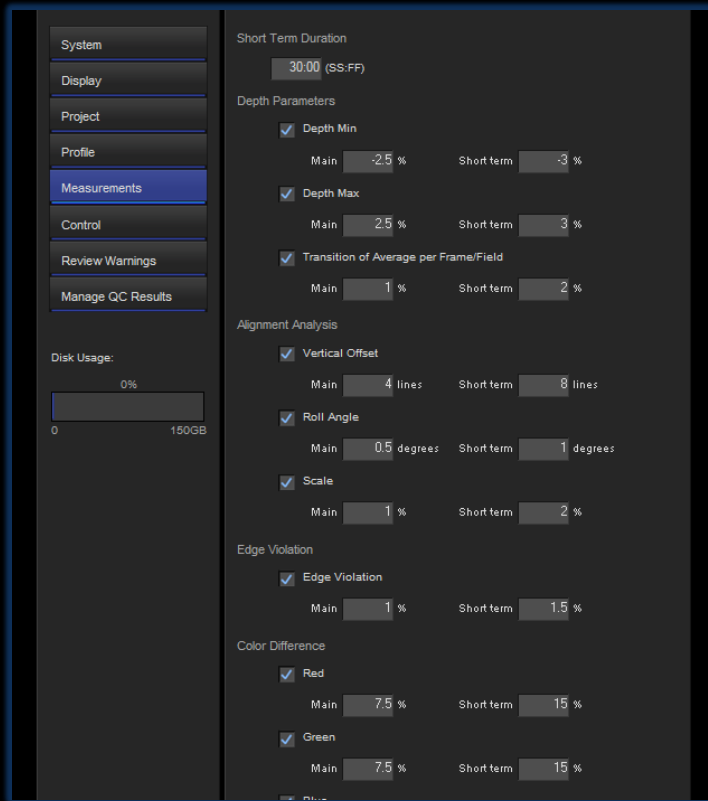
- **Alignments Issues**
 - Vertical / Rotation / Scale
- **Depth Budget**
 - Negative & Positive Parallax + in time measurement (transitions)
- **Color Matching**
- **Focus Matching**
- **Edge violation**



3D Quality Check Outline - Measurements



Created by Sony
world



- **Alignments Issues**
 - Vertical / Rotation / Scale
- **Depth Budget**
 - Negative & Positive Parallax + in time measurement
- **Color Matching**
- **Focus Matching**
- **Edge violation**

Both Instant & In-Time measurements

→ For example, allows some more negative parallax in short period of time

3D Quality Check - Reports



Created by Sony

3DQC Analysis Summary

File originally created: Thu May 26 16:48:50 2011, last updated: Thu May 26 16:48:50 2011

Program: PLAYSTATION

Category: D3

IN Point: 00:06:17:20, OUT Point: 00:06:54:23

Statistics

Overall	Status: OK: 9.83%, Warn: 32.9%
Depth Near	Min = -7.82%, Max = 2.31%, M Threshold: Mean = -1.9%, Std Status: OK: 86.81%, Warn: 12.2%
Depth Far	Min = -0.42%, Max = 0.23%, M Threshold: Mean = 0.0%, Std Status: OK: 90.86%, Warn: 7.2%
Depth Transition	Min = 0.00%, Max = 1.70%, M Threshold: Mean = 1.2%, Std Status: OK: 99.34%, Warn: 0.6%
Vertical Alignment	Min = -28.83 lines, Max = 23.47 Threshold: Mean = 0.0 lines, Mean = 0.00% Status: OK: 77.12%, Warn: 19.1%
Roll Alignment	Min = -1.68 degrees, Max = 1.1 Threshold: Mean = 0.5 degrees Status: OK: 81.44%, Warn: 13.0%
Scale Alignment	Min = 0.89, Max = 1.12, Mean = 1.00 Threshold: Mean = 1.0%, Std Status: OK: 67.08%, Warn: 15.0%
Edge Violation (Left)	Min = 0.00%, Max = 5.00%, M Threshold: Mean = 1.0%, Std Status: OK: 97.15%, Warn: 0.4%
Edge Violation (Right)	Min = 0.00%, Max = 4.38%, M Threshold: Mean = 1.0%, Std Status: OK: 89.82%, Warn: 7.1%
Focus Difference	Min = 0.03%, Max = 100.00%, Threshold: Mean = 30.0%, Std Status: OK: 31.03%, Warn: 29.1%
Color Difference (Red)	Min = 0.23%, Max = 9.28%, M Threshold: Mean = 15.0%, Std Status: OK: 100.00%, Warn: 0.0%
Color Difference (Green)	Min = 0.10%, Max = 9.82%, M Threshold: Mean = 15.0%, Std Status: OK: 100.00%, Warn: 0.0%
Color Difference (Blue)	Min = 0.31%, Max = 10.92%, M Threshold: Mean = 15.0%, Std Status: OK: 100.00%, Warn: 0.0%

Depth (Horizontal) vs Time (Vertical)

8 Errors Found

Error Clip 1 (00:06:18:13 - 00:06:20:04)



Checked manually: Yes
Verdict: Warn

In Point Statuses: **D,T,A,E,C,F**

Depth Near	Min = -2.02%, Max = 0.62%, Mean = -0.72% Status: OK: 87.95%, Warn: 12.05%, Bad: 0.00%
Depth Transition	Min = 0.00%, Max = 1.19%, Mean = 0.06% Status: OK: 96.80%, Warn: 1.20%, Bad: 0.00%
Vertical Alignment	Min = -15.07 lines, Max = 7.59 lines, Mean = -2.58 lines Status: OK: 32.53%, Warn: 59.04%, Bad: 6.43%
Roll Alignment	Min = -1.06 degrees, Max = 0.88 degrees, Mean = 0.06 degrees Status: OK: 89.16%, Warn: 4.82%, Bad: 6.02%
Scale Alignment	Min = 0.96, Max = 1.01, Mean = 0.99 Status: OK: 72.29%, Warn: 1.20%, Bad: 26.51%
Edge Violation (Left)	Min = 0.00%, Max = 1.67%, Mean = 0.05% Status: OK: 98.39%, Warn: 1.20%, Bad: 2.41%
Edge Violation (Right)	Min = 0.00%, Max = 1.84%, Mean = 0.01% Status: OK: 98.80%, Warn: 1.20%, Bad: 0.00%
Focus Difference	Min = 14.80%, Max = 40.80%, Mean = 28.11% Status: OK: 46.27%, Warn: 53.73%, Bad: 0.00%

Error Clip 2 (00:06:23:03 - 00:06:28:18)



Checked manually: Yes
Verdict: OK

In Point Statuses: **D,T,A,E,C,F**

Depth Near	Min = -6.67%, Max = 0.62%, Mean = -0.52% Status: OK: 98.92%, Warn: 0.00%, Bad: 1.08%
Depth Far	Min = -0.21%, Max = 4.58%, Mean = 0.89% Status: OK: 97.85%, Warn: 0.00%, Bad: 2.15%
Vertical Alignment	Min = -10.29 lines, Max = 21.70 lines, Mean = 2.26 lines Status: OK: 79.27%, Warn: 21.86%, Bad: 2.87%
Roll Alignment	Min = -0.54 degrees, Max = 1.29 degrees, Mean = -0.02 degrees Status: OK: 88.68%, Warn: 13.98%, Bad: 0.36%
Scale Alignment	Min = 0.96, Max = 1.07, Mean = 1.00 Status: OK: 78.85%, Warn: 15.77%, Bad: 5.38%

– Review and mark Errors

- Good, Warning, Bad shots

– Easy review of issues with Time Code

– Generate reports in PDF & XML

- PDF contains measurements summary, screenshot, time code & errors description

2D-3D Conversion Outline



- **Enhance 3D productions with converted 2D cameras**
 - Integrate 2D cameras into 3D productions
 - Low cost 3D conversion from archive material

- **Simple Automatic & Real-time 2D to 3D Conversion**
 - Sony Original Conversion Algorithm to make natural 3D image
 - Various depth parameter adjustments through PC GUI
 - Selectable 4x HD-SDI inputs & 3D L/R outputs
 - Support 1080i/59.94, 1080i/50, 1080PsF/23.976, 720P/59.94 & 720P/50
 - Additional Monitor Output
 - Side-by-side, Anaglyph or Overlay
 - Multi-application (3D BOX, FX BOX, etc.) can be installed in an MPE-200
 - Running single application at a time (Switchable)

2D-3D Conversion Outline



- Real-Time 2D-3D Conversion

- Converts 2D content to 3D
- Enables the 3D use of Specialist 2D camera shots (eg Helicopters, Steadicam)
- Create 3D footage from 2D archive footage

