

# 3-D virtual worlds for broadcast television

# **IST project MADISON**

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# Television ? Internet ?











## **Television**?

### ▲ Internet on TV ..... TV on Internet Is it the issue ?

### △ Television is evolving in a new framework

- Sew business models: pay TV, pay-per-view, games, T-commerce, ...
- Content to multiple types of supports







## How do we make it happen?

### △ Deltatec is a

High-tech explorer for its customers

Specialist in broadcast

### This revolution is an opportunity

### △ It's far from trivial ... R&D work needed







## European IST Project

With real-world objectives it is a nice framework to

△ Meet technical experts

△ Meet industrial end-users

Explore new technical fields



△ Get a technical edge for our customers







### Idea – Issues - Solutions

△ 3-D△ Multi-user

LatencyDistributed application

IEEE DIS

- Client-to-client interaction
- 🛆 Broadcast
- A No demonstrator for the technology

△ MPEG-4



nformation Societ

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### MPEG-4

MPEG-4 allows to wrap 3-D synthesis information into more general mulitmedia structures where video, audio, 3-D and image objects coexist and interact

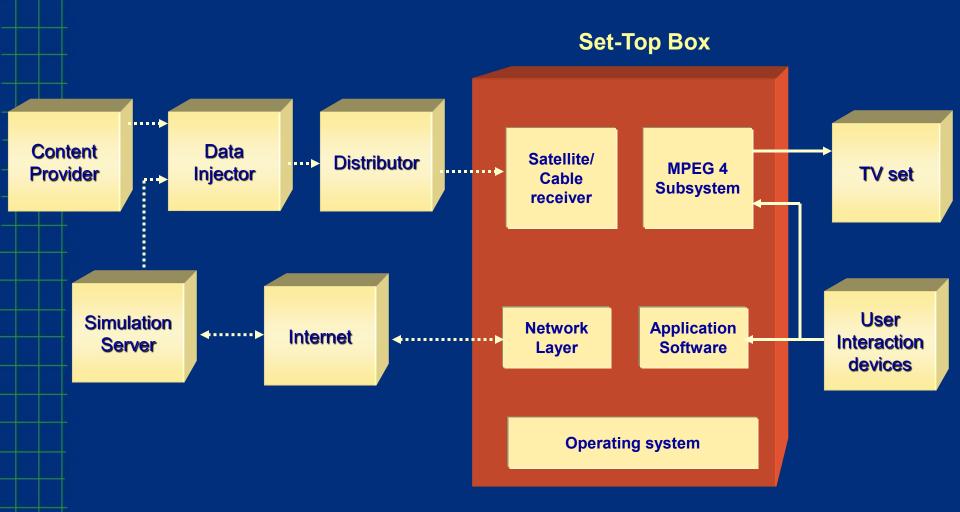
△ NOT low bit rate video
△ NOT encoding / decoding
△ NOT internet
△ BROADCAST







### Architecture

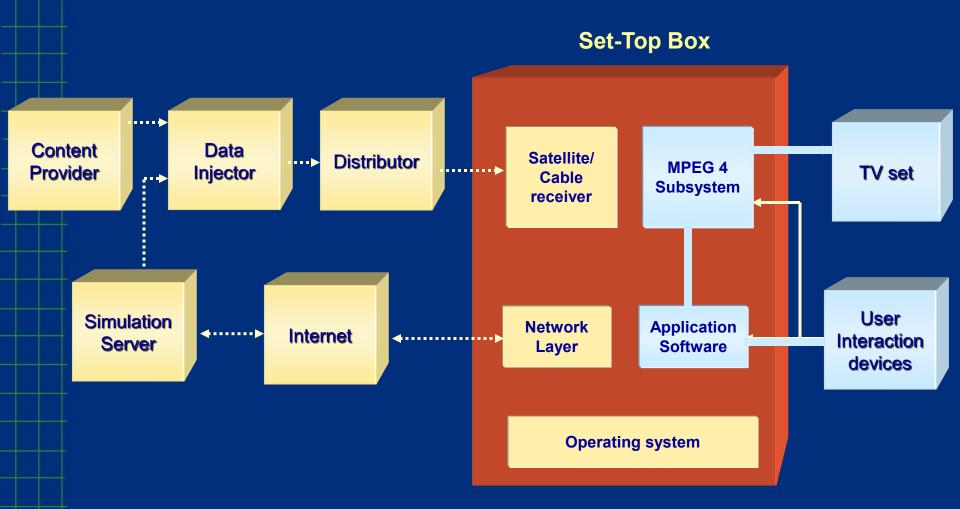








### Architecture

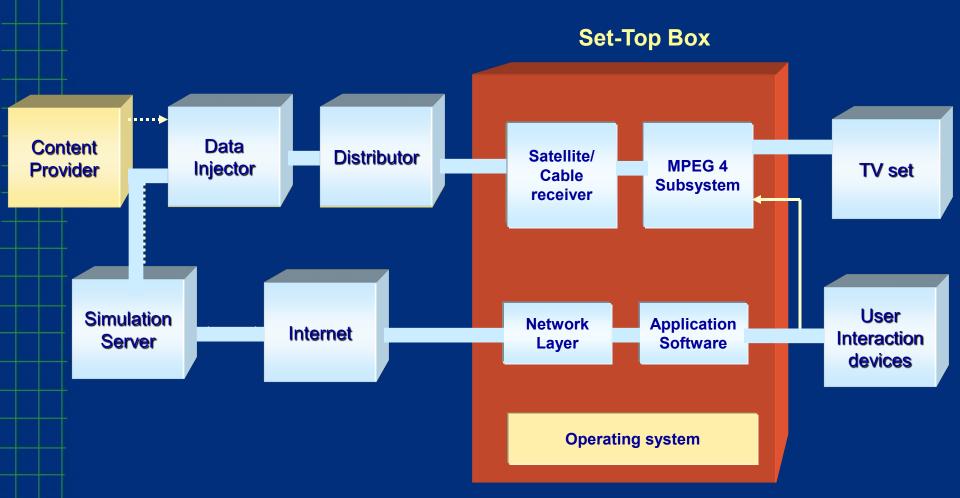








### Architecture









### Partners



Archetypon

Boostworks



Canal+ Belgique



Deltatec



EPFL



Memondo



Norsk Regnesentral







## **Results produced**

- Simulation server IEEE DIS-like message protocol
- △ MPEG-4 over MPEG-2 injector
- A Network acceleration layer
- △ Prototype STB











## **Channel selection**

CHANNEL GUIDE 7 CHANNELS
CANAL + 16/9 CANAL BLEU 16/9 CANAL JAUNE 16/9





Brussels, 28th November 2003



### 3-D virtual world













### Interaction with context or other users









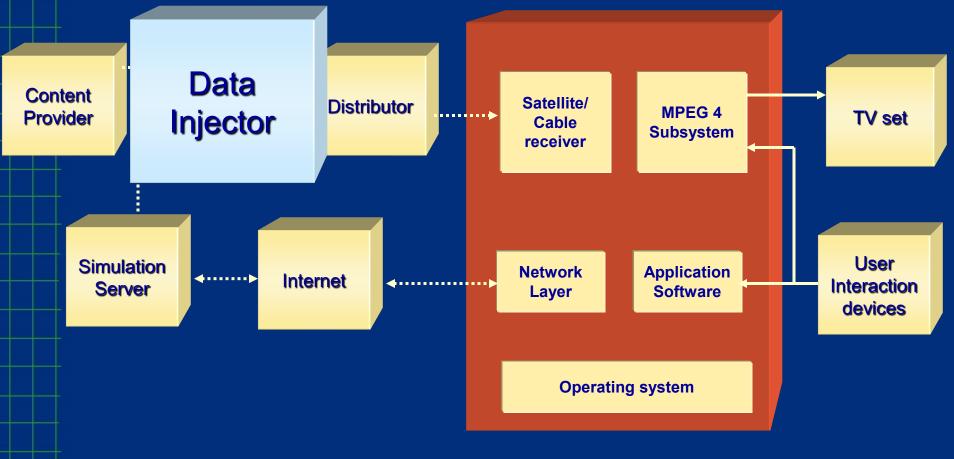
Walk here to change track CICIOREN





## **Data Injector**

#### **Set-Top Box**





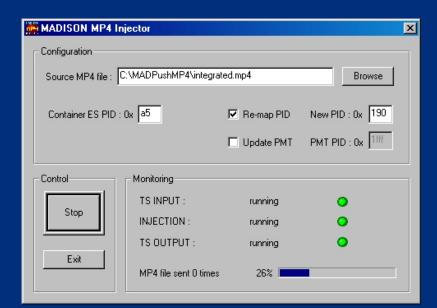




## MPEG-4 over MPEG-2 injector

Different options to inject data over a MPEG-2 TS :

- △ Raw data over a MPEG-2 TS
- △ IP over MPEG-2 TS
- MP4 file hinting and injection
- «True» MPEG-4 SL-Packets embedding through a DMIF interface









# MPEG-4 over MPEG-2 injector

### Based on a PCI board with:

- ② 2 DVB ASI transmitters and 2 receivers
- Generation Reconfigurable I/O controller to process MPEG-2 TS

### △ Applications:

- O PID filtering and TS processing
- OVB MPEG-2 video servers
- Interactive Television (iTV)
- IP data insertion/Data broadcasting
- G Video over IP (VoIP)
- G Video-on-Demand (VoD)

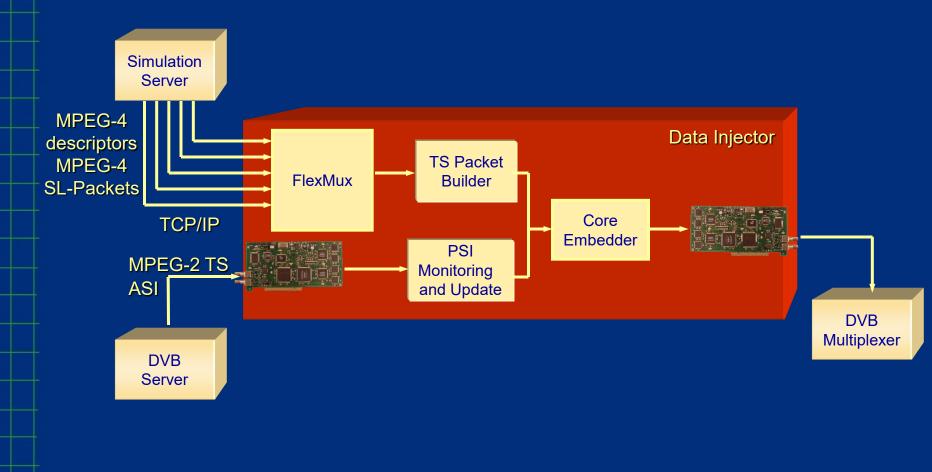








## **SL-Packets injector**

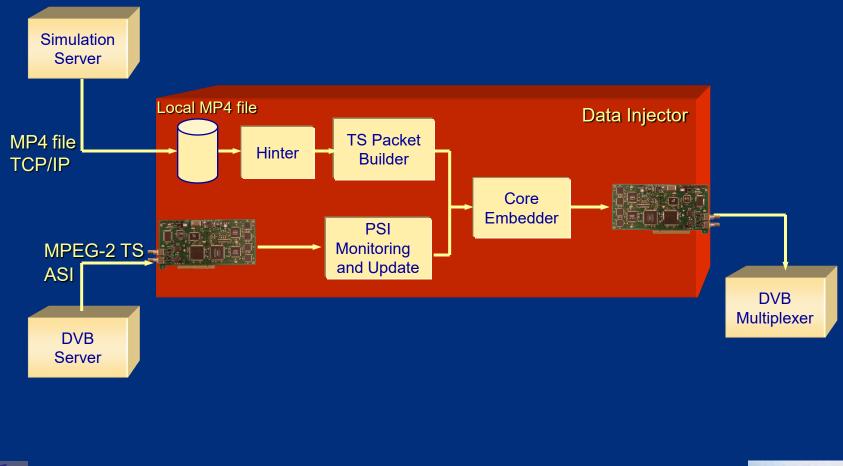








## MP4 file hinter and injector

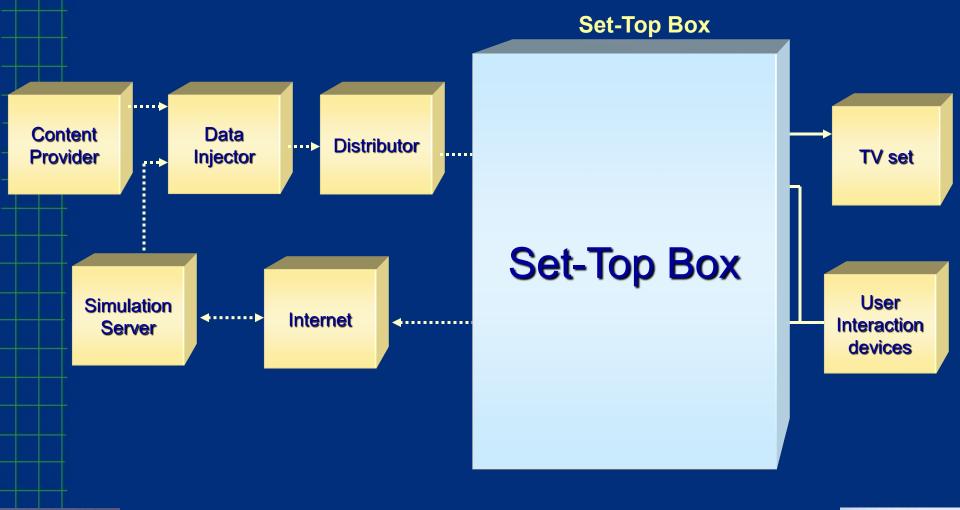








## Prototype Set-Top Box









## Prototype STB - MadBox

- △ Based on a PC running Windows 2000
- △ QAM receiver board and demultiplexer
- △ MPEG-4 DMIF for
  - Control Local files
  - Internet
  - Generation Broadcast



Customised housing
Everything managed through a TV remote control







### **Broadcast DMIF**

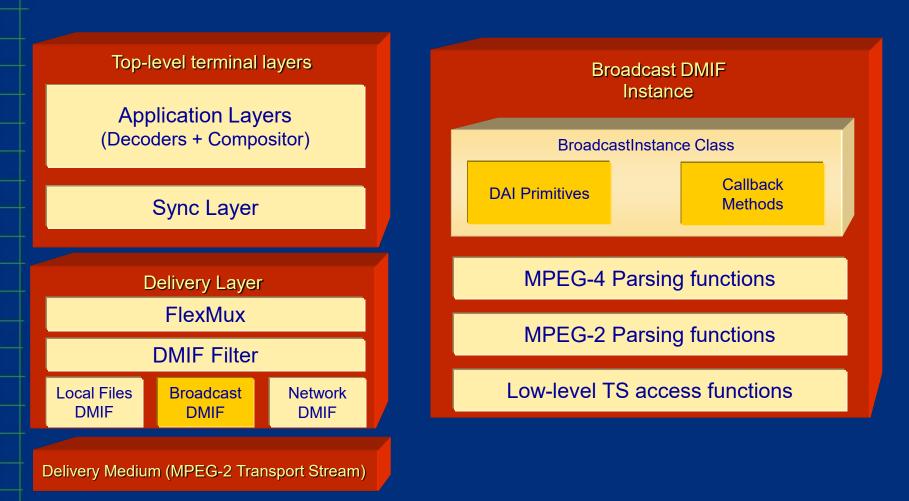








## **Broadcast DMIF**





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# MPEG-4 for broadcast... for now

- △ MPEG-4 is not just low bit-rate video
- Authoring tools are missing
- $\triangle$  3-D is really a step forward
- △ MPEG-4 and 3-D are very demanding for the STB
- Enhancements are good, content is key







# Next R&D step

- △ We are ready for MPEG-4 in broadcast
- △ We want to go further
- △ IST ENAMORADO project:
  - Production of multimedia content for live events: AR, metadata, transmission, ...
  - Oelivery to multiple types of mobile clients
  - ✤ Focus on MPEG-7, R&D on MPEG-21
  - Oeltatec, Canal+, Siemens Mobile, ...







### Get concrete









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### CANALPLUS















## **DELTA-asi**



### From a MADISON prototype ... to a range of products









## Get concrete

- △ STB processing power is market-driven ...
- △ Manufacturers still to endorse the technology
- △ Let's demonstrate the technology on programs that pay
- In football: ad insertion, synthetic replay, new camera views, T-commerce, virtual after-match pub, ...







# Thank you

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