



3D Stereo MEDIA 2010
Liège, Belgium, 8-10 December 2010

Conference Program

(as of 5 December 2010)

All sessions feature simultaneous translations into English and French.

DAY I – Wednesday, 8 December 2010

09:30 - 10:30 **Welcome and registration**

10:30 - 10:39 **Welcome address & overview of event**

[Jacques G. Verly](#) (University of Liège, Belgium)

10:39 - 10:47 **A quick, guided photo tour of the City of Liège ... in 3D, of course!**

[Jacques G. Verly](#), [Nicolas Crosset](#) (University of Liège, Belgium) **3D**

10:47 - 10:55 **Introductory, experimental 3D movie: “The 2010 Funfair of Liège, Belgium”**

[Claude Oury](#) (CRIG, Belgium) **3D**

10:55 - 12:00 **Session I-1: Roll-out statistics and financial aspects of 3D digital cinema and 3D TV**

- **Chairs:** [Charlotte Jones](#) (Screen Digest, UK), [Pierre Collin](#) (TWIST, Belgium)
- Market drivers of Global and European digital 3D cinema, [Charlotte Jones](#) (Screen Digest, UK)
- Digital cinema in Russia: Is 3D still a driver for the development of the cinema market?, [Oleg Berezin](#) (Nevafilm, Russia)
- Digital cinema trends in the US (and beyond), [Michael Karagosian](#) (MKPE Consulting LLC, USA)
- Overview of 3D technology and current trends in the 3D TV eco-system, [Rick Dean](#) (3D@Home Consortium, THX, USA)
- 3D, what else?, [Bernard Collard](#) (XpanD, Slovenia)
- Questions & answers

12:00 – 12:20 **Session I-2 (Panel): Status, outlook, and financing of 3D movie production in Europe**

- **Moderator:** [Pierre Collin](#) (TWIST, Belgium)
- [Thierry Baujard](#) (Peacefulfish, Germany)
- [Dominique Rigaud](#) (UP3D, France)
- [Ben Stassen](#) (nWave Pictures, Belgium)

The discussion can be continued at the reserved “Discussion Table” in the exhibit during lunch time.

12:20 - 13:30 **No-host standing lunch (cash only), posters, exhibit**

13:30 - 14:55 **Session I-3: Stereopsis and stereoscopy: Insights from Vision Science**

- Chairs: Simon Watt (Bangor University, Wales), Jacques G. Verly (University of Liège, Belgium)
- Overview: Vision Science and 3D media, [Simon Watt \(Bangor University, Wales\)](#)
- Focusing and fixating on stereoscopic images: What we know, and what we should know, [Simon Watt \(Bangor University, Wales\)](#)
- Vertical disparity - annoying problem or useful cue?, [Jenny Read \(Newcastle University, UK\)](#) **3D anaglyph**
- Monocular zones in stereoscopic scenes: Response of the human visual system, [Julie M. Harris \(University of St. Andrews, Scotland\)](#) **3D anaglyph**
- Temporal presentation protocols in stereo displays: Flicker visibility, perceived motion, and perceived depth, [David Hoffman \(University of California at Berkeley, and MediaTek, USA\)](#), Martin Banks, Vasily Karasev (University of California at Berkeley, USA) **3D anaglyph**
- Questions & answers

14:55 - 15:10 “Steadicam Demo 1:” The live 3D transmission from a steadicam at the “Holiday Season Village” in Liège to the Convention Center via terrestrial and satellite radio links
[Jacques G. Verly](#), Marc Evrard, David Grogna (University of Liège, Belgium)

Start of Demo

15:00 - 15:30 Available satellite window time: This time window is absolutely strict!

15:00 - 15:10 Off-screen transmission tests for “Steadicam Demo 1”

15:10 - 15:30 Steadicam Demo 1: Live 3D transmission from the “Holiday-Season Village” in Liège via terrestrial and satellite radio links
[Jacques G. Verly \(University of Liège, Belgium\)](#) **3D live**

End of Demo

15:30 - 15:55 PHOTONICS and its growing impact on our multimedia-driven society
[Hugo Thienpont \(Vrije Universiteit Brussel, Belgium\)](#)

15:55 - 16:30 Coffee break, posters (with authors present), exhibit

16:30 – 17:05 Session I-4 (Panel): From 3D excitement, disappointment, and “headaches” (of all sorts ...) to 3D nirvana: How should stereoscopic 3D content producers and exhibitors cope with the broad “bell-curve” distributions of human stereoscopic perception and of spectator experience and expectation in homes and cinemas?

- Moderators: Michael Karagosian (MKPE Consulting LLC, USA), Simon Watt (Bangor University, UK),
- [Neil Feldman \(In-Three, newly acquired by Digital Domain, USA\)](#)
- [Dominique Rigaud \(UP3D, France\)](#)
- [Ben Stassen \(nWave Pictures, Belgium\)](#)

- [Wilfried Van Baelen \(Galaxy Studios, Belgium\)](#)
- Questions & answers

17:05 – 18:10 **Session I-5: Acquisition of real 3D stereo and multiview images (cameras and rigs): Principles, technologies, and products**

- Chairs: [Jason Goodman \(21st Century 3D, USA\)](#), [Kommer Kleijn SBC \(Stereographer, Belgium\)](#)
- Educational project by master's students in aeronautical engineering: From-scratch design and implementation of a 3-meter wingspan, radio-controlled airplane featuring a pan-tilt, 3D-stereo camera, [Amandine Guissart](#), [Laurent Wéra](#), [Marc Duquesne](#), [Jérôme Ligtot](#), [Gaëtan Wautelet](#), [Etienne Bizjak](#), [Ludovic Noels](#), [Grigorios Dimitriadis \(University of Liège, Belgium\)](#) **3D**
- Title TBD, [Jason Goodman \(21st Century 3D, USA\)](#)
- Rig modularity: A tool for creative stereoscopy, [Yves Pupulin \(Binocle, France\)](#)
- All-in-one real-time monitoring and tools for live stereography, [Jacques Delacoux \(Transvideo, France\)](#)
- What a stereographer/cinematographer dreams of having in the future for shooting 3D, [Kommer Kleijn SBC \(Stereographer, Belgium\)](#)
- Acquisition and compression of 3D multiview images in real time, [Laurent Lucas](#), [Benjamin Battin](#), [Cédric Niquin](#), [Stéphanie Prévost](#), [Yannick Rémion \(Université de Reims Champagne-Ardennes, France\)](#)
- Title TBD, [Gilles Marcellier \(Alioscopy, France\)](#)
- Questions & answers

18:10 - 18:15 **3D Laser Show Demo: Demonstration of “PHILL” (for “Photonics Illusions”) - A brand new laser-show system using active 3D glasses!**

[Fons Thiesen \(Laserforum, The Netherlands\)](#) **3D**

18:15 **End of conference for DAY I**

Dinner on your own

Optional

At “Cinéma Sauvenière” in Downtown Liège

(Advance reservation and payment required, with a single ticket covering all movies below. **Limited to 200 persons**)

20:00 – 21:30 (90 min) Screening of several short 3D movies of miscellaneous styles (documentaries, concerts, sports, commercials ...) **3D**

21:30 – 22:00 (30 min) No-host food and drinks in bar/restaurant of movie theater

22:00 – 24:00 (120 min) Screening of additional 3D movies, including part of a feature movie **3D**

DAY II – Thursday, 9 December 2010

08:00 – 17:00 **Welcome and registration, posters, exhibit**

08:40 - 08:45 **3D Laser Show Demo: Demonstration of “PHILL” (for “Photonics Illusions”) - A brand new laser-show system using active 3D glasses!**

[Fons Thiesen](#) (Laserforum, The Netherlands) **3D**

08:45 - 09:15 **Session II-1: Creation of synthetic 3D models & scenes, and computer graphics imaging (CGI) for 3D movie making: Principles, techniques, tools, and products**

- **Chairs:** Philippe Bekaert (University of Hasselt, Belgium), Marc Umé (Digital Graphics, Belgium)
- What's on the horizon? Current trends in computer graphics research, [Philip Dutré](#), [Ares Lagae](#) (K.U.Leuven, Belgium)
- Marker-based motion capture: A brief review of state-of-the-art technologies, [Joëlle Tilmann](#) (University of Mons, Belgium)
- Questions & answers

09:15 - 10:00 **Session II-2: Visualization of 3D stereo and multiview images: Principles, technologies, and products**

- **Chairs:** Jacques G. Verly (University of Liège, Belgium)
- What's new inside the cinema, [Michael Karagosian](#) (MKPE Consulting LLC, USA)
- Title TBD, [Alain Rémond](#) (XpanD, France)
- Lenticular technology, [DDDaniel Pierret](#) (DPLenticular, Ireland)
- Autostereoscopic screens (Title TBC), [Gilles Marcellier](#) (Alioscopy, France)
- Questions & answers

10:00 – 10:20 **Session II-3: 3D range cameras, their joint use with video cameras, and some of their applications**

- **Chair:** Jacques G. Verly (University of Liège, Belgium)
- 3D scanner based on fringe projection: Recent improvement and application to the historical small-scale model of Liège built by G. Ruhl, [Pascal Blain](#), [Gregory Martin](#), [Yvon Renotte](#), [Roland Billen](#), [Muriel Van Ruymbeke](#), [Serge Habraken](#) (University of Liège, Belgium) **3D**
- Title TBD, [Reinhard Koch](#) (Christian Albrecht University of Kiel, Germany), presented by [Ralf Tanger](#)
- Questions & answers

10:20 - 10:50 **Coffee break, posters (with authors present), exhibit**

10:50 - 11:40 **Session II-4: Large-scale 3D visualization centers**

- **Chair:** Jacques G. Verly (University of Liège, Belgium)
- Immersed in N-dimensions: using the creative process as a computational framework for unfolding complex systems, [JoAnn Kuchera](#) (University of California at Santa

Barbara, USA) **3D**

- Using scientific interactive 3D content for public presentations in fulldome environments, [Matt Cooper, Anna Öst \(Norrköping Visualization Center, Sweden\)](#) **3D**
- A 3D-photo journey to and through the Norrköping Visualization Center, [Jacques G. Verly, Nicolas Marchal \(University of Liège, Belgium\)](#) **3D**
- Questions & answers

11:40- 12:40 **Session II-5: 2D-to-3D conversion (“dimensionalization”) and beyond**

- **Chairs:** Neil Feldman (In-Three, newly acquired by Digital Domain, USA), Benoît Michel (Stereoscopynews, Belgium)
- The 2D to 3D conversion workflow demystified, [Benoît Michel \(Stereoscopynews, Belgium\)](#)
- The art of 2D to 3D conversion: Recognizing the good from the bad and the ugly, [Neil Feldman, Matthew De John \(In-Three, newly acquired by Digital Domain, USA\)](#) **3D**
- Introduction to the World's first commercial tool for 2D to 3D conversion, [Jagan Mohan \(Trikona Technologies, India\)](#) **3D**
- Creation of new 2D animation movies, and their simultaneous conversion to 3D, [Marc Umé \(Digital Graphics, Belgium\)](#) **3D**
- Usage of S3D assets for multi-view displays, [Ralf Tanger \(Fraunhofer Heinrich-Hertz Institute, Germany\)](#)
- Questions & answers

12:40 - 12:50 **Description of the unique Auro-3D 11.1 3D audio system equipping the 500-seat conference room**

[Wilfried Van Baelen \(Galaxy Studios, Belgium\)](#) **3D audio**

12:50 – 13:55 **No-host standing lunch (cash only), posters, exhibit**

12:50 – 13:55 **During lunch: Details and demonstrations of the unique Auro-3D 11.1 3D audio system equipping the 500-seat conference room**

[Wilfried Van Baelen \(Galaxy Studios, Belgium\)](#) **3D audio**

13:55 - 14:10 **“Steadicam Demo 2”: The live 3D transmission from a steadicam at the “SOS Planet Exhibit” in Liège to the Convention Center via terrestrial and satellite radio links**

[Jacques G. Verly, Marc Evrard, David Grogna \(University of Liège, Belgium\)](#)

Start of Demo

14:00 – 14:30 **Available satellite window time: This time window is absolutely strict!**

14:00 - 14:10 **Off-screen transmission tests for “Steadicam Demo 2”**

14:10 – 14:30 **Steadicam Demo 2: Live 3D transmission from the “SOS Planet Exhibit” in Liège via terrestrial and satellite radio links**

[Jacques G. Verly \(University of Liège, Belgium\)](#) **3D live**

End of Demo

14:30 – 15:50 **Session II-6: Applications of 3D stereo to industry, engineering, design, defense, R&D, etc**

- Chairs: Georges Nikolaidis (Technifutur, Belgium), Jacques G. Verly (University of Liège, Belgium)
- Investigation of 3D projection for daylighting quality evaluations in an architectural process, [Coralie Cauwerts](#) (Université catholique de Louvain, Belgium) **3D**
- 3D multi-view technologies for immersive video conferencing, [Ingo Feldmann](#), [Wolfgang Waizenegger](#), [Nicole Atzpadin](#), [Oliver Schreer](#) (Fraunhofer Heinrich-Hertz Institute, Germany)
- Immersive GPU-driven biological adaptive stereoscopic rendering, [Sammy Rogmans](#), [Philippe Bekaert](#) (University of Hasselt, Belgium)
- Fast, automated, 3D modeling of indoor environments, [John Kua](#), [Avideh Zakhor](#), [G. Chen](#), [M. Carlberg](#), [T. Liu](#), [J. Chan](#) (University of California at Berkeley, USA)
- Autostereoscopic visualization of biomedical image sequences, [Laurent Lucas](#), [Aassif Benassarou](#), [Gilles Valette](#), [Yannick Rémyon](#) (Université de Reims Champagne-Ardennes, France)
- 3D stereo and geographical applications: From vector to image, [Anne-Lise Poplavsky](#), [Alan de Hepcée](#) (STAR-APIC, Belgium)
- 3D stereo visualization for fluid mechanics, [Christophe Waucquez](#) (ANSYS, Belgium), [Claude Oury](#) (CRIG, Belgium)
- Examples of 3D stereo visualization in chemistry, medical imaging, aerospace engineering, and mechanical engineering: A glimpse at what your future technical presentation will be like!, Standby presentation, [Jacques G. Verly](#), [Nicolas Crosset](#), [Nicolas Marchal](#), [Michaël Bastings](#), [David Grogna](#) (University of Liège, Belgium) **3D**
- Questions & answers

15:50 - 16:20 **Coffee break, posters (with authors present), exhibit**

16:20 - 17:00 **Session II-7: 3D audio and its joint use with 3D video (Part 1)**

- Chairs: Wilfried Van Baelen (Galaxy Studios, Belgium), Cédric André (University of Liège, Belgium)
- 3D audio requirements and available technologies, from laboratory, to cinema, to home, [Etienne Corteel](#) (Sonic Emotion, Switzerland), [Brian F. G. Katz](#) (LIMSI-CNRS, France)
- 3D audio – Just add another channel? A universal approach for spatial audio reproduction, [Frank Melchior](#) (IOSONO, Germany)
- Improvements in the perception of focused sources in wave field synthesis, [Rob Oldfield](#), [Ian Drumm](#), [Jos Hirst](#), [Bruno Fazenda](#) (University of Salford, UK)
- Continued after next presentation.

17:00 - 17:30 **Available satellite window time: This time window is absolutely strict!**

17:00 - 17:30 **Some aspects of 3D ... in depth! Single-source stereo and microstereoscopic 3D**
[Mark Schubin](#) (SchubinCafe.com, USA) **3D live from New York via All-Mobile Video & Eutelsat!**

17:30 - 17:50 **Session II-7: 3D audio and its joint use with 3D video (Part 2)**

- Chairs: Wilfried Van Baelen (Galaxy Studios, Belgium), Cédric André (University of Liège, Belgium)
- Sound capture for high-end entertainment and gaming equipment, and its applications, [Ivan Tashev \(Microsoft Research, USA\)](#)
- Questions & answers

17:50 **End of conference for DAY II**

Optional 1

At “Cinéma Sauvenière” in Downtown Liège
(Advance reservation and payment required)

18:30 – 20:00 **Standing buffet dinner**

Optional 2

At “Cinéma Sauvenière” in Downtown Liège
(By invitation or by reservation at the front desk of the “Palais de Congrès” on a first-come, first-served basis. **Limited to 200 persons.**)

20:00 – 23:00 **Speeches, award ceremony, screening of nominated 3D movies, and screening of feature 3D movie “Sea Rex,” hosted by Philippe Reynaert (Walimage, Belgium) 3D**

DAY III – Friday, 10 December 2010

08:00 – 17:00 **Welcome and registration, posters, exhibit**

08:40 - 08:45 **3D Laser Show Demo: Demonstration of “PHILL” (for “Photonics Illusions”) - A brand new laser-show system using active 3D glasses!**
[Fons Thiesen \(Laserforum, The Netherlands\)](#) **3D**

08:45 - 09:45 **Session III-1: Stereography and 3D-stereo movie making**

- Chairs: Bernard Mendiburu (Volfoni, France), Jacques G. Verly (University of Liège, Belgium)
- The challenges of stereography: Why is stereography more complex than just filming with two lenses?, [Kommer Kleijn SBC \(Stereographer, Belgium\)](#)
- Philosophy of 3D movie storytelling, [Alain Derobe \(Stereographer, France\)](#) **3D**
- Should depth grading mainly adjust depth mismatches, or should it also modify depth?, [Alain Derobe \(Stereographer, France\)](#)
- All-in-one real-time monitoring and tools for live stereography – Natural Depth™ application, [Jacques Delacoux \(Transvideo, France\)](#)
- Shooting in extreme conditions, [Greg Passmore \(PassmoreLab, USA\)](#) **3D**
- The challenge of live 3D shooting from a 3D rig mounted on a steadicam: How to perform the real-time stereography by remote control, [Alaric Hamacher \(Virtual Experience, Germany\)](#)
- The amateurs' view of taking pictures with 3D cameras and of making movies with

- semi-professional 3D camcorders, [Claude Oury](#) (CRIG, Belgium), [Daniel Chailloux](#) (Stéréo-Club Français, France) **3D**
- Title TBD, [Jason Goodman](#) (21st Century 3D, USA) **3D**
- Total immersion plus comfortable vision: The modern 3D-stereo challenges (plus 3D footage from Supamonks Studio) - Standby presentation, [Erwan Davigan](#) (Stereographer, France) **3D**
- Effects on 3D perception of errors in the geometrical settings of 3D stereo cameras - Shown in Exhibit, [Michael Bastings](#), [David Grogna](#), [Nicolas Crosset](#), [Nicolas Marchal](#), [Jacques G. Verly](#) (University of Liège, Belgium) **3D**
- Questions & answers
- Continued in later panel (Session III-4).

9:45 - 10:20 **Session III-2: 3D Live capture and broadcast, and the challenges of real-time stereography**

- **Chairs:** Yves Pupulin (Binocle, France), Jacques G. Verly (University of Liège, Belgium)
- 3DLIVE consortium: Gathering expertise for best 3D live capture and broadcast, [Maryline Clare-Charrier](#) (Orange, France), [Alain Verdier](#) (Technicolor, France), [Mihai Metra](#) (Institut Telecom, France), Yves Pupulin (Binocle, France), Ephrem Garreau (AMP, France), Patrick Defay (Thalès-Angénieux, France), Frederic Devernay (INRIA, France), Eric Auffret (Thomson Video Networks) **3D**
The presentation will be continued in the Workshop room at a time to be specified.
- 3D live replay technology - Case study: 2010 FIFA World Cup, [Michaël Dufranne](#) (EVS, Belgium) **3D**
- Shooting a fashion show in 3D: “Catwalk 3D”, [Véronique Legendre](#) (Looping Productions, France) **3D**
- Real-time control of stereography, [Kommer Kleijn SBC](#) (Stereographer, Belgium)
- Questions & answers
- Continued in later panel (Session III-4)

10:20 - 10:55 **Coffee break, posters (with authors present), exhibit**

10:55 - 11:10 “Steadicam Demo 3”: The live 3D transmission from a steadicam at the “Pôle Image de Liège” inauguration to the Convention Center via terrestrial and satellite radio links
[Jacques G. Verly](#), [Marc Evrard](#), [David Grogna](#) (University of Liège, Belgium)

Start of Demo

11:00 - 11:30 Available satellite window time: This time window is absolutely strict!

11:00 - 11:10 Off-screen transmission tests for “Steadicam Demo 3”

11:10 - 11:30 Steadicam Demo 3: Live 3D transmission from the “Pôle Image de Liège” inauguration via terrestrial and satellite radio links
[Jacques G. Verly](#) (University of Liège, Belgium) **3D live**

End of Demo

11:30 - 12:25 Session III-3: 3D capture, processing, and visualization for medicine, surgery, and medical imaging

- Chairs: Justus Ilgner (University Hospital Aachen, Germany), Jacques G. Verly (University of Liège, Belgium)
- Current status of telemedicine, its future perspectives, and the role of stereoscopic content, Wilko Grolman (University Hospital Utrecht, The Netherlands)
- Practical use of stereoscopic video documentation in the operation theater: Why, for whom, and how?, Justus Ilgner (University Hospital Aachen, Germany) **3D**
- Live, interactive, 3D-stereo, full-HD, high-bandwidth capture, transmission, and projection of a neurosurgical operation, Jacques G. Verly, Jérôme Leens, David Grogna, Pierre Thirion (University of Liège, Belgium), Didier Martin, Philippe Kohl (University of Liège and University Hospital of Liège, Belgium), Jérôme Meessen (intoPIX, Belgium), Pierre Audrit (ACQI, Belgium), Benoît Michel (Stereoscopynews, Belgium), Pierre Collin (Buena Onda Pictures, Belgium), Inge Rochette (Injoy Productions, Belgium) **3D (Originally 3D live)**
- Questions & answers

12:25 – 12:40 Session III-4 (Panel): Shooting parallel or converged? Rationals, misconceptions, myths, and controversy

- Moderator: Kommer Kleijn SBC (Stereographer, Belgium)
- Alain Derobe (Stereographer, France)
- David Hoffman (University of California at Berkeley, and MediaTek, USA)
- Bernard Mendiburu (Volfoni, France)
- Benoît Michel (Stereoscopynews, Belgium)
- Yves Pupulin (Binocle, France)

The discussion can be continued at the reserved “Discussion Table” in the exhibit during lunch time.

12:40 - 13:40 No-host standing lunch (cash only), posters, exhibit

12:40 - 13:40 During lunch: Details and demonstrations of the unique Auro-3D 11.1 3D audio system equipping the 500-seat conference room

Wilfried Van Baelen (Galaxy Studios, Belgium) **3D audio**

13:40 – 14:10 Session III-5: Transmission/delivery of 3D video and audio to homes and cinemas

- Chairs: Benjamin Jennes (XDC, Belgium), Jacques G. Verly (University of Liège)
- 2D and 3D content delivery from laboratories to digital cinema screens, Benjamin Jennes (XDC, Belgium)
- The key role of satellites in delivering 3D contents (Title TBC), Michel Chabrol (Eutelsat, France)
- The beautiful chaos of S-3D terminology and processes: An issue that never stops, Angelo d'Alessio (CDG, SMPTE, EDCF, Italy)
- From script to cinemas and homes via masters: Overview of complete production and delivery chain for 2D and 3D contents – Standby presentation, Jacques G. Verly (University of Liège, Belgium)
- Questions & answers

14:10 - 15:25 Session III-6: Applications of 3D stereo to communication, education, and entertainment

- Chairs: Greg Passmore (PassmoreLab, USA), Cédric André (University of Liège, Belgium)
- 3D animations for the teaching of science: Examples from chemistry and physics (Title TBC), [Maria Teixeira](#) (Formateix, Belgium), [Rajat Basavaraj](#) (Designmate, India) **3D**
- Interactive 3D graphics and audio for mathematical installations, [Steffen Weissman](#) (TU Berlin, Germany), [Peter Brinkmann](#) (Google, USA), [Ulrich Pinkall](#) (TU Berlin, Germany), **3D interactive, with Ambisonics 3D sounds (maybe ...)**
- The new 3D visualization technologies for teaching and education, [Alain Rémond](#) (XpanD, Slovenia)
- 3D edutainment, [Greg Passmore](#) (PassmoreLab, USA)
- Application of the 3D range cameras in multimodal user interfaces for gaming and entertainment, (*related to Kinect, of course!*), [Ivan Tashev](#) (Microsoft Research, USA)
This presentation is complemented by demonstrations in the “Workshop room” at various times during the event.
- Questions & answers

15:25 - 15:55 Coffee break, posters, exhibit

15:55 - 16:55 Session III-7: Future, exotic 3D imaging systems

- Chairs: Malgorzata Kujawinska (Warsaw Institute of Technology, Poland), Jacques G. Verly (University of Liège, Belgium)
- Integral imaging: A little-known discipline - What is it? What is the state-of-the-art?, [Hector Navarro](#), [Genaro Saavedra](#), [Manuel Martinez-Corral](#) (University of Valencia, Spain)
- Digital holographic video: present and future, [Malgorzata Kujawinska](#), [Tomasz Kozacki](#) (Warsaw Institute of Technology, Poland)
- Light-field displaying – The HoloVizio system, [Tibor Balogh](#) (Holografika, Hungary)
- Questions & answers

16:55 - 17:00 3D Linkin Park music video: Never before seen, fresh off the press! A unique combination of LADAR imaging, CGI, and live action

[Greg Passmore](#) (PassmoreLab, USA) **3D**

17:00 - 17:05 Closing remarks

[Jacques G. Verly](#) (University of Liège, Belgium)

17:05 End of conference for Day III

17:05 End of 3D STEREO MEDIA 2010

End of conference program

Thank you for your participation!