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Description of HDR test sequences

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The NEVEX project

■ **Five High Dynamic Range (HDR) sequences are proposed for experiments in the context of MPEG and JCTVC HDR video coding exploration works. These sequences have been created in the framework of the French NEVEX collaborative project, by Binocle, Technicolor for four of them and Polymorph Software for one of them. The document provides a short description of these sequences and the associated workflow.**
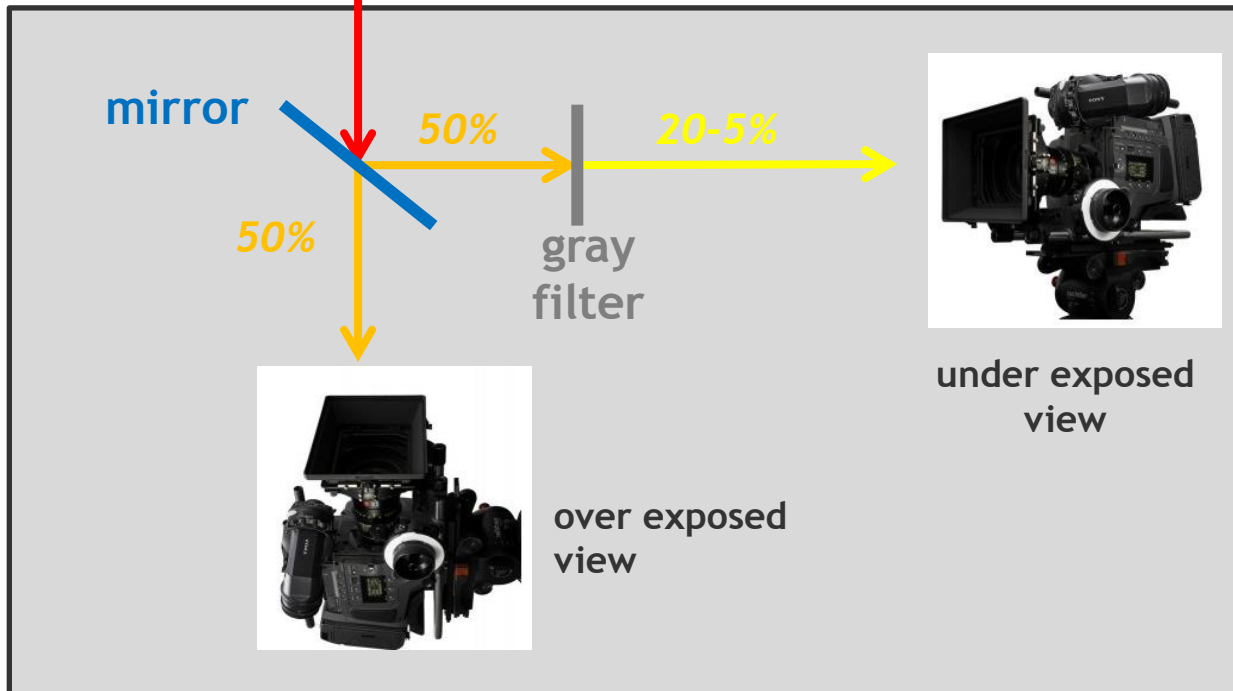
m31957

HDR workflow
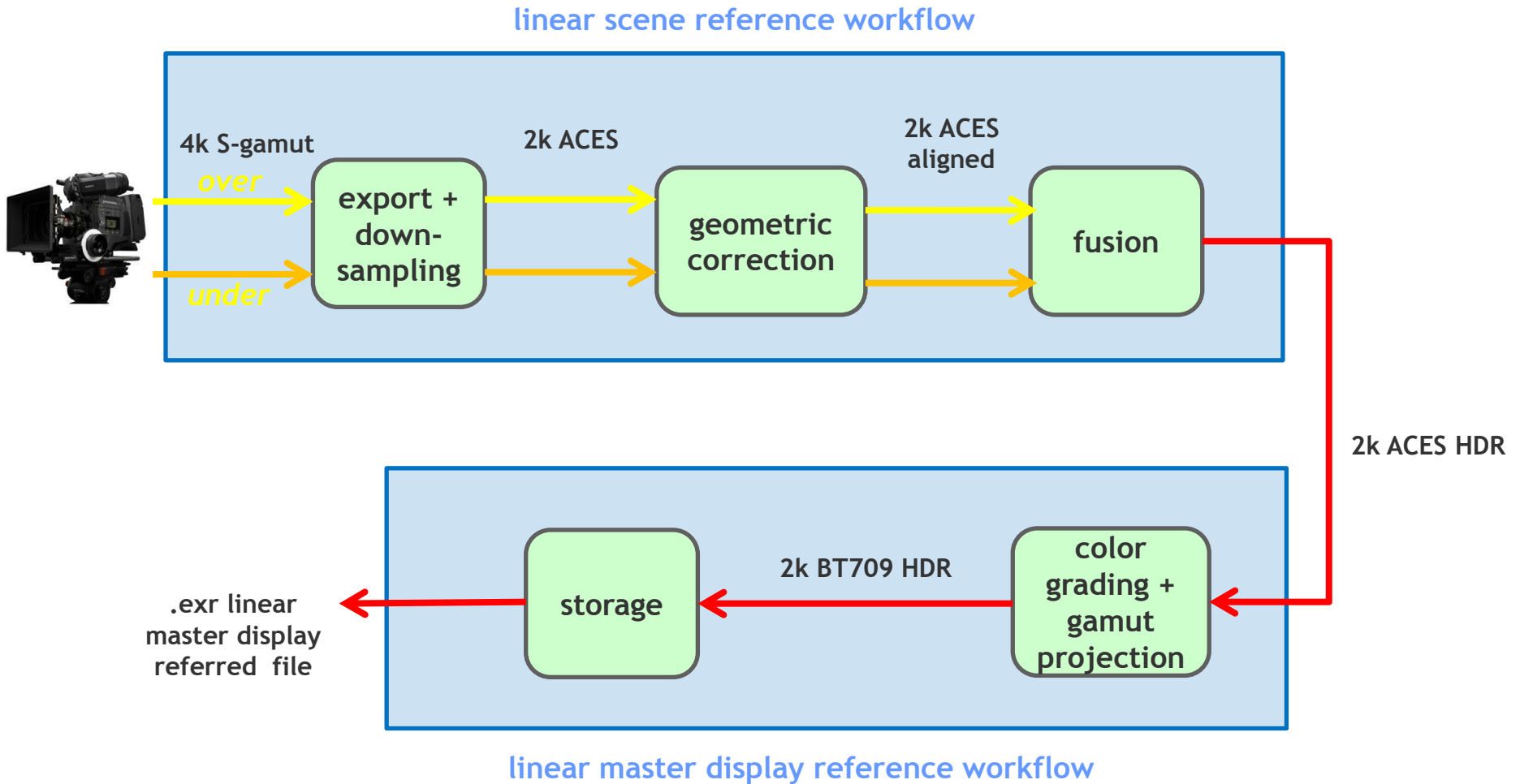
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Capture

100% of light

mirror

50%

50%

20-5%

gray filter

over exposed view

under exposed view

rig of cameras

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Post-processing workflow (using F65 camera)

linear scene reference workflow

4k S-gamut

over

under

export + down-sampling

2k ACES

geometric correction

2k ACES aligned

fusion

2k ACES HDR

linear master display reference workflow

.exr linear master display referred file

storage

2k BT709 HDR

color grading + gamut projection

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The sequences

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Seine

- F3 camera
- BT.709
- 1080p 25 fps
- 21 f-stops
- 200 frames (8s)

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Ballon

- F65 camera
- BT.709

- 1080p 30 fps
- 16 f-stops

- 240 frames (8s)

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Market3

- F65 camera
- BT.709

- 1080p 50 fps
- 15 f-stops

- 400 frames (8s)

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FireEater2

- F65 camera
- BT.709
- 1080p 25 fps
- 18 f-stops
- 200 frames (8s)

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Tibul2

- Graphics
- BT.709
- 1080p 30 fps
- 19 f-stops
- 240 frames (8s)

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