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| **Joint Collaborative Team on 3D Video Coding Extensions**  **of ITU-T SG 16 WP 3 and ISO/IEC JTC 1/SC 29/WG 11**  9th Meeting: Sapporo, JP, 3–9 July 2014 | Document: JCT3V-I0086 |

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| *Title:* | **Simplification of shift DV candidate** | | |
| *Status:* | Input document | | |
| *Purpose:* | Proposal | | |
| *Author(s) or Contact(s):* | Jin Young Lee, Min Woo Park, Yongjin Cho, and Chanyul Kim | Email: | [jinyoung79.lee@samsung.com](mailto:jinyoung79.lee@samsung.com) |
| *Source:* | Samsung Electronics Co. Ltd. | | |

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# Proposed Text (Option3)

I.8.5.3.2.1 Derivation process for luma motion vectors for merge mode

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7. The variable availableFlagIvDCShift is set equal to 0, and when availableFlagIvMCShift is equal to 0, DepthFlag is equal to 0, availableFlagIvDC is equal to 1, and i is less than ( 5 + NumExtraMergeCand ), availableFlagIvDCShift is set to 1 and the following applies for X being 0 to 1, inclusive:

* predFlagLXIvDCShift is set equal to predFlagLXIvDC,
* refIdxLXIvDCShift is set equal to refIdxLXIvDC,
* mvLXIvDCShift[ 0 ] is set equal to mvL0IvDC[ 0 ] + 4
* mvLXIvDCShift[ 1 ] is set equal to mvL0IvDC[ 1 ]

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I.8.5.3.2.12 Derivation process for a disparity inter-view motion vector candidate

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For each i from 0 to num\_ref\_idx\_lX\_active\_minus1, inclusive, the following applies:

* + When PicOrderCnt( RefPicListX[ i ] ) is equal to the PicOrderCntVal, ViewIdx( RefPicListX[ i ] ) is equal to refViewIdx and availableFlagLXInterView is equal to 0 the following applies:
    - * 1. availableFlagLXInterView = 1 (I‑146)
        2. mvLXInterView[ 0 ] = mvDisp[ 0 ] (I‑147)
        3. mvLXInterView[ 1 ] = 0 (I‑148)
        4. refIdxLX = i (I‑149)