I.8.5.6 Derivation process for disparity vectors for depth layers

* 1. MvDisp[ x ][ y ] = ( DepthToDisparityB[ 0 ][ ~~128~~ 1  <<  (BitDepthY  - 1 ) ], 0 ) (I‑284)
  2. MvRefinedDisp[ x ][ y ] = ( DepthToDisparityB[ 0 ][ ~~128~~ 1  <<  (BitDepthY  - 1 ) ], 0 ) (I‑285)