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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-J0046 |

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| *Title:* | **Modification of reference index for depth disparity derivation** | | |
| *Status:* | Input Document | | |
| *Purpose:* | Proposal | | |
| *Author(s) or Contact(s):* | Junghak Nam  Sehoon Yea  19, Yangjae-daero 11gil, Seocho-gu Seoul 137-130, Korea | Tel: Email: | +82-2-6912-6477 [junghak.nam@lge.com](mailto:junghak.nam@lge.com) |
| *Source:* | LG Electronics | | |

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The newly added parts compared to 3D-HEVC working draft 3 are highlighted in green and the removed parts are marked with ~~strikethrough~~.

**I.8.5.6 Derivation process for disparity vectors for depth layers**

Inputs to this process are:

* a luma location ( xCb, yCb ) of the top-left sample of the current luma coding block relative to the top-left luma sample of the current picture,
* a variable nCbS specifying the size of the current luma coding block.

For use in derivation processes of variables invoked later in the decoding process, the following assignments are made for x = xC..( xCb + nCbS − 1 ), y = yCb..( yCb + nCbS − 1 ):

* 1. MvDisp[ x ][ y ] = ( DepthToDisparityB[ ~~0~~ DefaultRefViewIdx ][ 1  <<  ( BitDepthY − 1 ) ], 0 ) (I‑281)
  2. MvRefinedDisp[ x ][ y ] = ( DepthToDisparityB[ ~~0~~ DefaultRefViewIdx ][ 1  <<  ( BitDepthY − 1 ) ], 0 ) (I‑282)

RefViewIdx[ x ][ y ] = ~~0~~ DefaultRefViewIdx (I‑283)

DispAvailabilityIdc[ x ][ y ] = DISP\_AVAILABLE (I‑284)