August 9, Tuesday (09:00 - 10:30) - IFT SESSION 1
Room: Tynehead 3

09:00 - 09:30 (IFT-1 KEYNOTE) Technical Challenges for Realistic Experiences

Yo-Sung Ho* (School of Information and Communications, Gwangju Institute of Science and Technology, Korea)

In recent years, various multimedia services have become available and the demand for three-dimensional telev (3DTV) is growing rapidly. Since 3DTV is considered as the next generation broadcasting service that can deliver rea and immersive experiences, a number of advanced 3D video technologies have been studied. In this talk, we are g to explain the fundamental principles of 3DTV. After reviewing the basic techniques for 3D image capturing and 3D v display systems, we are going to cover several challenging issues for 3D video processing.

*Contact e-mail: hoyo@gist.ac.kr

Prof. Yo-Sung Ho received the B.S. and M.S. degrees in electronic engineering from S National University, Seoul, Korea, in 1981 and 1983, respectively, and the Ph.D. degre electrical and computer engineering from the University of California, Santa Barbara, in 19 He joined ETRI (Electronics and Telecommunications Research Institute), Daejon, Korea 1983. From 1990 to 1993, he was with Philips Laboratories, Briarcliff Manor, New York, wh he was involved in development of the Advanced Digital High-Definition Television (AD-HD system. In 1993, he rejoined the technical staff of ETRI and was involved in development of Korean DBS Digital Television and High-Definition Television systems. Since September 19 he has been with Gwangju Institute of Science and Technology (GIST), where he is curre Professor of Information and Communications Department. Since August 2003, he has b Director of Realistic Broadcasting Research Center (RBRC) at GIST in Korea.