imcube
LABS GERMANY

imcube 3D QC Player
for 3D Quality Control, Depth Grading and Feedback

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Introduction

As 2D-to-3D conversion is a creative process, imcube developed the imcube 3D QC Player for QC sessions with the Stereographer, S3D Supervisor or client.

The player is able to display raw stereo footage in realtime. Furthermore, it gives the Stereographer or S3D Supervisor the possibility to give feedback to the conversion artists by marking required changes in the stereo layout or giving additional notes. This feedback can be exported as pdf and forwarded to the conversion artists.

Finally, the Stereographer or S3D Supervisor can adjust depth placement directly in the QC session, i.e. he can change the convergence settings and depth budget over time and he can even perform a non-linear re-mapping of the whole 3D scene (e.g. compress the background and stretch the foreground if needed to reduce miniaturization of background objects, etc.) using a curve editor.

The modified depth settings are stored in a project file and can be imported either directly into imcube 3D Cinema or into the render-management software for the final rendering.

imcube 3D QC Player workplace

Graphical User Interface

The main window contains the majority of the user interface's components including menu bar, tool bar, file manager, edit view, frame annotations, time line, depth rendering widget, message log, and status bar.
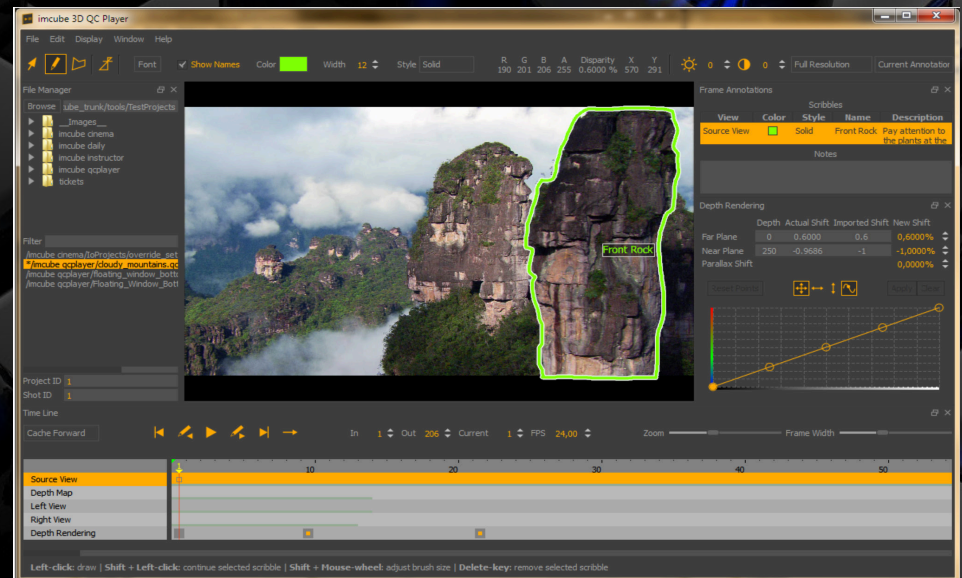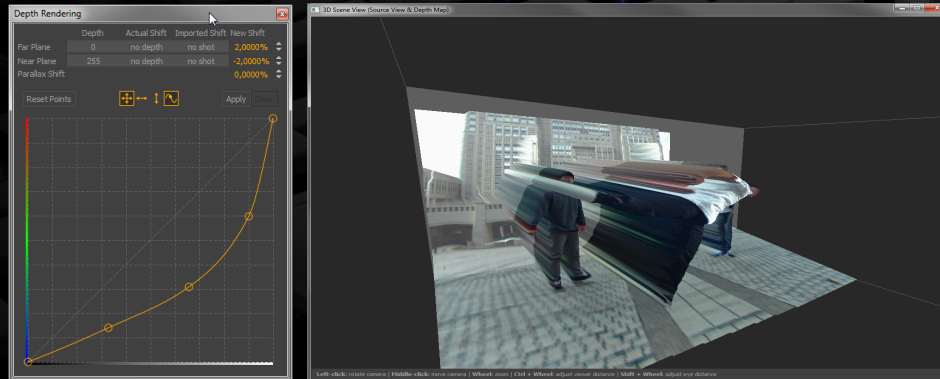

Main Window: Graphical User Interface (GUI)

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Nonlinear and linear depth mapping function and resulting 3D scene view

Depth Grading

The software can be also used to adjust the zero parallax plane and the depth budget. The changes can be previewed in various stereoscopic formats and the integrated 3D scene view. Furthermore, the depth distribution can be adjusted through a non-linear depth mapping function.
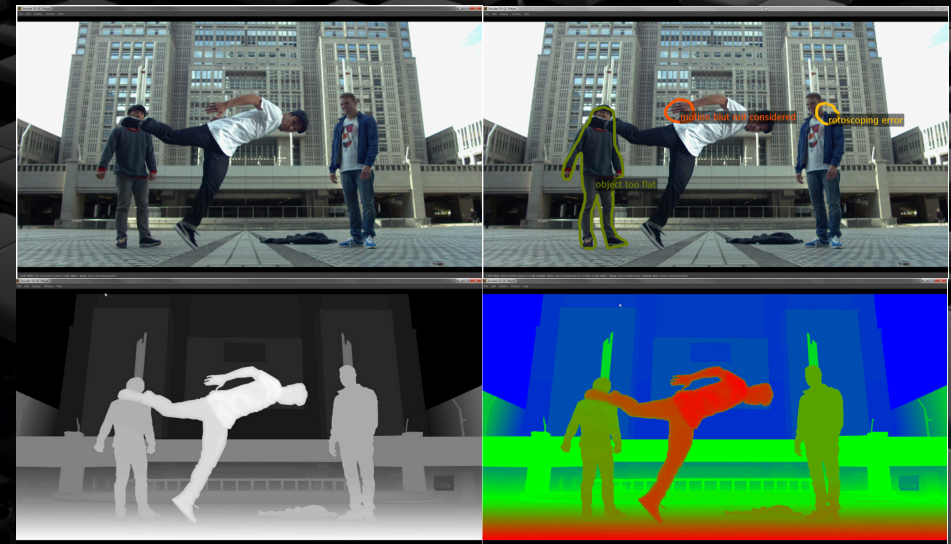
Different edit views showing the source footage without and with feedback scribbles, the depth map and the colored disparity map.

System Requirements

Category	Requirement
Operating system	Microsoft Windows 7 (x64)
Processor (CPU)	Any
Graphics (GPU)	OpenGL 3.0 support
Memory (RAM)	4 GB RAM
Storage (HDD)	100 MB
Additional hardware	3D screen for playback of stereoscopic output

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