# 映像体験進化<見たままそのままのRealな映像>

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# はじめに

- 近年、様々な高画質化技術が実用化されてきています。
- 高フレームレート、広色域、4K、そしてHDRが出現しようとしています。
- しかし、HDRを正しく理解している人はあまり多くはありません。
- そこでここでは、なぜ今HDRなのか、HDRとは何なのか、HDRで何を得る ことができるのか、HDRはどのように扱えばよいのか、そしてHDRに必要な 技術とは何か、について説明します。

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資料51-2

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- 映像フォーマットの進化
- HDRとは?
- HDR エコシステム構築
- HDR ディスプレイ技術
- おわりに

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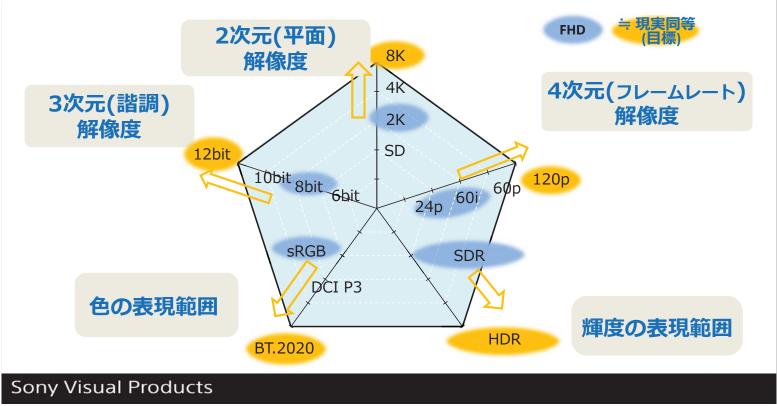
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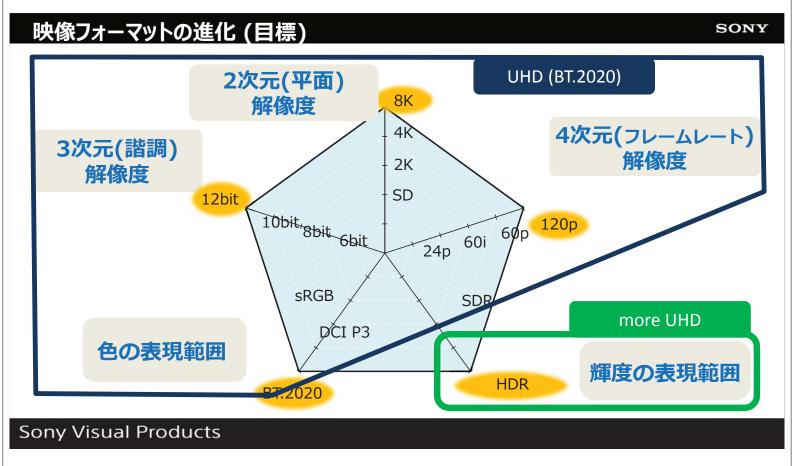
**映像フォーマットの進化** <デジタル技術がアナログフィルムを超える>

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# 映像フォーマットの進化 (目標)

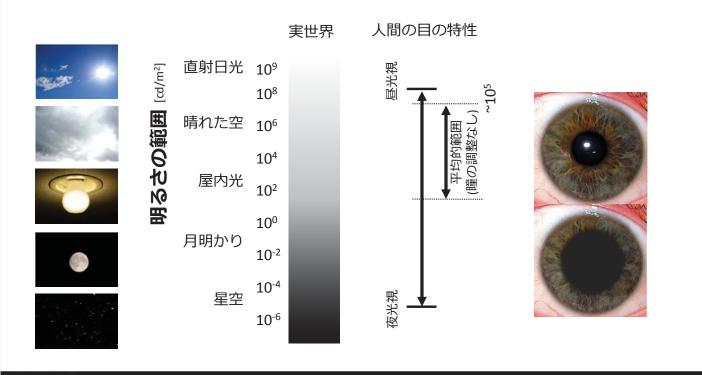




# HDRとは? <人の目を満足させる映像体験>

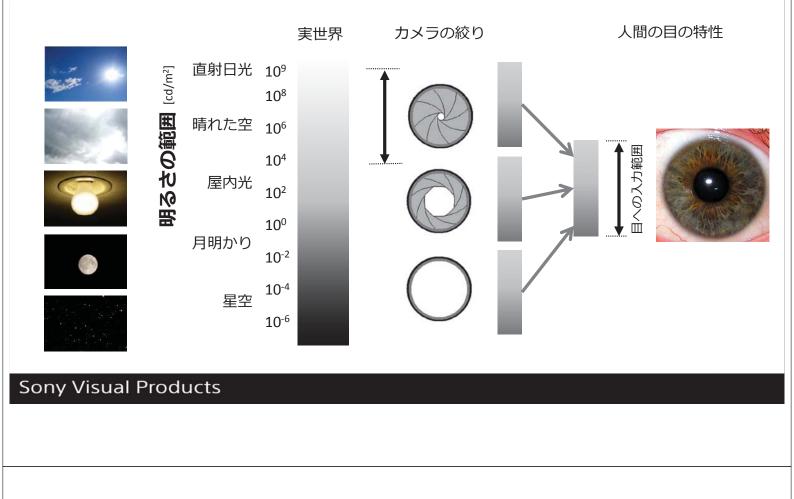
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# 人間の目の特性



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# カメラの絞りを通した特性



# <2014年発売> 高輝度・高コントラストTV



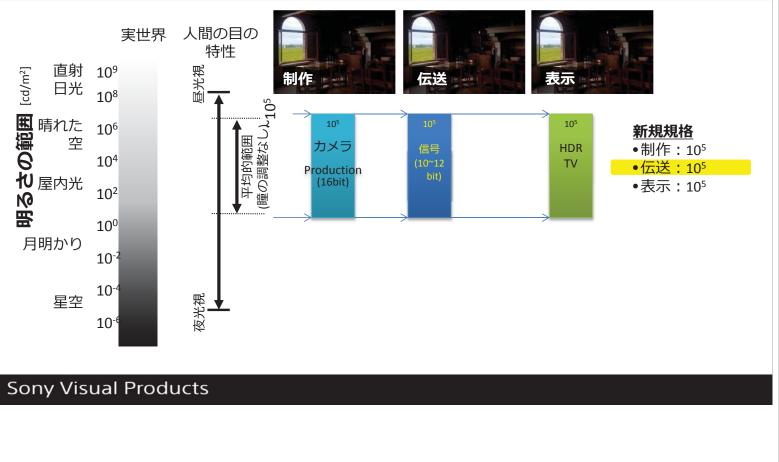
# BVM-X300 HDR master monitor SONY SONY RVM-X300 RVM-X300 RVM-X300 RVM-X300 RVM-X300 RVM-X300 RVM-X300 BVM-X300 RVM-X300 KOLED Master Monitor Preliminary TRIMASTER EL RVM Story Visual http://pro.sony.com/bbsc/ssr/cat-monitors/cat-oledmonitors/product-BVMX300

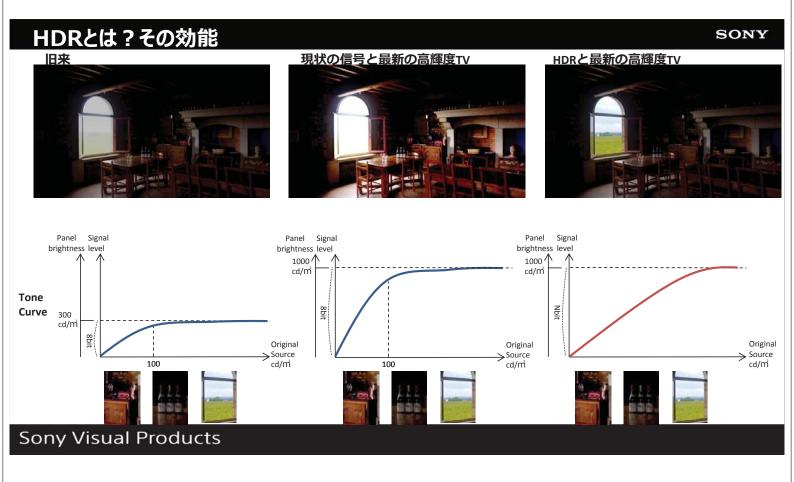
# F65/F55 HDR対応 4K/8K カメラ

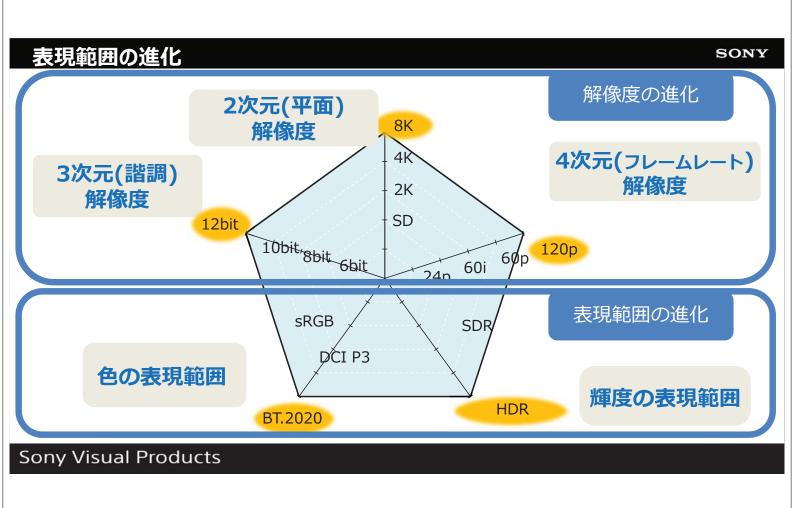


# HDR映像伝送方式

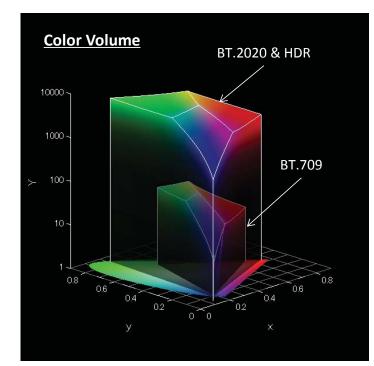


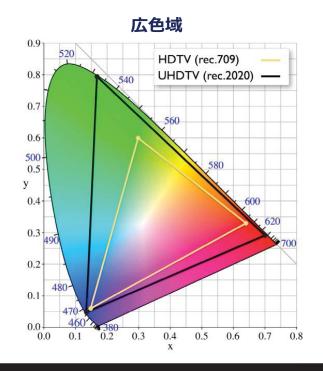






# HDRと広色域が作る「カラー・ボリューム」

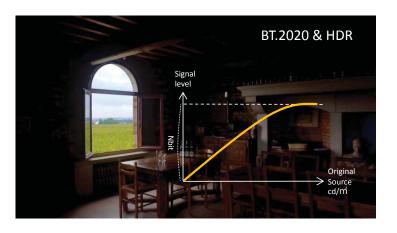




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# HDRの為の新たなカーブ

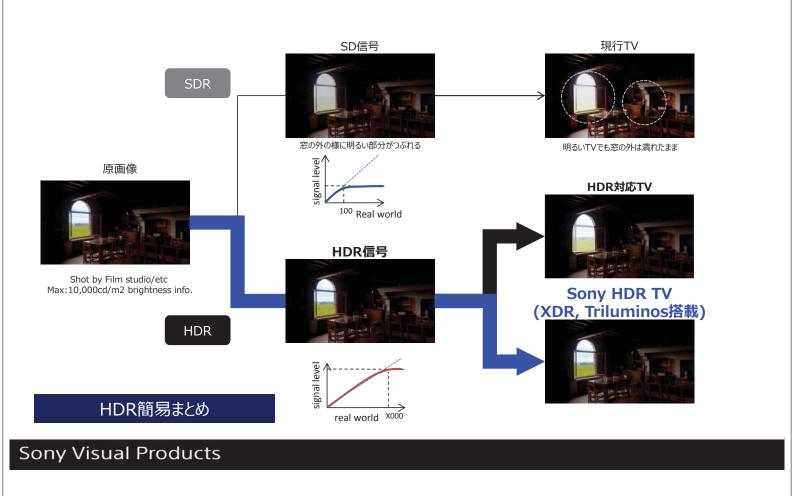
# 



従来 = ガンマ カーブ (ITU BT.1886)
 HDR = 新規カーブ
 HDRに適したカーブが必要

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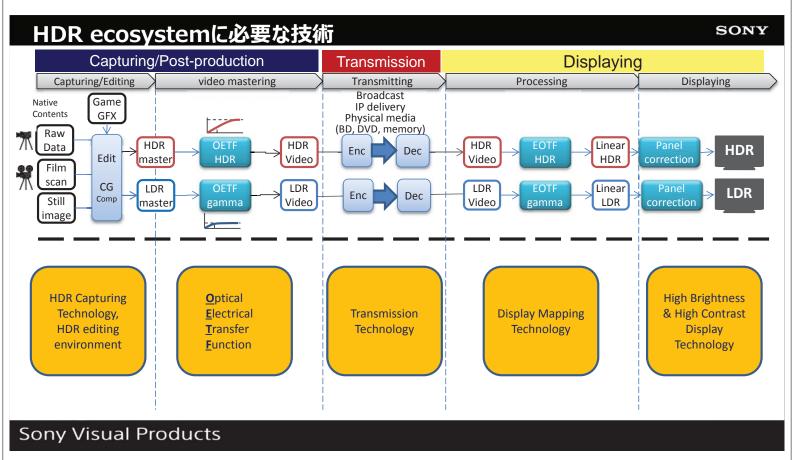


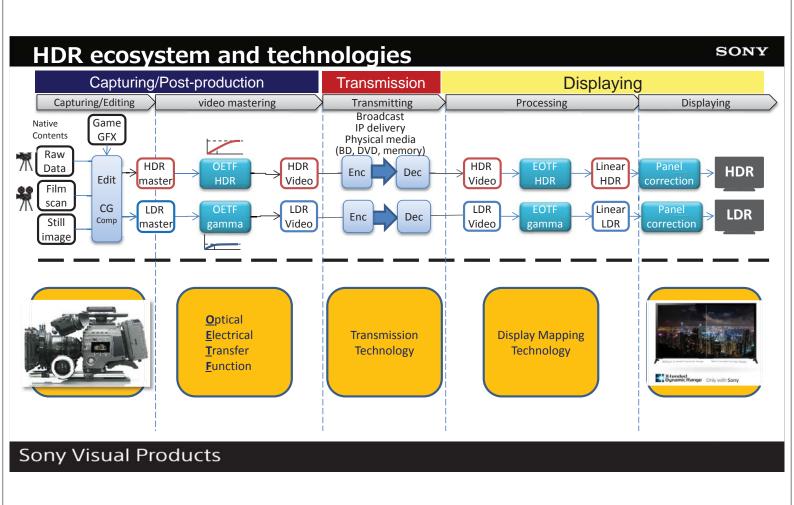
# SONY

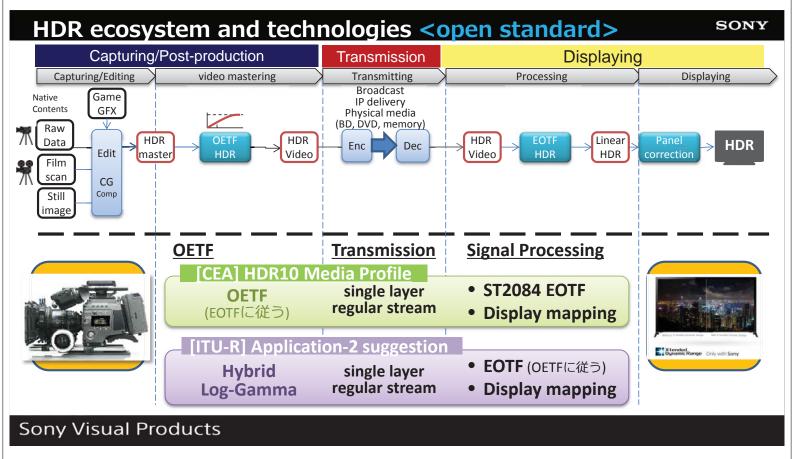
# HDR エコシステム構築

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### **HDR** ecosystem SONY Distribution Creation Consumption $\bigcirc$ Expansion of HDR experience **Personal Content Distribution Service Content Creation** 4K Cinema/Sports C HDR /Broadcast HDR BISBER XAVC S terth on Children an The Senath 2 on terthin All P Could Reve P Public Cond Devel on Full Devel on Manne pass and Anging Women's mat, etc. gas Giated all HDR The Park Lady cartel Still Image The Tarte HDR Still Image HDMI Output Mastered in HDR Sony Visual Products







# **CEA HDR Compatible Display & HDR10 Media Profile**

CEA.	<b>CES</b>
Membership + Events and A	wards + Training + Government Affairs + News + Research +
A News News Releases CEA Defines "HDR	
Overview	
Digital Answer Man Tour	CEA Defines 'HDR Compatible' Displays Arington, VA – 08/27/2015 – The Consumer ElectronicsAssociation (CEA) <sup>®</sup> today
News Releases	announced the industry definition for high dynamic range (HDR) compatible video
Media Contacta	displays. HDR is a new capability that promises to deliver an expansive range of brightness and shadow detail, further enhancing the viewing experience.
Publications	
CEO Speeches and Columns	Paving the way for the introduction of HDR-Compatible trisplays, the new CEA designation is designed to assist retailers and consumer, in identifying display
CEA TV	products that incorporate the interface and processing technology needed to display
Innovation Scorecard	the new content property. CEA and its display manufacturer members collaborated
	with leading content providers and distributors as well as other technology companies to establish the new display characteristics for HDR inteoperability
	"HDR provides a significant step-up in delivering an incrvdible viewing experience for
	the consumer," said Brian Markwalter, senior vice president, research and standards,
	CEA. "We encourage manufacturers and our industry pathers to use this voluntary
	compatibility guideline to provide greater consistency and clarity while ensuring
	compatibility and interoperability across the full content divelopment to display
	ecosystem."

A TV, monitor or projector may be referred to as a <u>HDR</u> Compatible Display if it meets the following minimum attributes:

- Includes at least one interface that supports HDR signaling as defined in CEA-861-F, as extended by CEA-861.3.
- Receives and processes static HDR metadata compliant with CEA-861.3 for uncompressed video.
- Receives and processes HDR10 Media Profile\* from IP, HDMI or other video delivery sources. Additionally, other media profiles may be supported.
- Applies an appropriate Electro-Optical Transfer Function (EOTF), before rendering the image.
  - \* Note: HDR10 Media Profile is defined as:
  - EOTF: SMPTE ST 2084
  - Color Sub-sampling: 4:2:0 (for compressed video sources)
  - Bit Depth: 10 bit
  - Color Primaries: ITU-R BT.2020
  - Metadata: SMPTE ST 2086, MaxFALL, MaxCLL

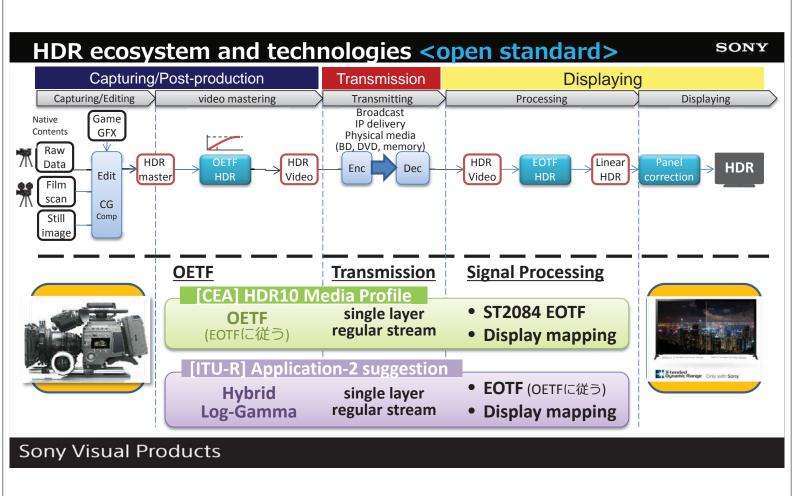
http://www.ce.org/News/News-Releases/Press-Releases/2015-Press-Releases/CEA-Defines-'HDR-Compatible'-Displays.aspx

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#### HDR ecosystem and technologies SONY Capturing/Post-production Transmission Displaying Capturing/Editing Transmitting Displaying video mastering Processing Broadcast Game Native IP delivery Contents GFX Physical media (BD, DVD, memory) Raw HDR HDR HDR OFTE EOTI Linear Panel Data Dec HDR Enc Edit master Video Video HDR Film scan CG LDR LDR LDR Linear OETI EOTE Panel LDR Enc Dec Still Comp Video Video LDR master gamma correction image **O**ptical **E**lectrical **Display Mapping Transmission T**ransfer Technology Technology **F**unction

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# Hybrid Log-Gamma

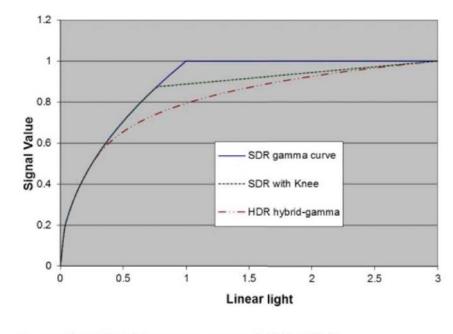
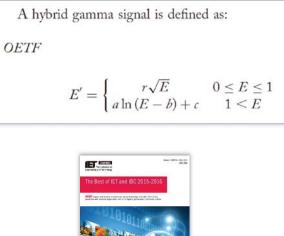


Figure 3 Hybrid log-gamma and SDR OETFs

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http://www.theiet.org/communities/multimedia/ibc/2015.cfm

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# おわりに

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# 市場における二つの誤解

- HDRとは明るくなるだけなんでしょ?
- ▷ いいえ、HDRとは再現できる色の数が増える事です!
- HDRは複雑なシステム導入が必要なんでしょ?
- ▷ いいえ、最もシンプルなHDRはカーブを変えるだけなので、現状のシステム を修正すれば導入できます。映像を制作・表示する際の「見る目」を新しくす る必要があります!

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# 私の期待

- HDRにおいて重要なのは、コンテンツ/配信/TVにおける '映像品質' であり、 品質は日本が得意とする競争領域です。
- 従って、"正しいHDR"の普及により、映像要素の五角形をバランスさせ、映像品質を軸とした市場競争を起こすことで、日本の映像産業が再び世界をリードする事ができるはずです。
- その為には、'正しい知識と情報' が必要です。
- 本日の説明が、これらに少しでも役に立つ事が出来ればと願っています。

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