



HDR & WIDE COLOR GAMUT

How do we get there and remaining backwards compatible

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IN THIS PRESENTATION

- Some Basics
- Stuff that puzzled me, maybe puzzles you
- Stuff that surprised me how easy it is to see wrong (and maybe help you)
- Standards, Norms, Facts, Opinions
- Curves and LUT's
- The Axon solutions



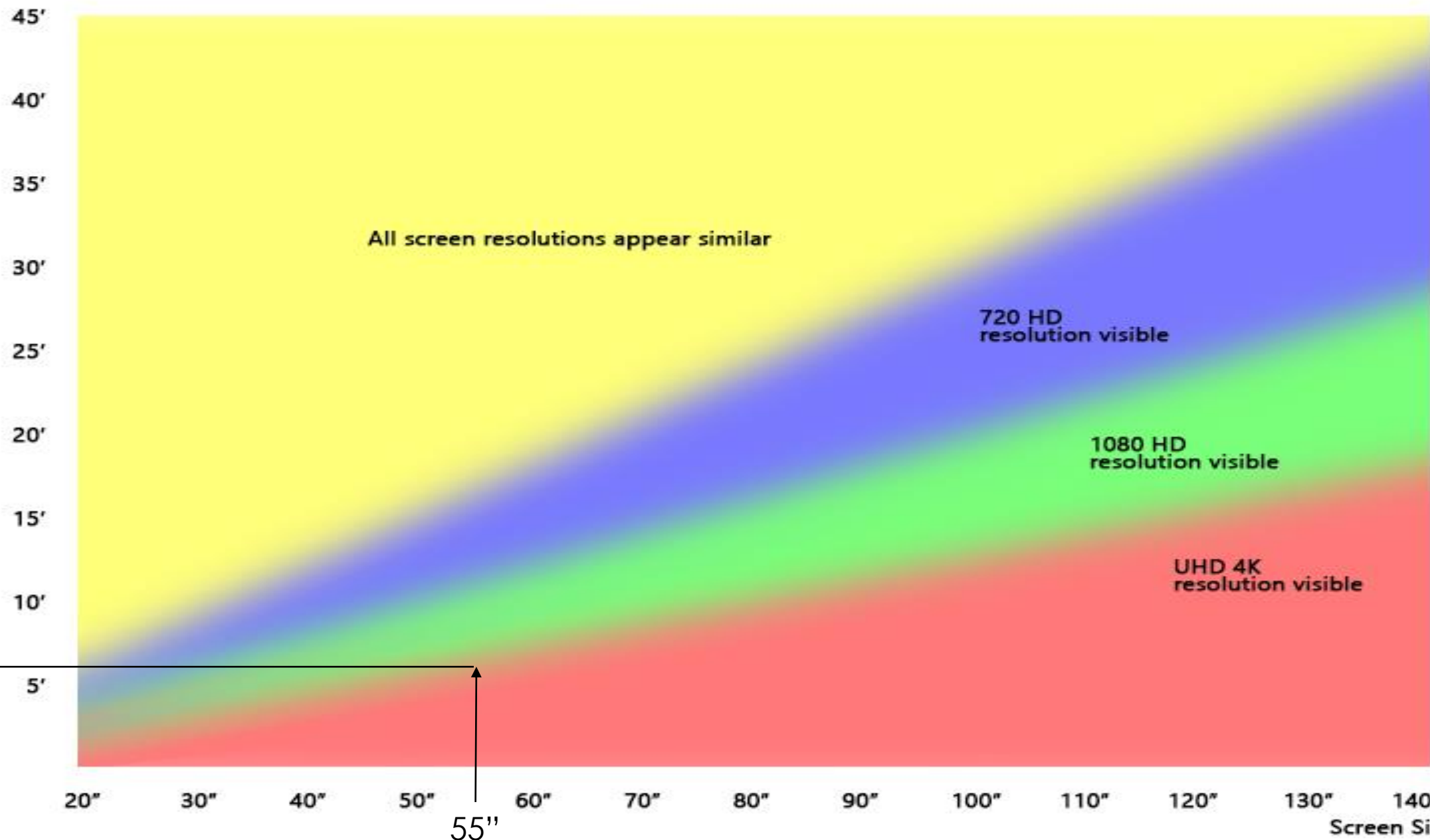
A personal note from the
presenter

Television is moving to more pixels, more colors and higher dynamic range

And it is a jungle out there

We (the broadcast industry)
need to provide an
absolute WOW effect
(4k/709/SDR will not do that)

Distance From Screen (feet)



Screen Size (inches)

So we
(the broadcast industry)
need to do this right



Provide better pixels

(as just more is not enough)

We only have one chance
and if we screw up, our
audience will switch off
(and this is partly happening)

And please:
Do not accept any
compromises

Let us provide pictures we
can all be proud off





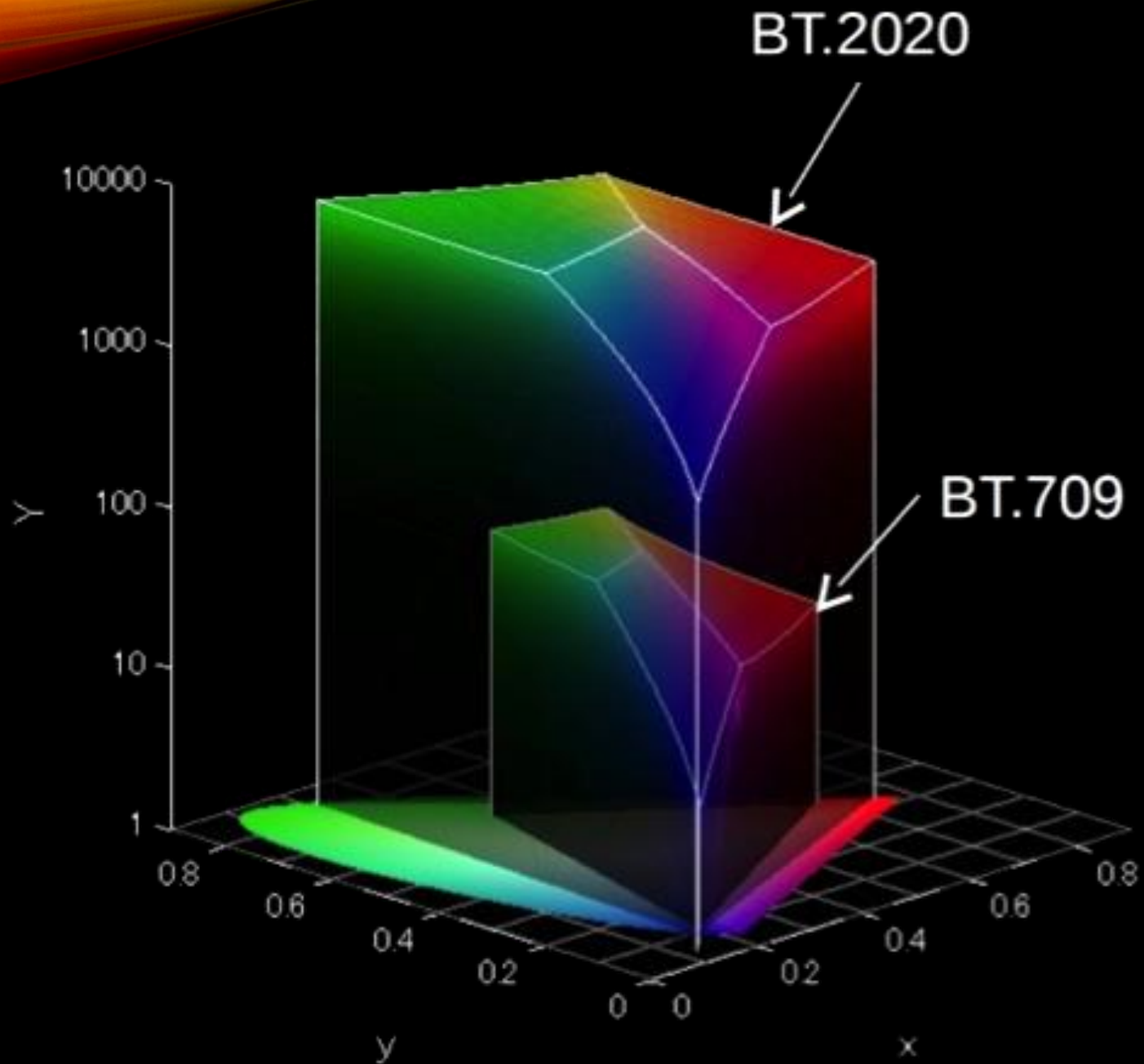
TERMINOLOGY

- ITU-R BT.601 Good old color space in SD
- ITU-R BT.709 Slightly more colors, but nothing really to get excited about
- ITU-R BT.2020 A big increase in colors, close to the capability of the human eye
- PQ Perceptual Quantization (a curve that is optimized for the human eye through research from Dolby making best use of the bit depth at hand)
- HLG Hybrid Log Gamma; HLG increases the dynamic range of the video compared to a conventional gamma curve by using a logarithmic curve for the upper half of the signal values
- ITU-R BT.2100-0 Image parameter values for high dynamic range television for use in production and international program exchange

So what is this new
challenge?




HDR & Wide color gamut



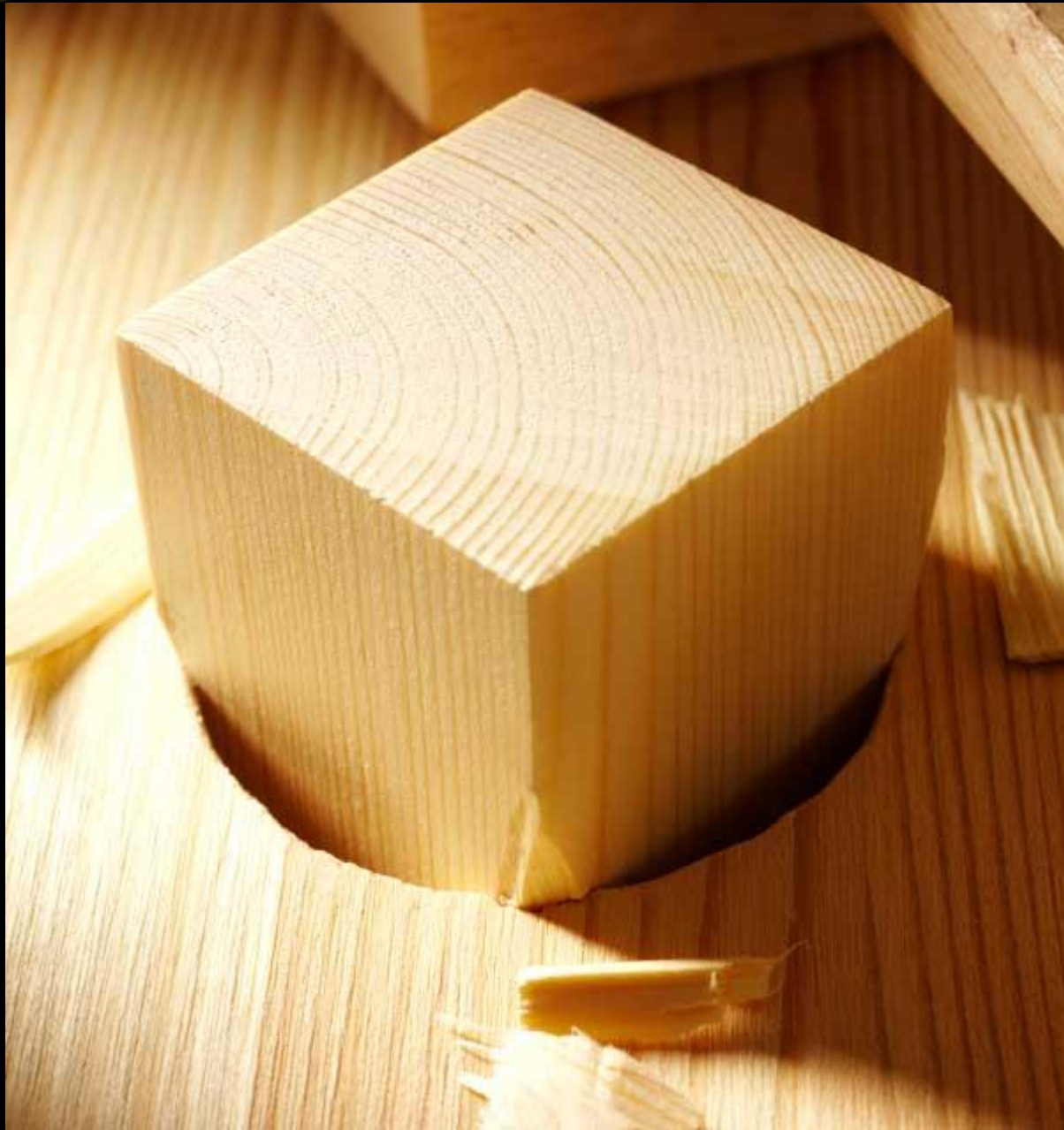
We are trying to put a
square peg into a round
hole





Sometimes brute force will
work

(if you look how the consumer industry works)

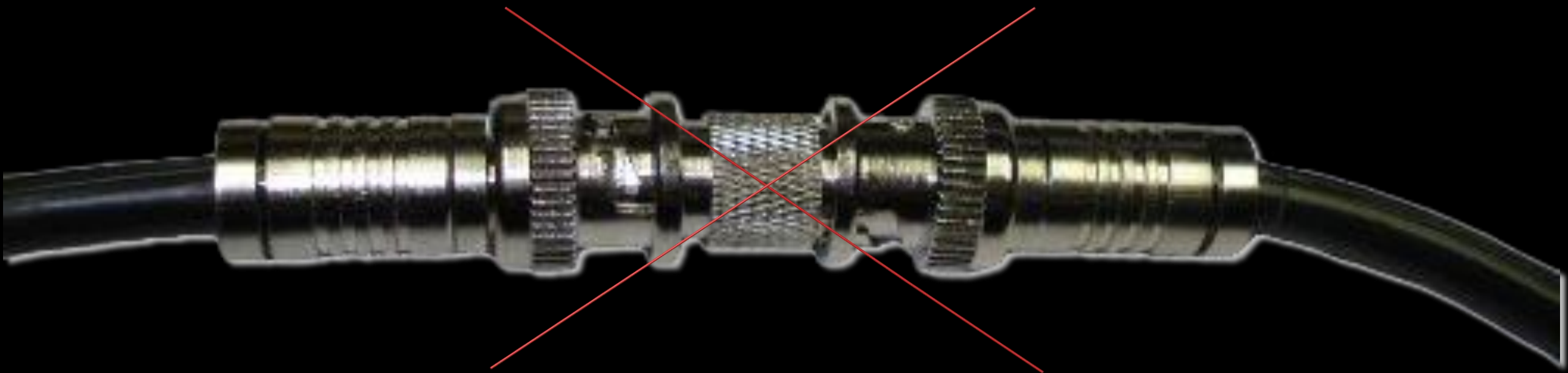


It looks like 4:3 to 16:9 and
back all over again

So we
(the broadcast industry)
need to do this right



In other words:



You need:





Before we start
Let's get something straight

If we say HDR....
We mean HDR and WCG

The next picture is a hoax



Standard Dynamic Range



High Dynamic Range

Comparing SDR with HDR on
the same screen is in most
cases not possible

One is always wrong

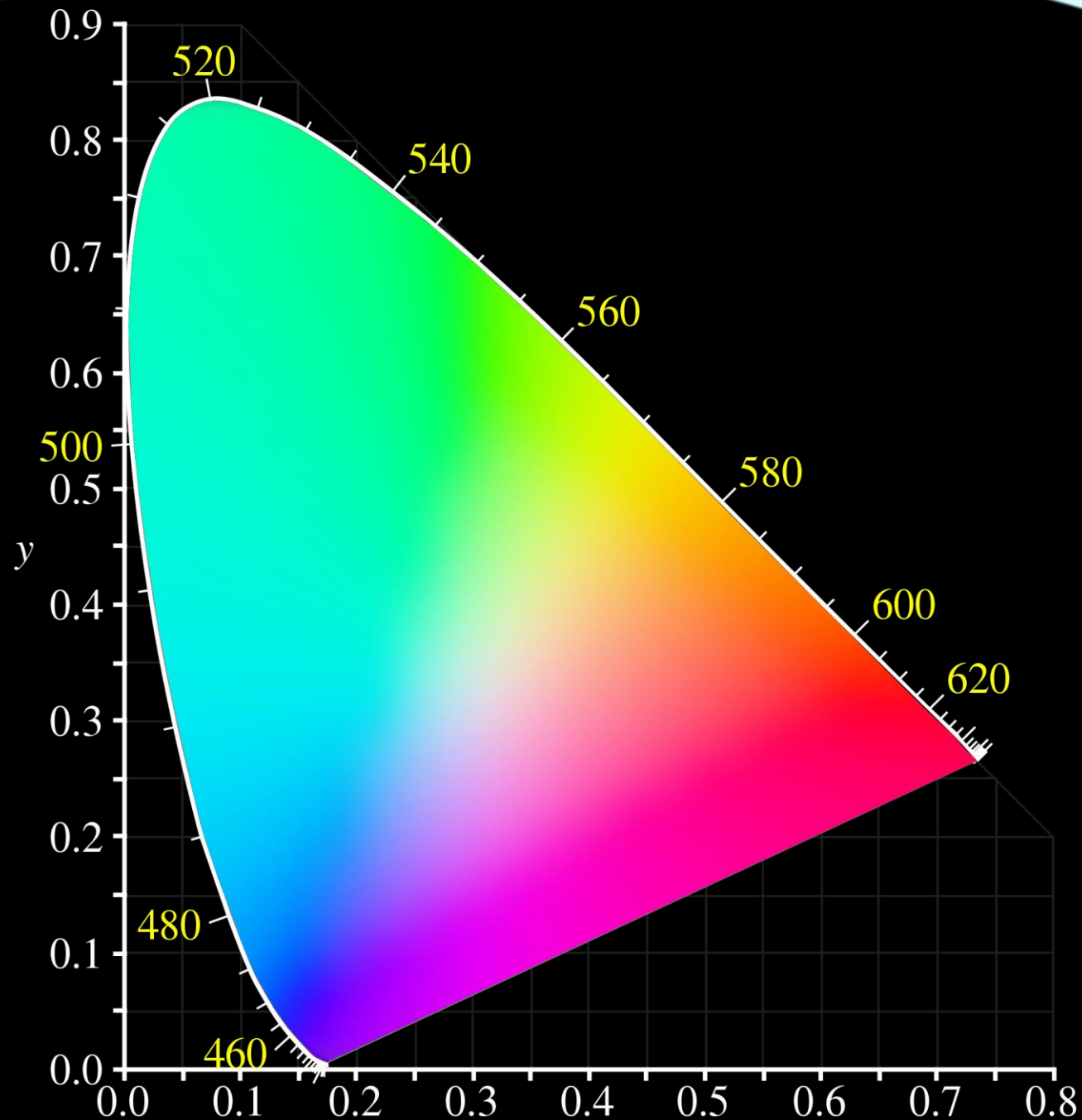


Some history
(for you to look back on later)

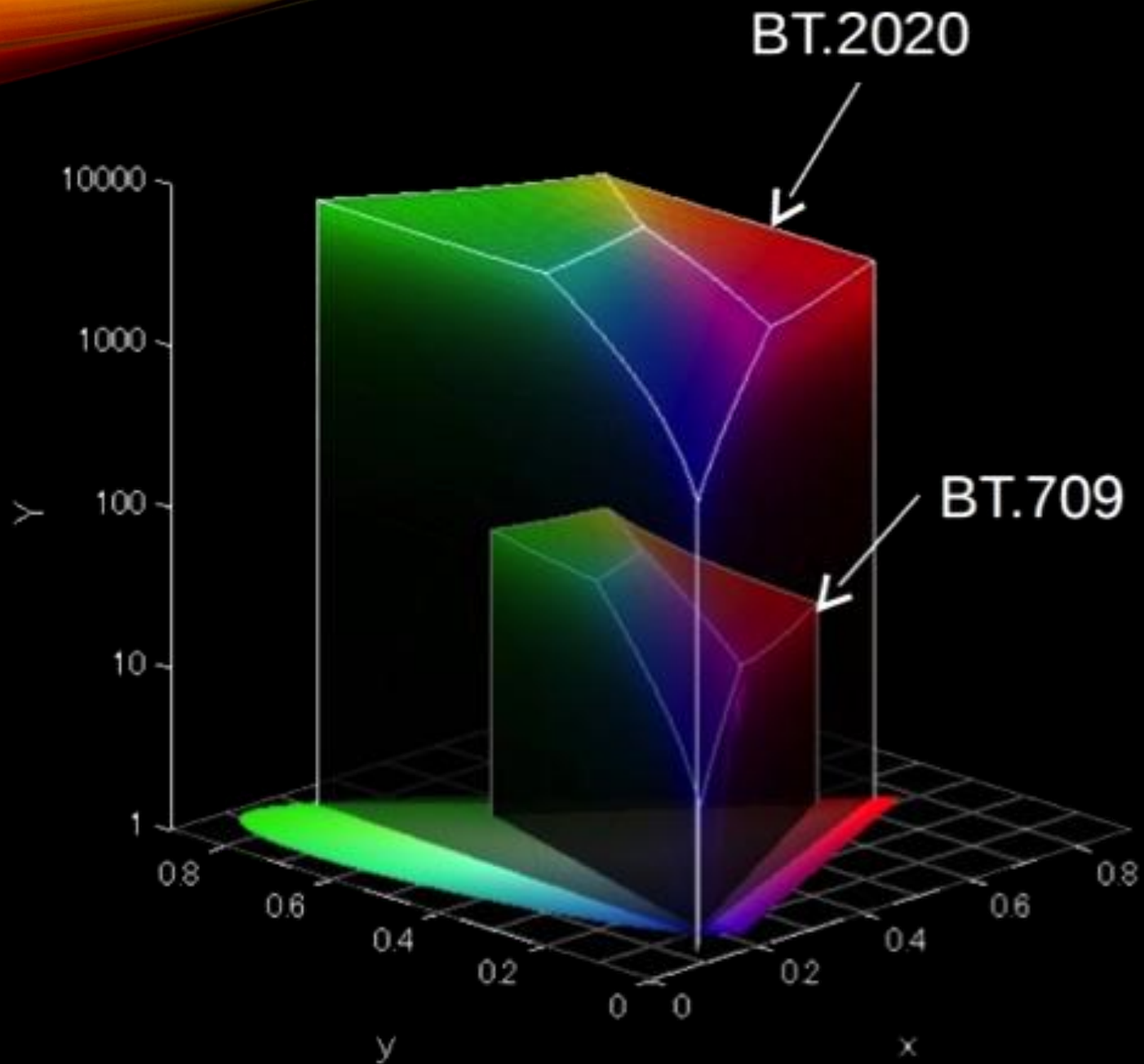
CIE is the International Commission on
Illumination
(Commission internationale de l'éclairage).

If **SMPTE** is the authority on all standards
pertaining to **video**, then **CIE** is the authority on
light. They were formed in 1913

The CIE 1931 color space chromaticity diagram. The outer curved boundary is the spectral (or monochromatic) locus, with wavelengths shown in nanometers. Note that the colors your screen displays in this image are specified using sRGB, so the colors outside the sRGB gamut are not displayed properly. Depending on the color space and calibration of your display device, the sRGB colors may not be displayed properly either.



But there is another axis
(a very important one)



So the area we are working
in is 3 dimensional

And the volume going from
rec 709 – 100 nits to
rec 2020 – 1000+ nits is
expanding exponentially

In a linear environment we
would need much more
than 10 bits

So we need some sort of
curve

(and use the bits more efficient)

(Gamma) Curves

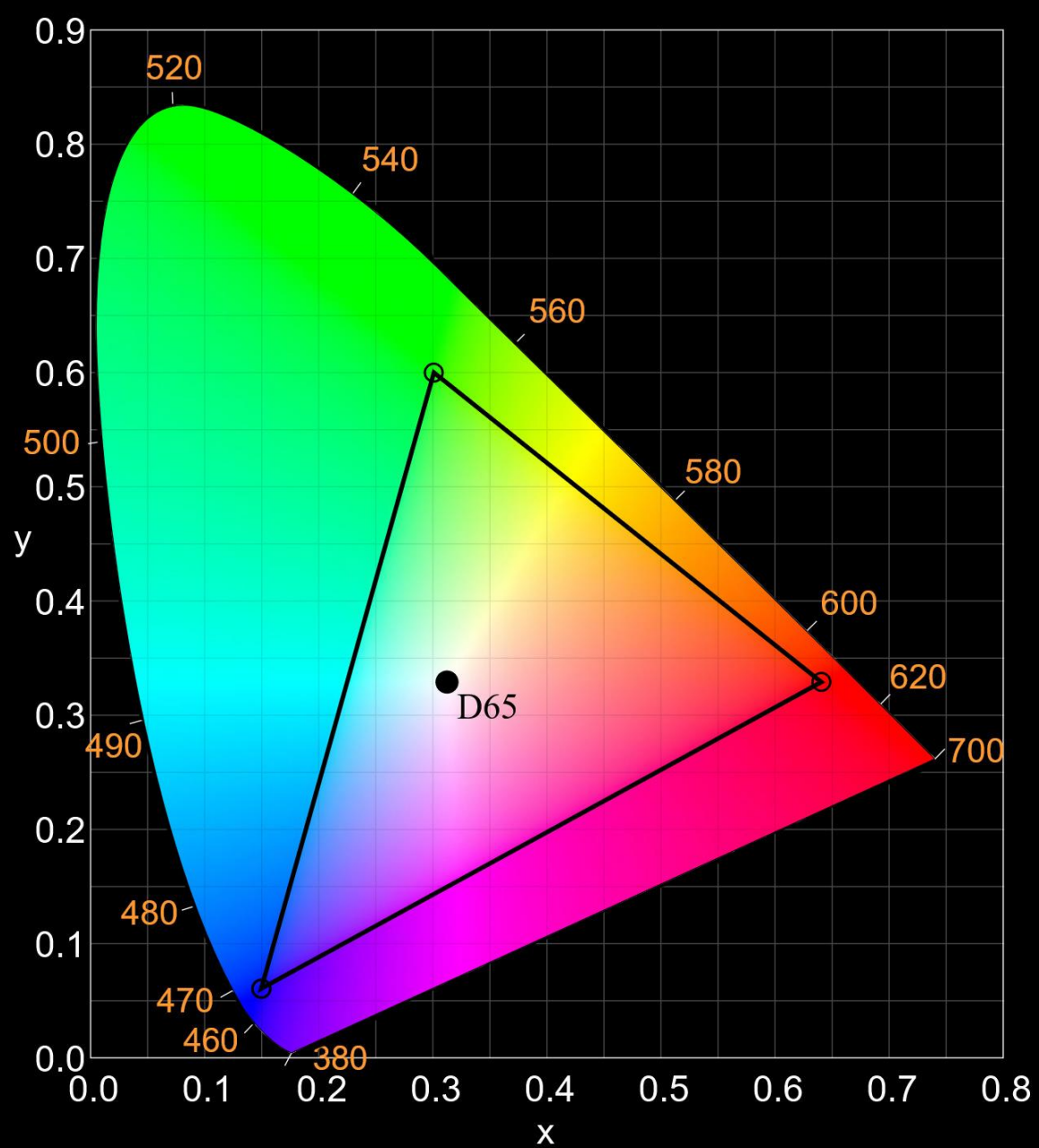


Now things get messy

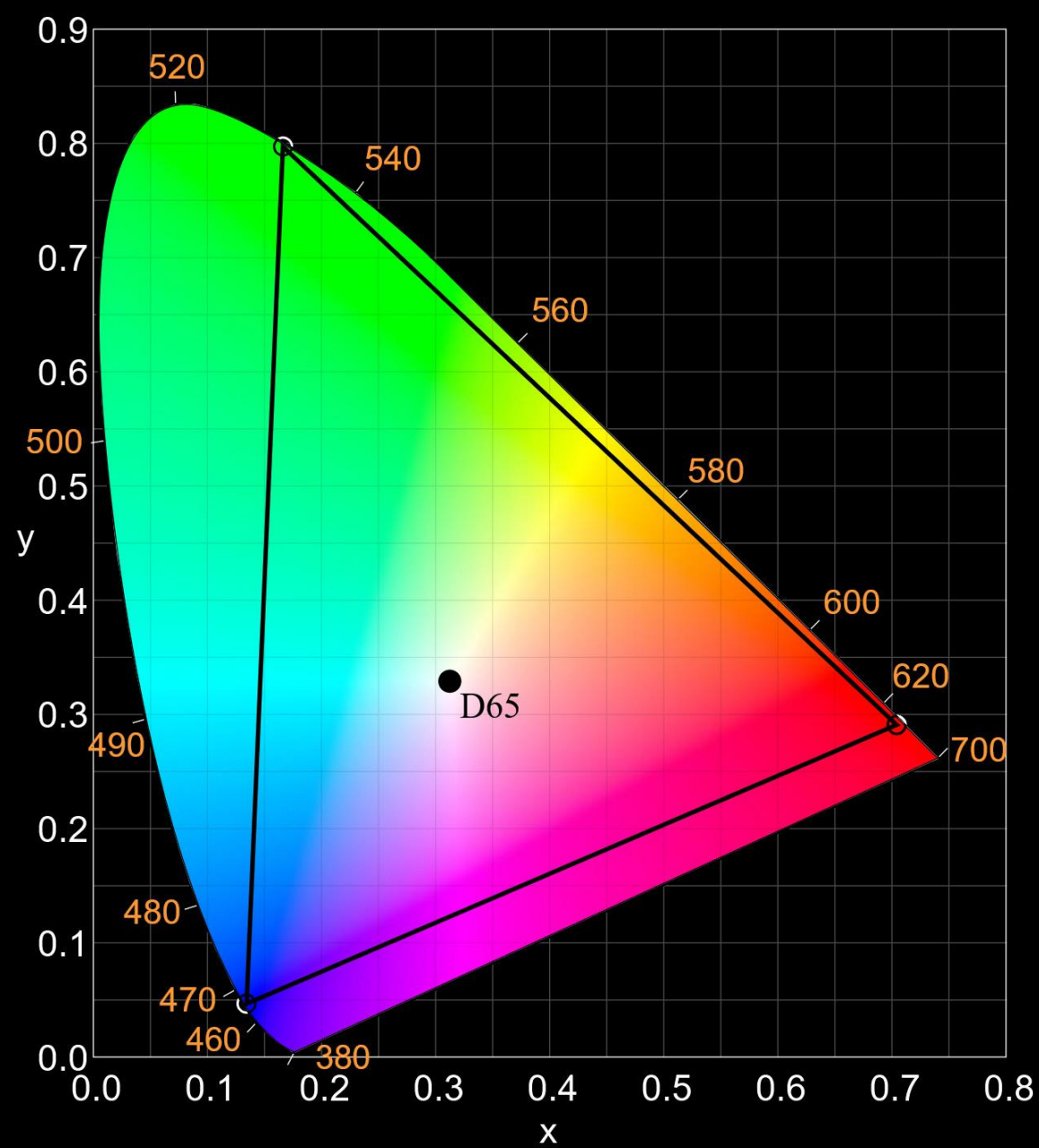


Colorspaces are well
defined volumes

(and they are not compatible)



REC. 709 in CIE 1931



REC. 2020 in CIE 1931

Gamma Curves make things
even worse with respect to
interoperability

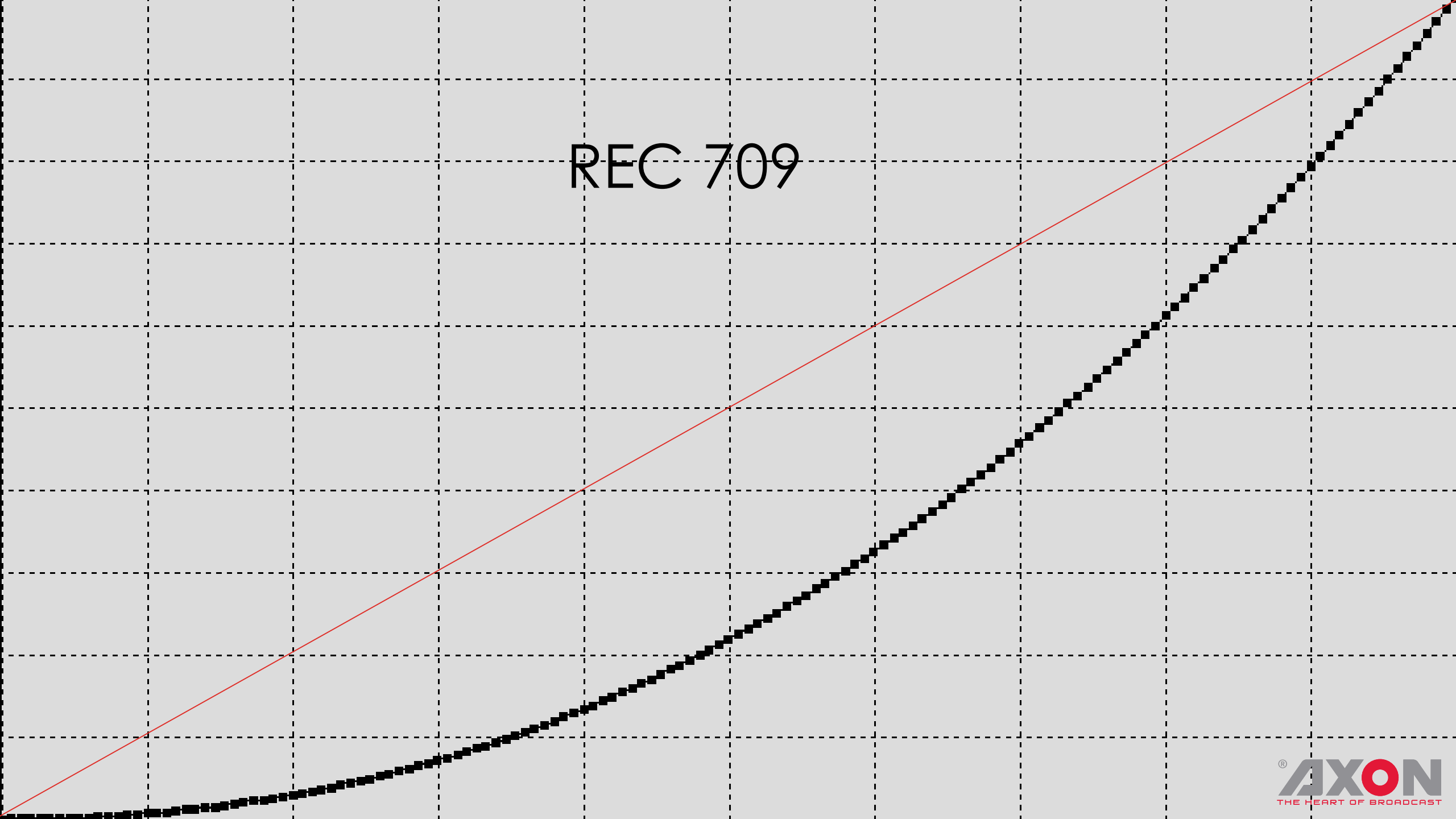
Material recorded into one
curve looks wrong on a
display that expects a
different curve

THE MOST IMPORTANT CURVES

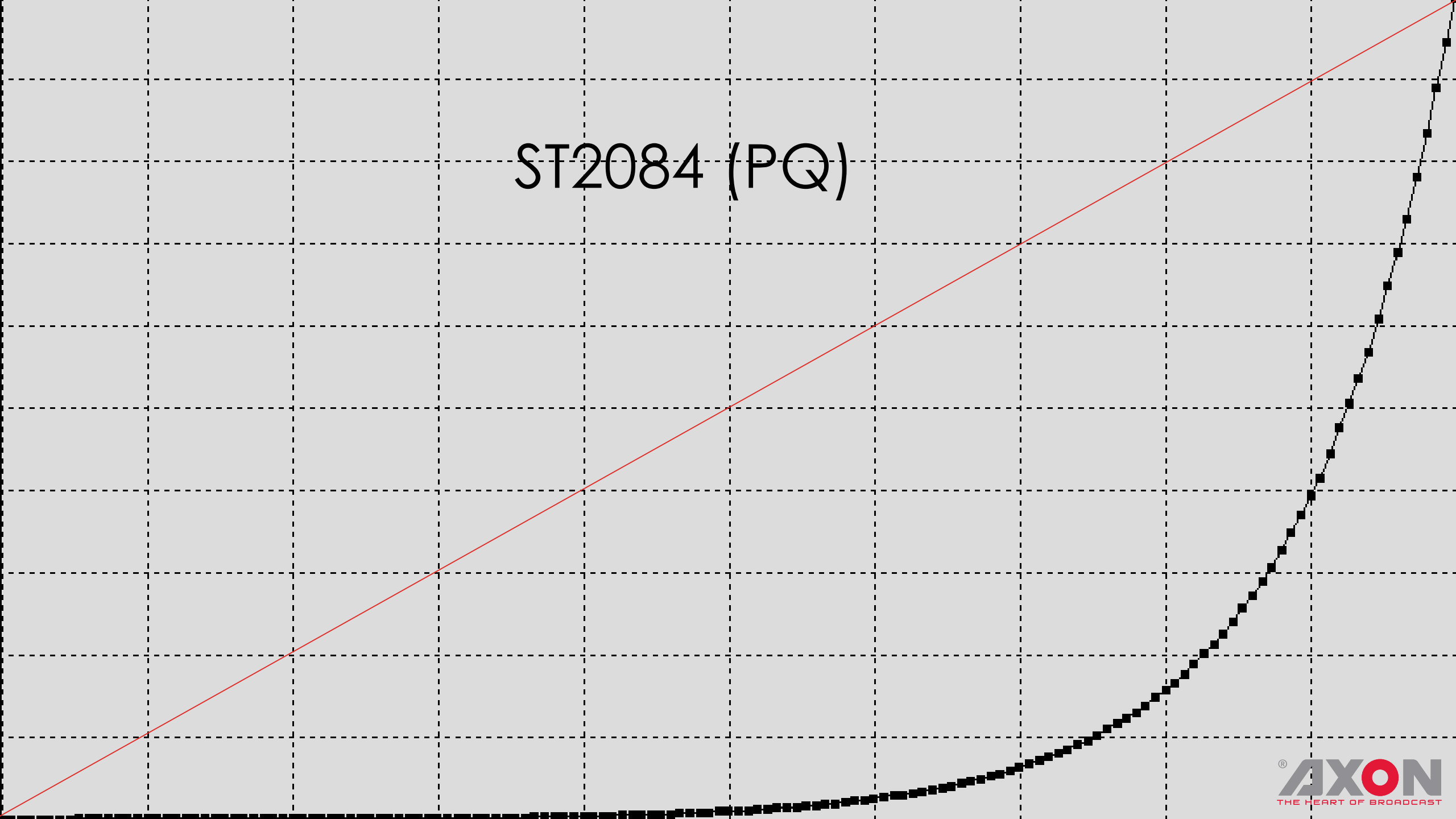
- PQ (perceptual quantization by Dolby but free to use) now covered as part of ST2084
- HLG (Hybrid Log Gamma, a backwards compatible curve as long as the color space is 709)
- Slog3 (Sony, a production standard not seen in TV's)

ST2084 (PQ)

REC 709

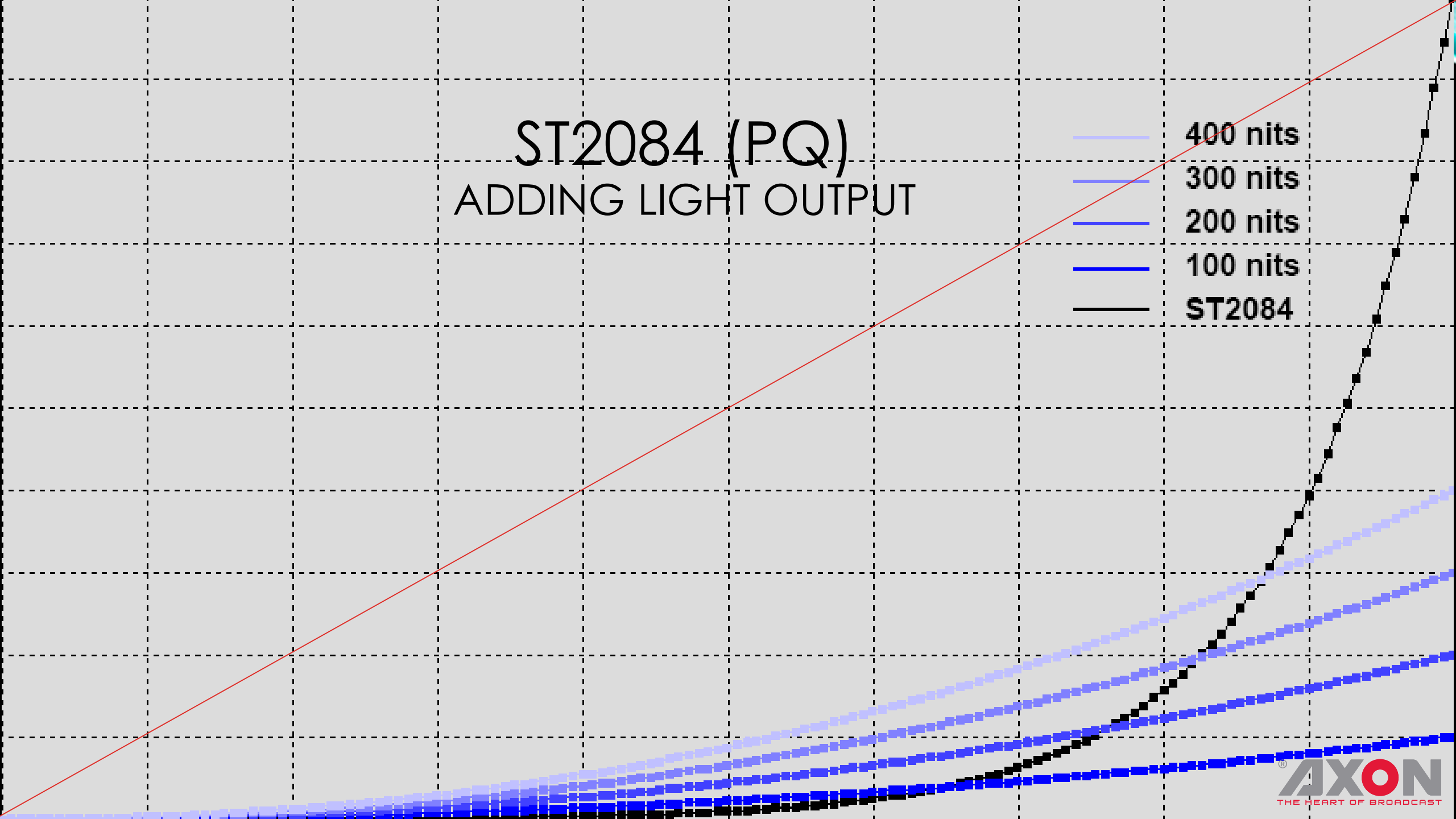


ST2084 (PQ)

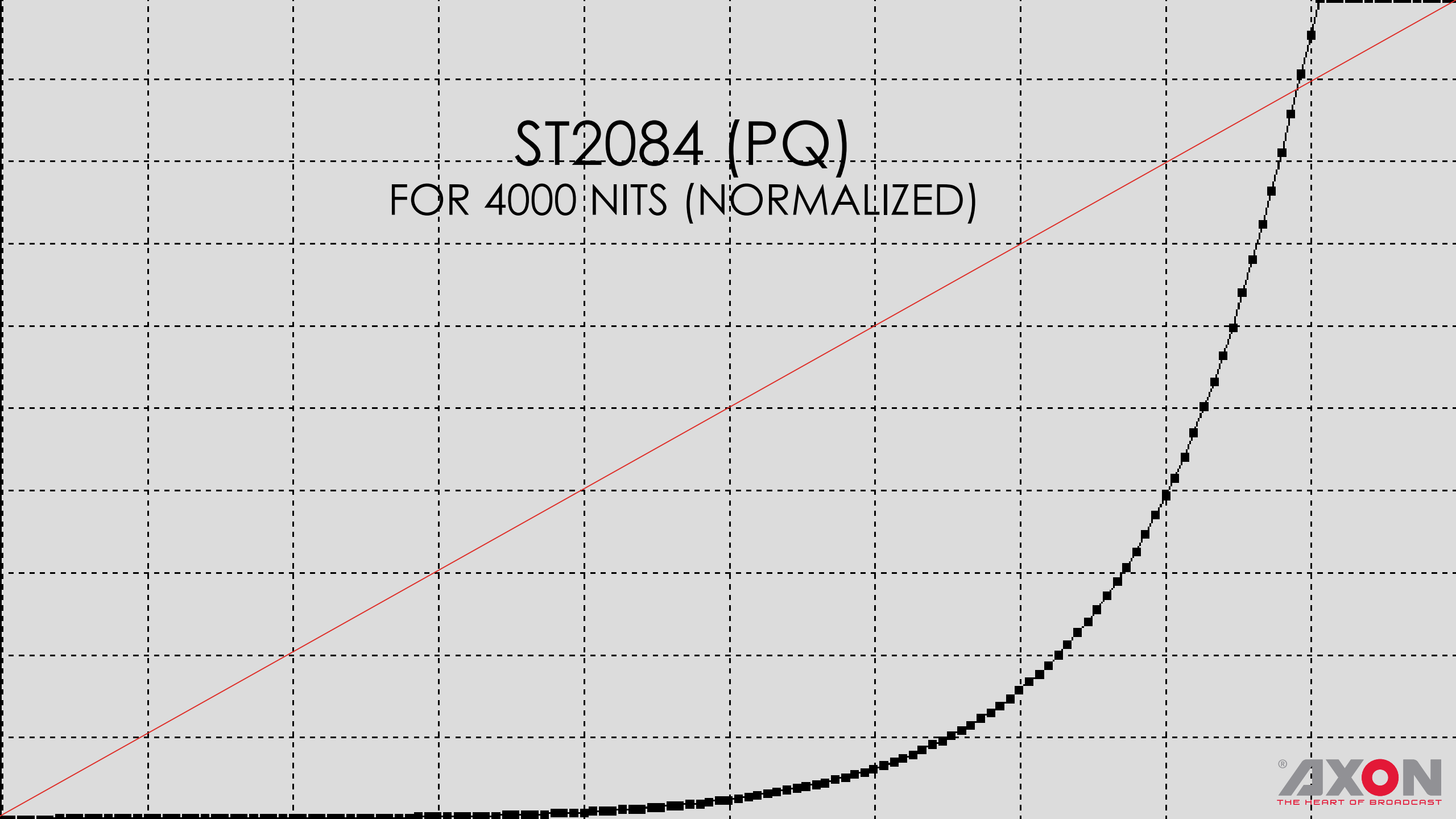


ST2084 (PQ) ADDING LIGHT OUTPUT

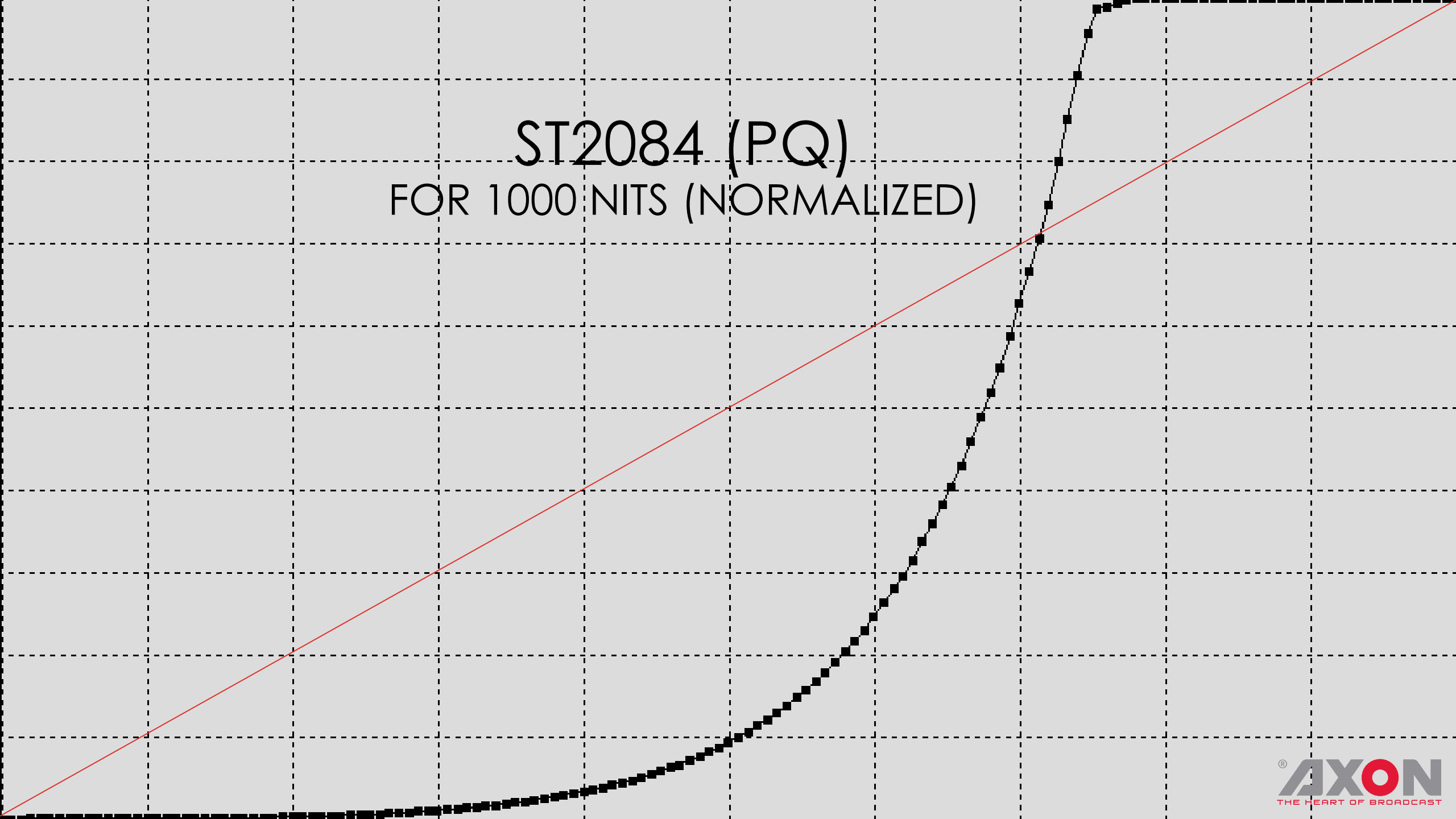
- 400 nits
- 300 nits
- 200 nits
- 100 nits
- ST2084



ST2084 (PQ) FOR 4000 NITS (NORMALIZED)

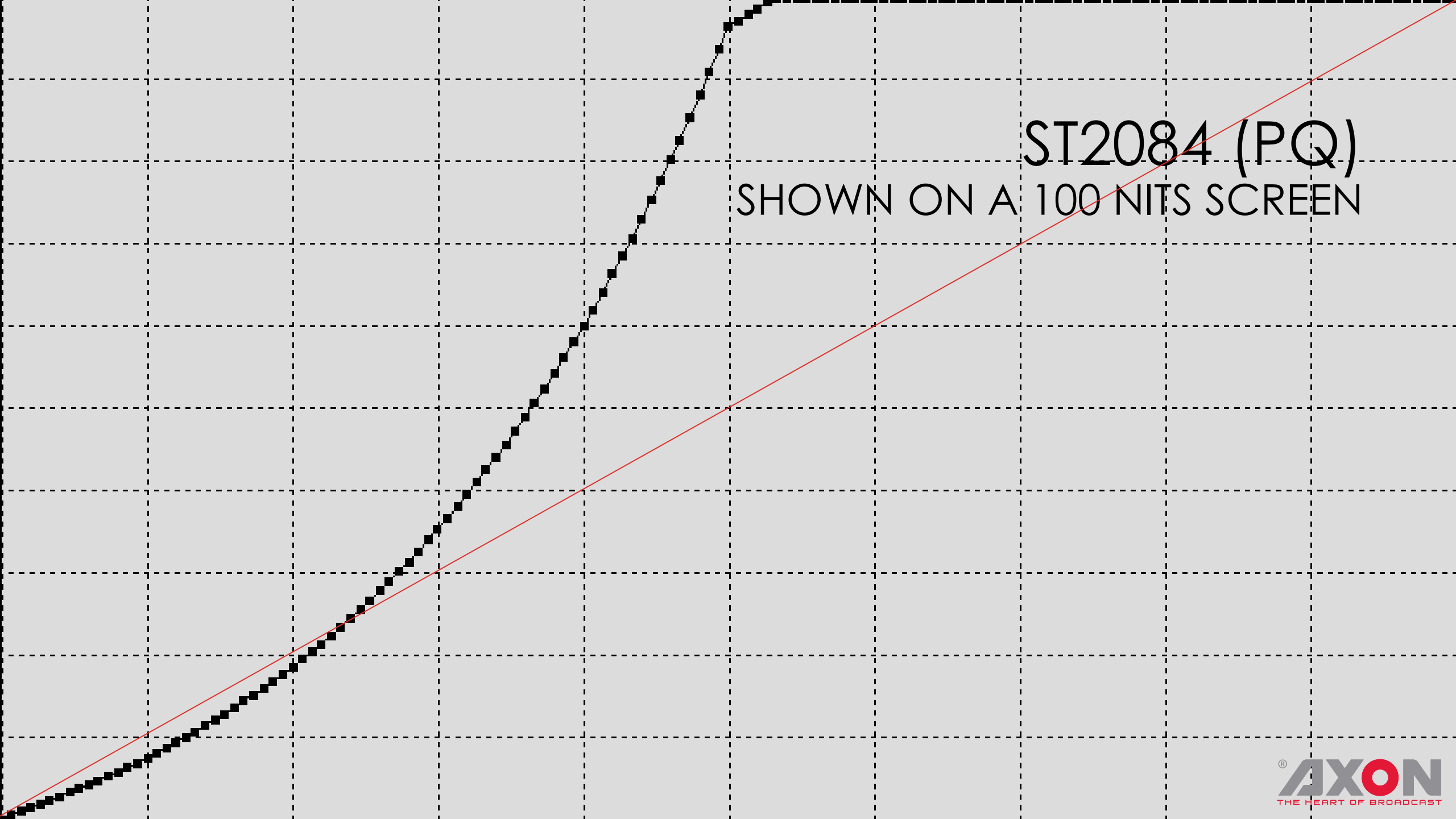


ST2084 (PQ) FOR 1000 NITS (NORMALIZED)



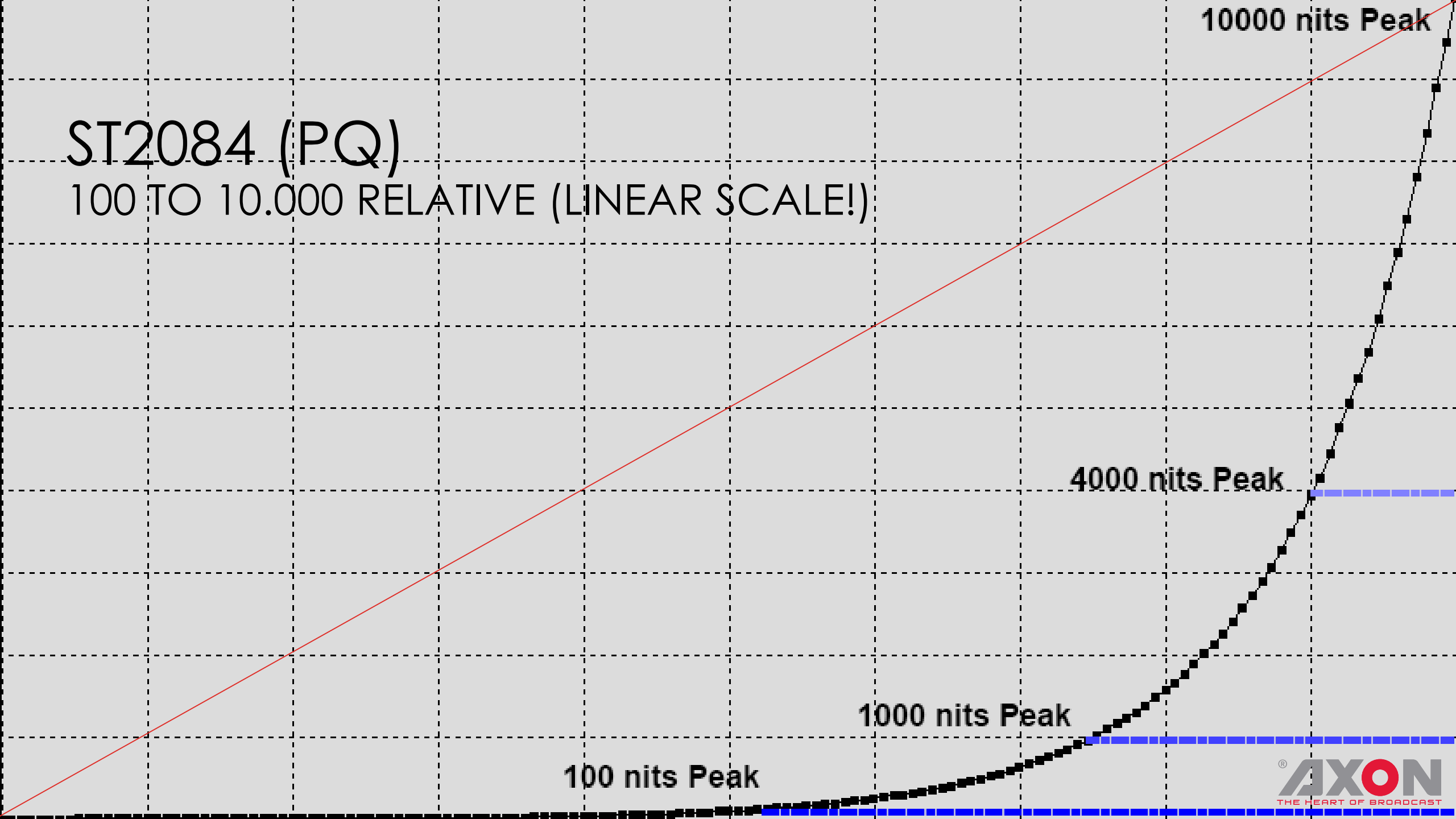
ST2084 (PQ)

SHOWN ON A 100 NITS SCREEN



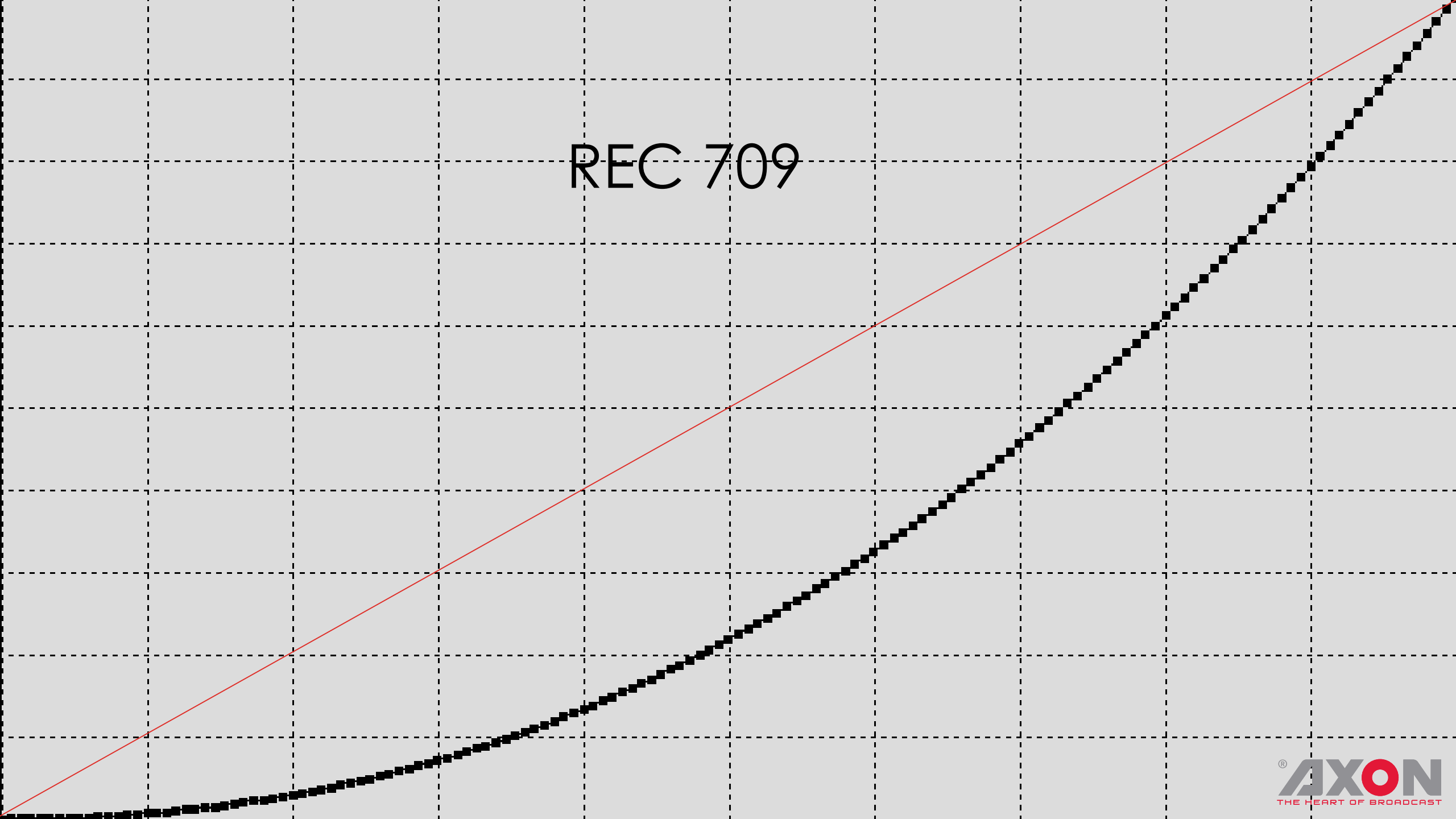
ST2084 (PQ)

100 TO 10.000 RELATIVE (LINEAR SCALE!)

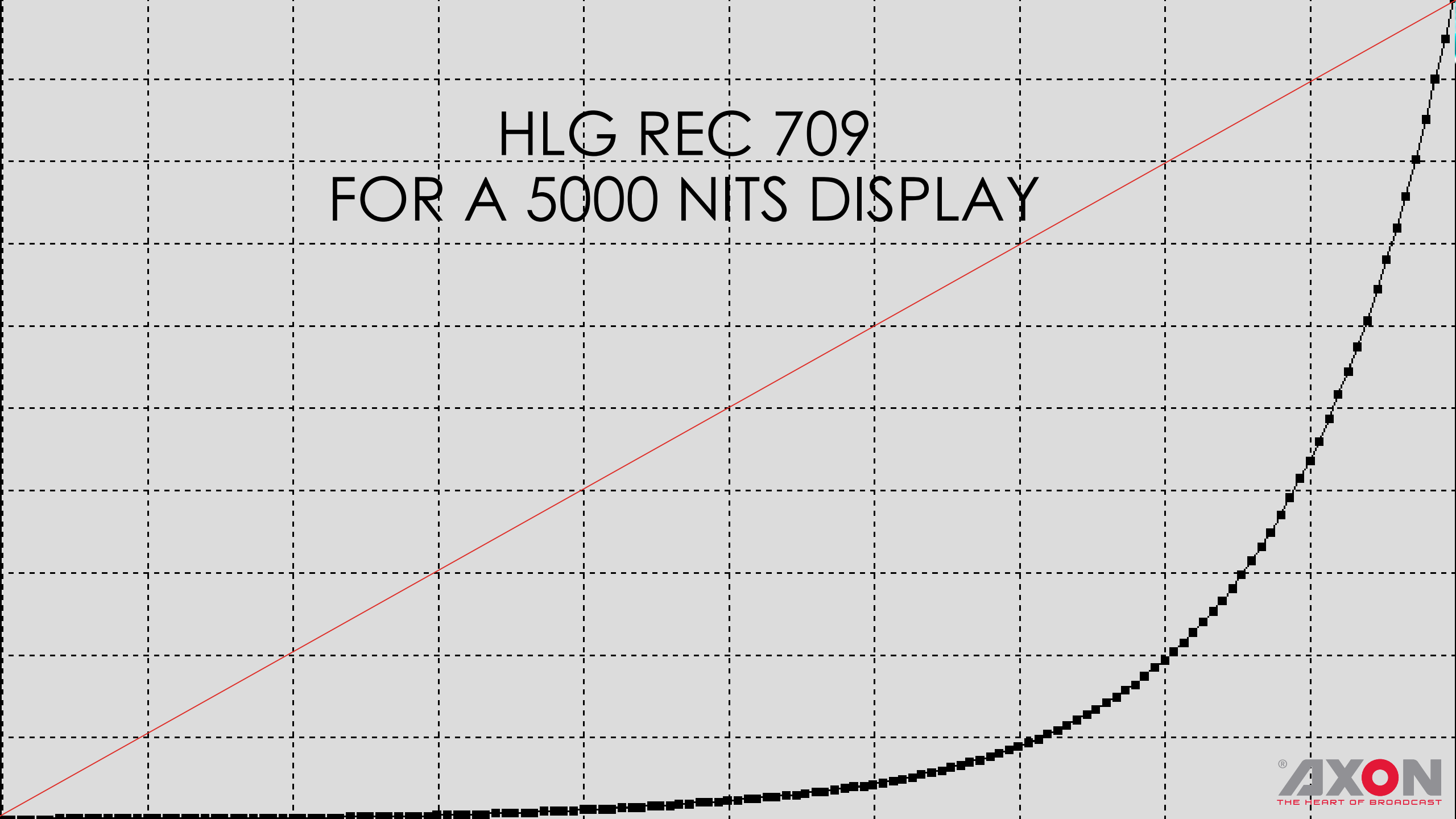


HLG

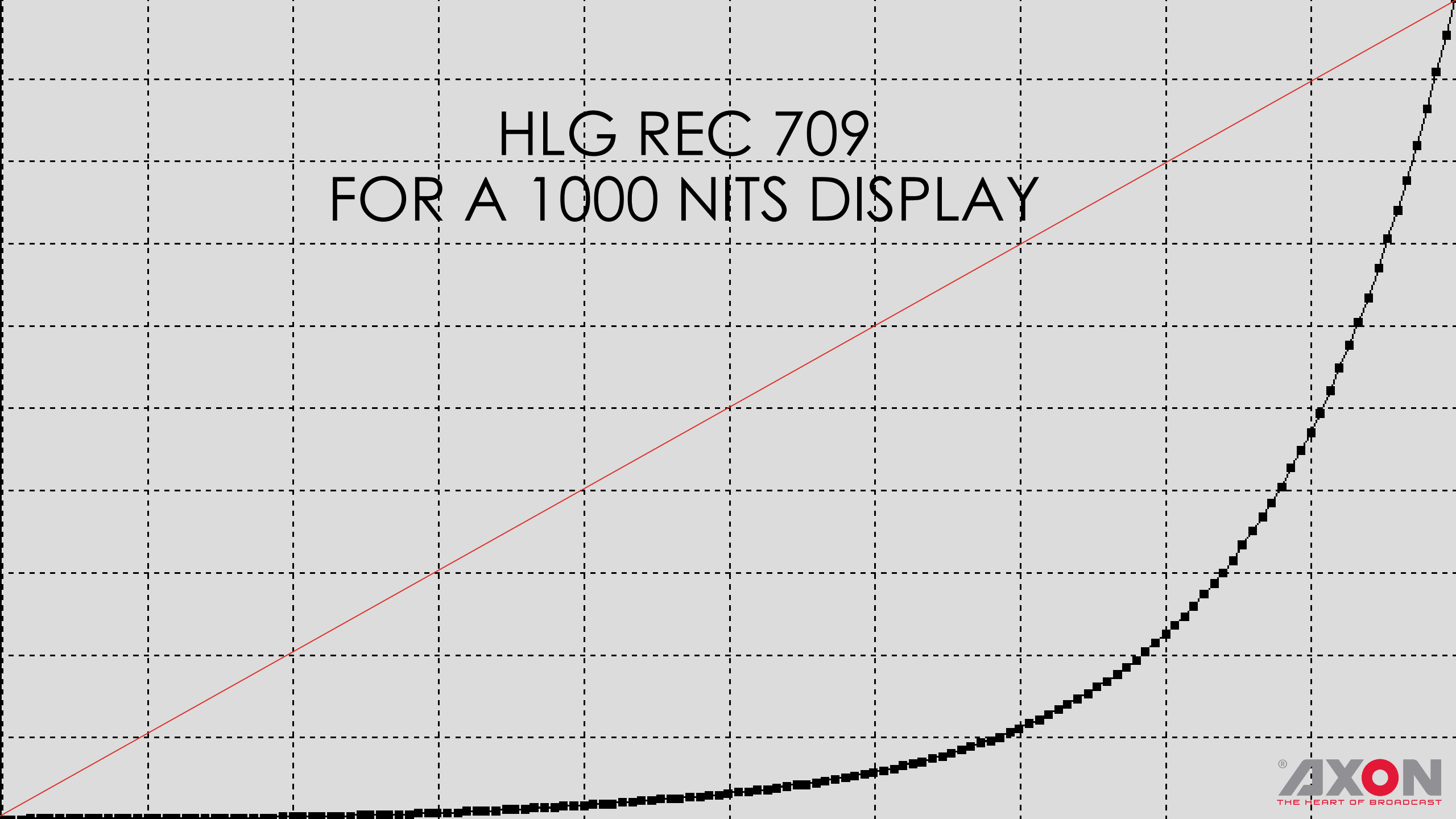
REC 709



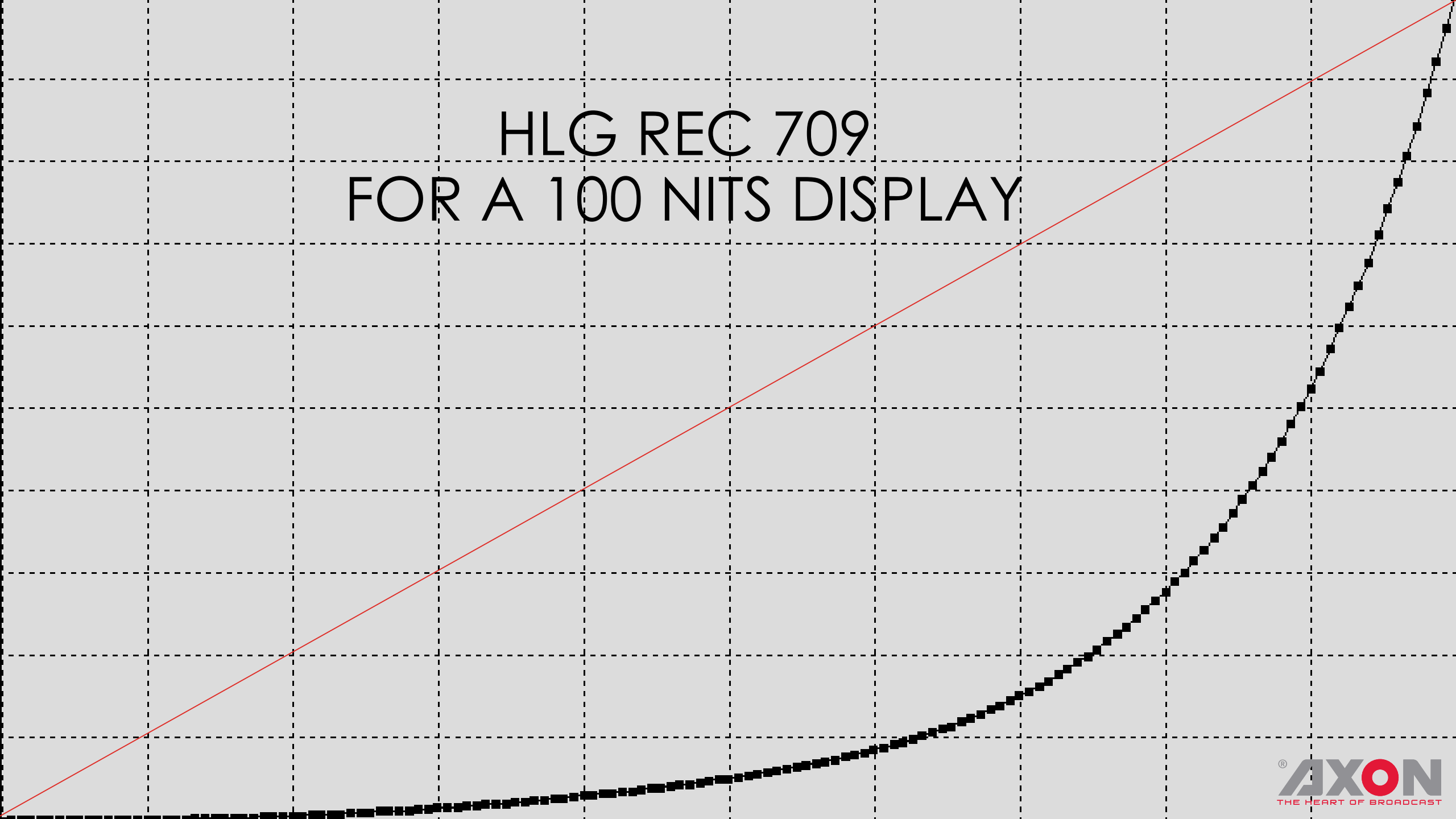
HLG REC 709 FOR A 5000 NITS DISPLAY



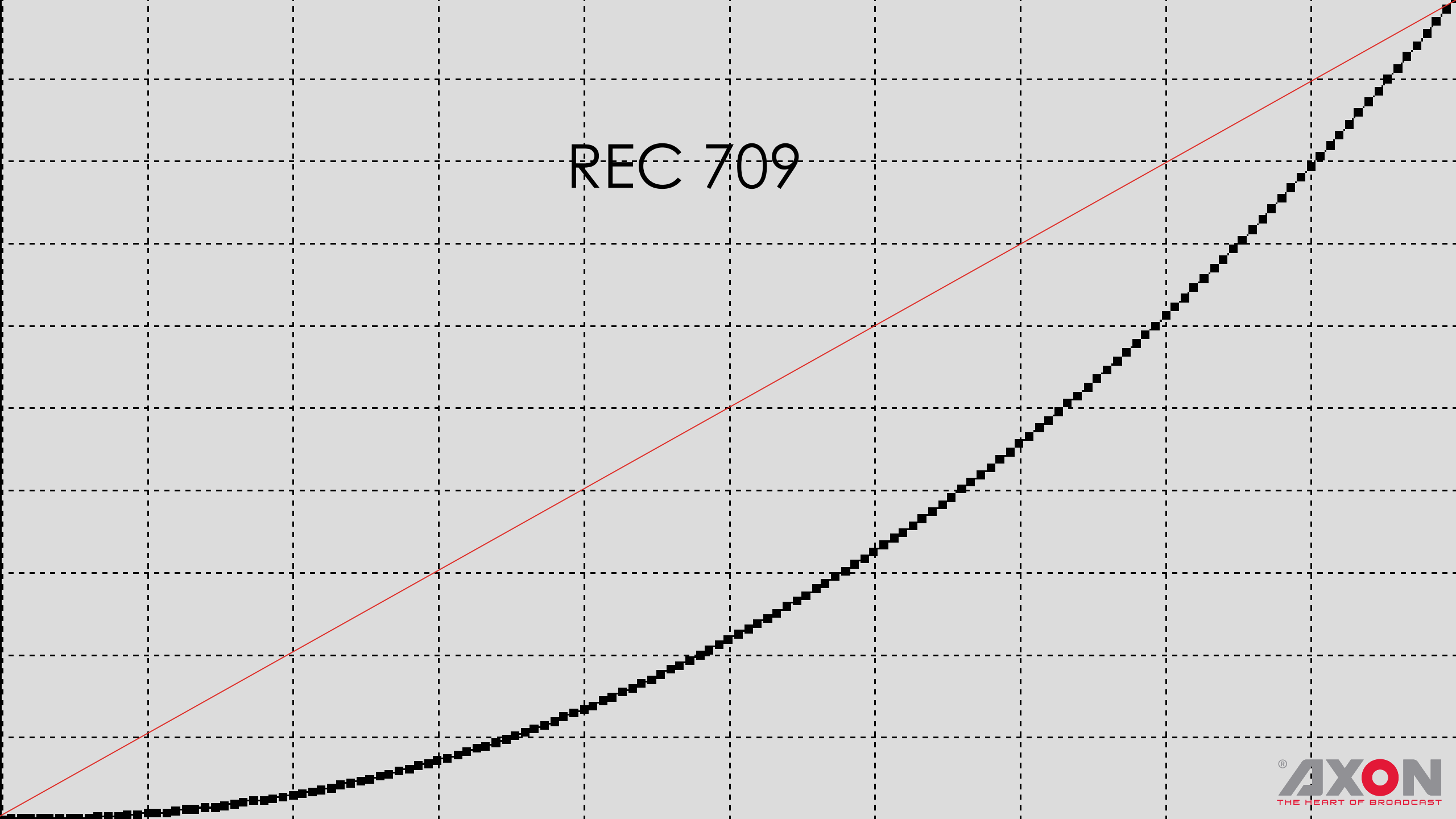
HLG REC 709 FOR A 1000 NITS DISPLAY



HLG REC 709 FOR A 100 NITS DISPLAY



REC 709



SOME FACTS (AND STATEMENTS) 1

- The digital television image formats for HDTV and UHDTV have been specified by the ITU-R in Recommendations ITU-R BT.709 and ITU-R BT.2020
- These television image formats have been limited in dynamic range due to their reliance on legacy cathode ray tubes (CRT)
- In fact early flat panel screens weren't so good in providing a high dynamic range so improving on DR wasn't possible with these panels when HD started

SOME FACTS (AND STATEMENTS) 2

- But modern displays are capable of reproducing images at a higher luminance, greater contrast ratio and wider color gamut
- Viewers (and our industry) expect future TV's to provide improved color and dynamic range compared with the current HDTV and UHDTV
- High dynamic range television (HDR-TV) has been shown to increase viewer enjoyment of television pictures
 - More than higher resolution does

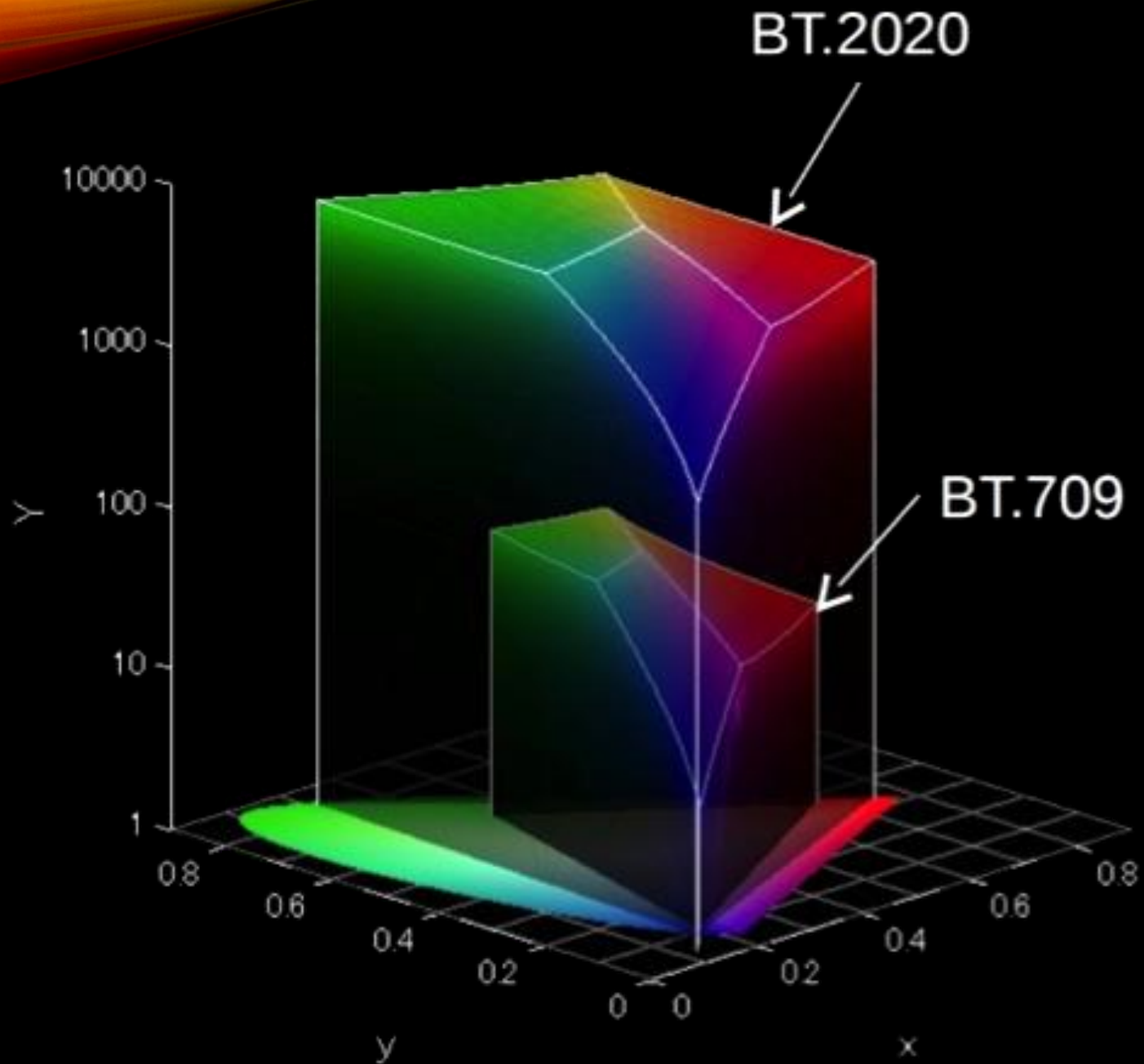
SOME FACTS (AND STATEMENTS) 3

- HDR-TV provides a massive improvement in viewer experience by means of substantially higher brightness and detail in highlights and diffuse reflecting objects, while providing greater detail in dark areas
- The combination of extended dynamic range and extended color gamut give HDR-TV a substantially larger color volume
- HDR-TV image formats should ideally have compatibility with existing workflows and infrastructures
- Due to rapid developments in HDR technology we are facing a moving target (the CE industry)

This is not going to be easy!

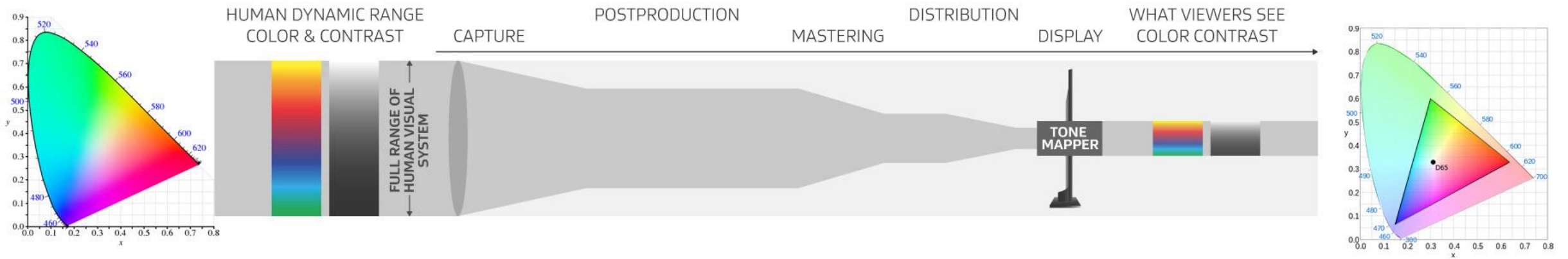


Looking at the color volume

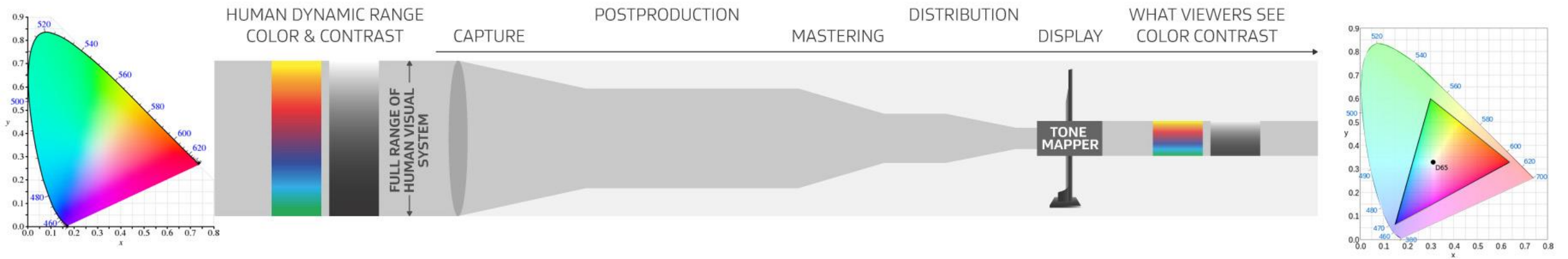




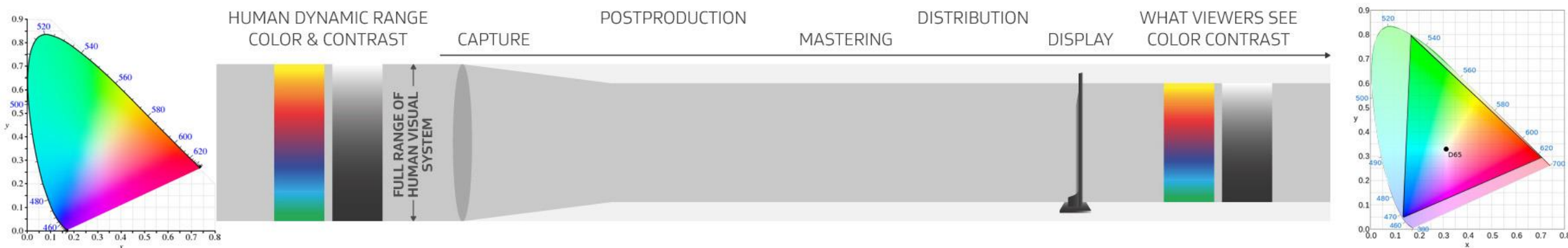
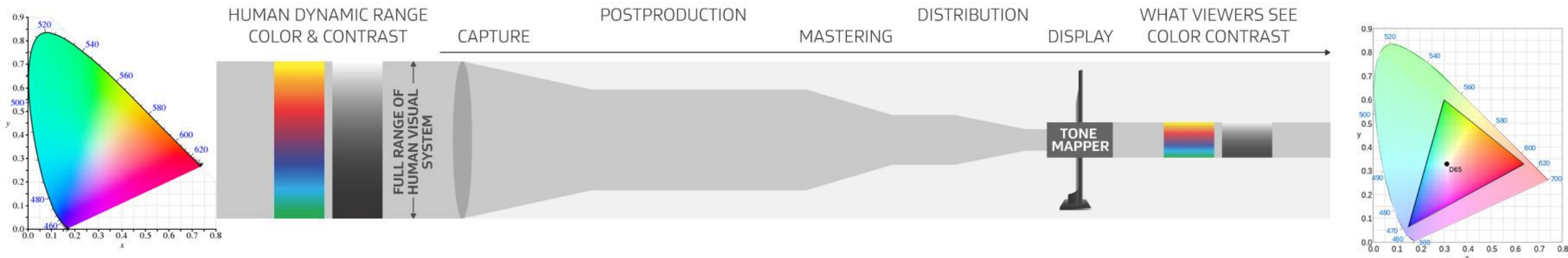
THE HUMAN DYNAMIC RANGE COLOR & CONTRAST




THE FAIRLY SMALL 709-1000 NITS
COLOR & CONTRAST



NOW GOING TO REC2020 AND
HDR (> 1000 NITS)



Going from SDR to HDR and back



We are in a learning **curve** here
and many experiments will
need to guide us in what works
and what doesn't

Going from one color space to another color space and different dynamic range can be done with a LUT



A LUT or Look-Up-Table is a list of parameters with an input and an output

$$1 \Rightarrow 3$$

$$2 \Rightarrow 5$$

$$3 \Rightarrow 8$$

$$4 \Rightarrow 13$$

$$132 \Rightarrow 99$$

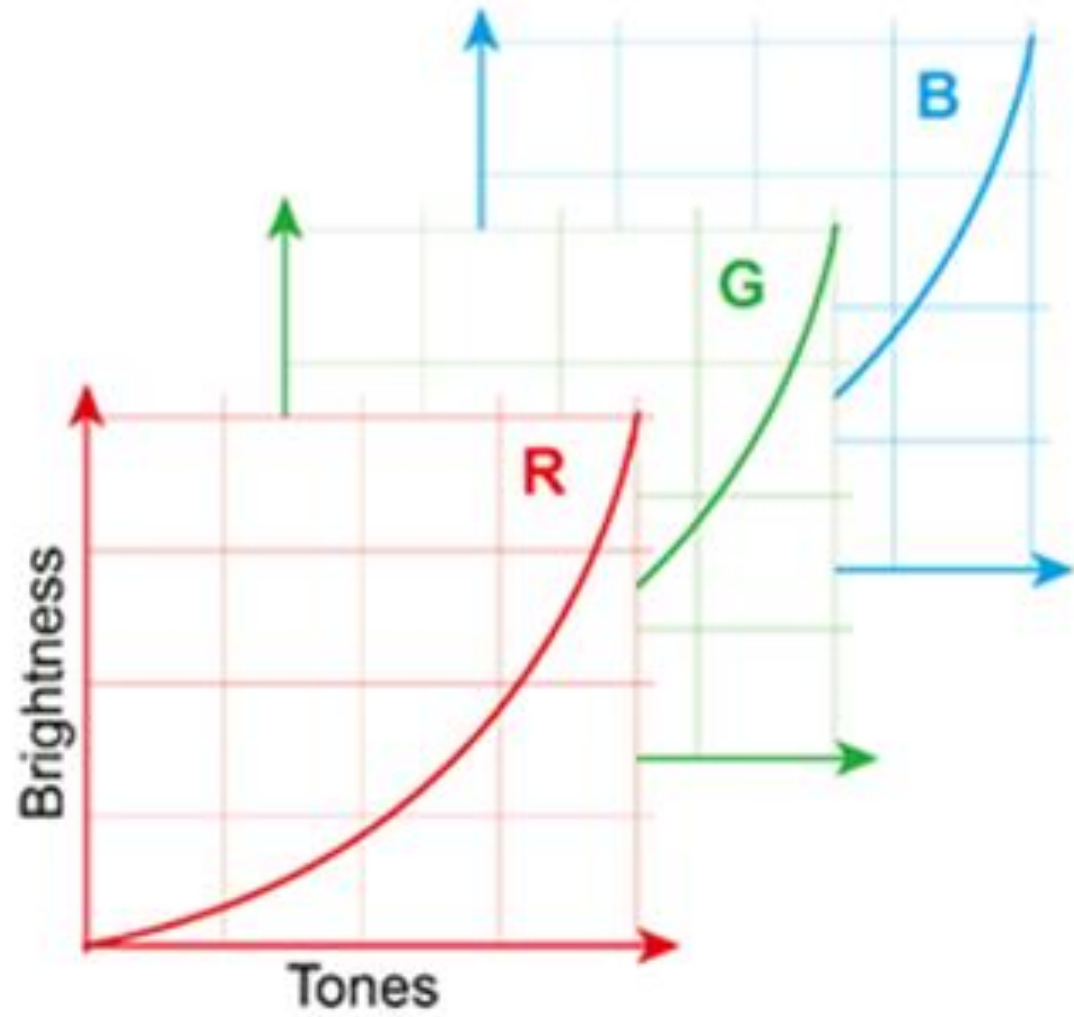
One value of R (red) becomes
another value of R
The same applies for G and B.
Making an RGB LUT

Maintain skin colors is the goal

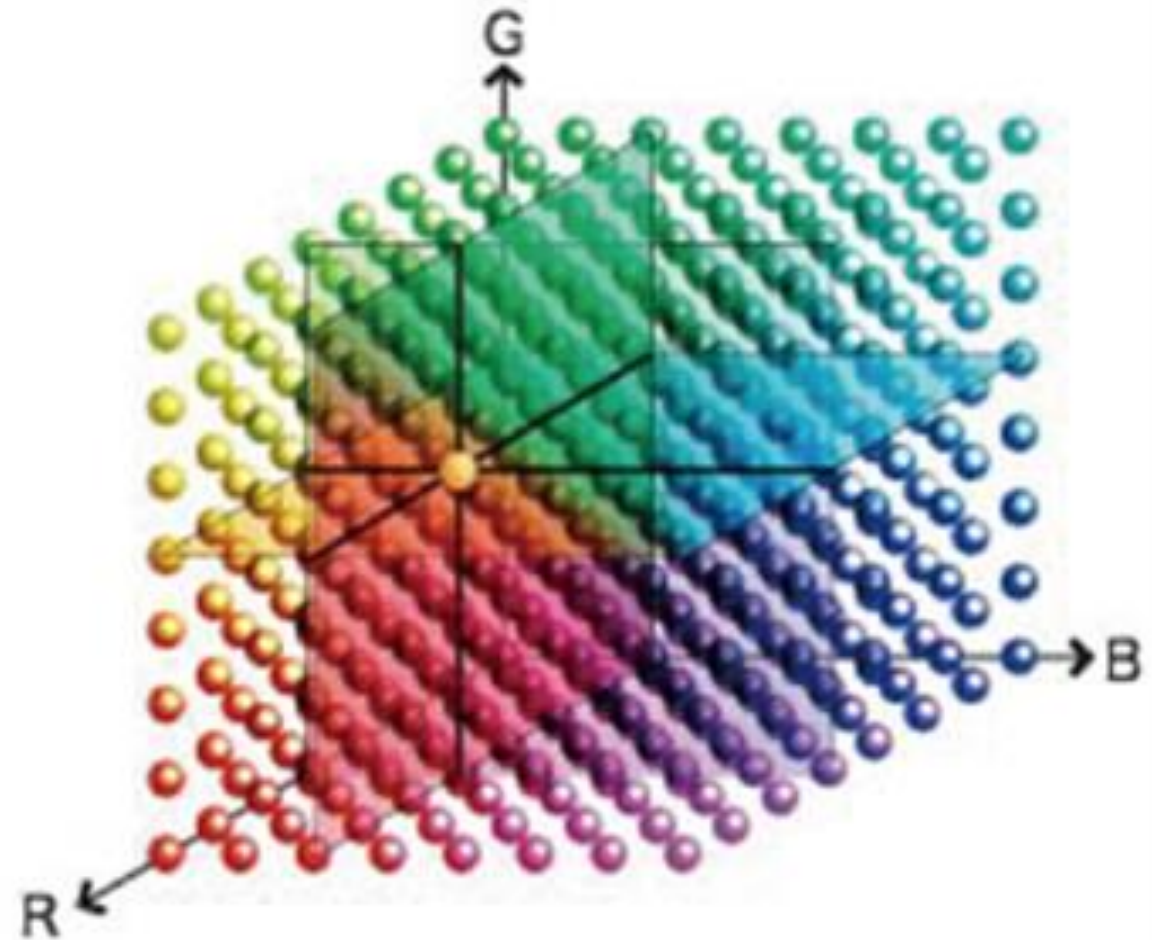


There are 1D and 3D LUT's

1D LUT



3D LUT



50	50	50
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50	70	50
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50	70	60
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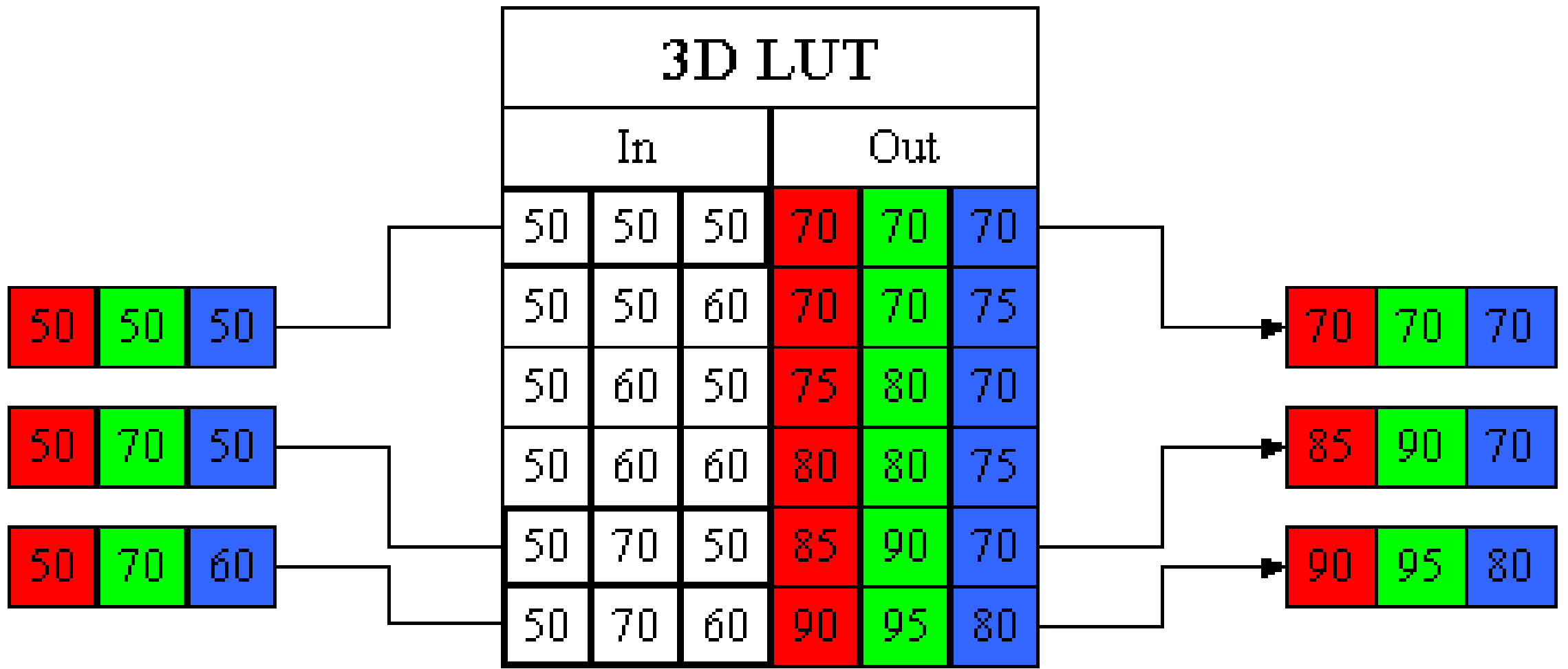
LUT			
In	Out		
50	70	75	65
60	80	85	75
70	90	95	85
80	100	105	95
90	110	115	105

70	75	65
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70	95	65
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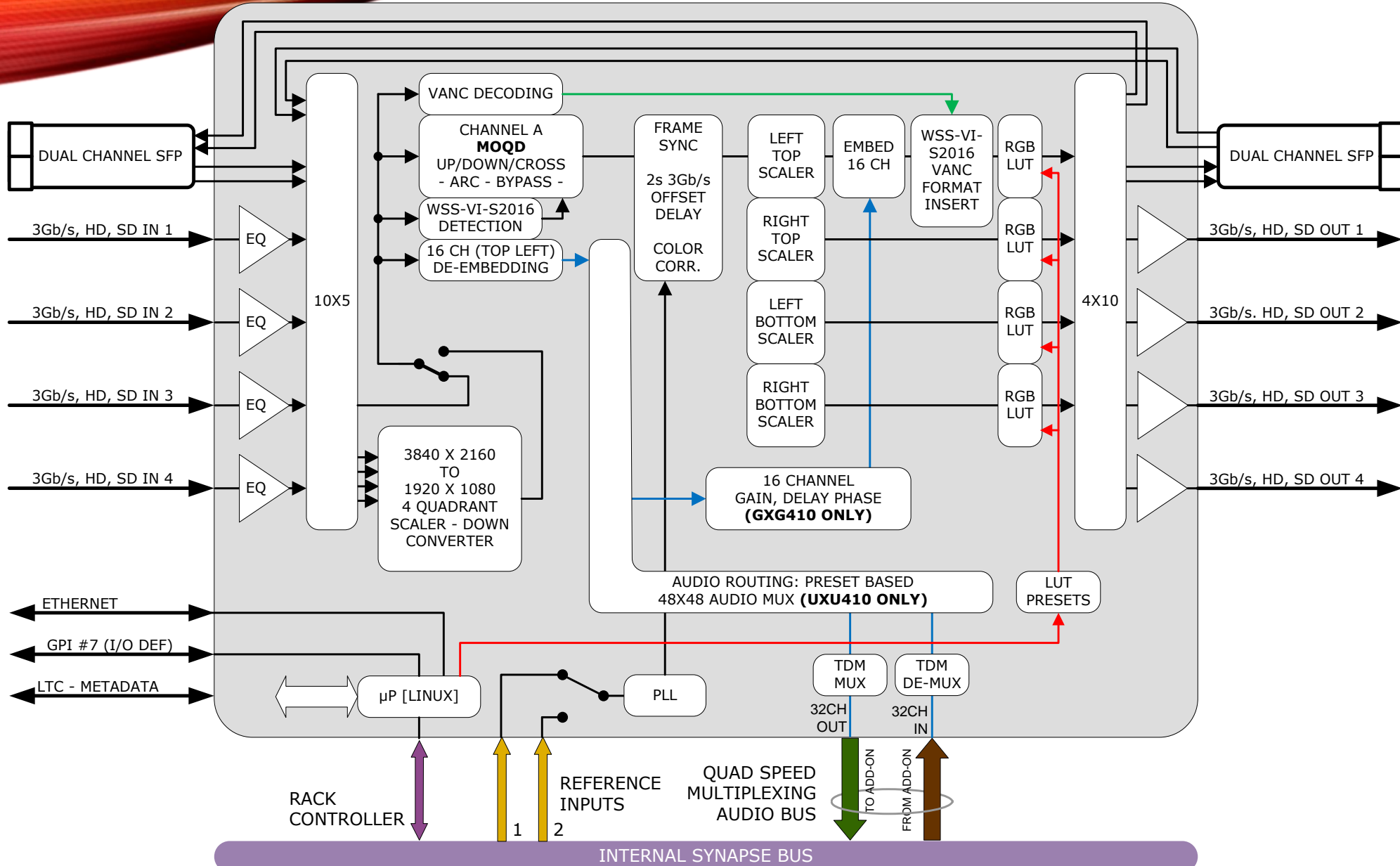
70	95	75
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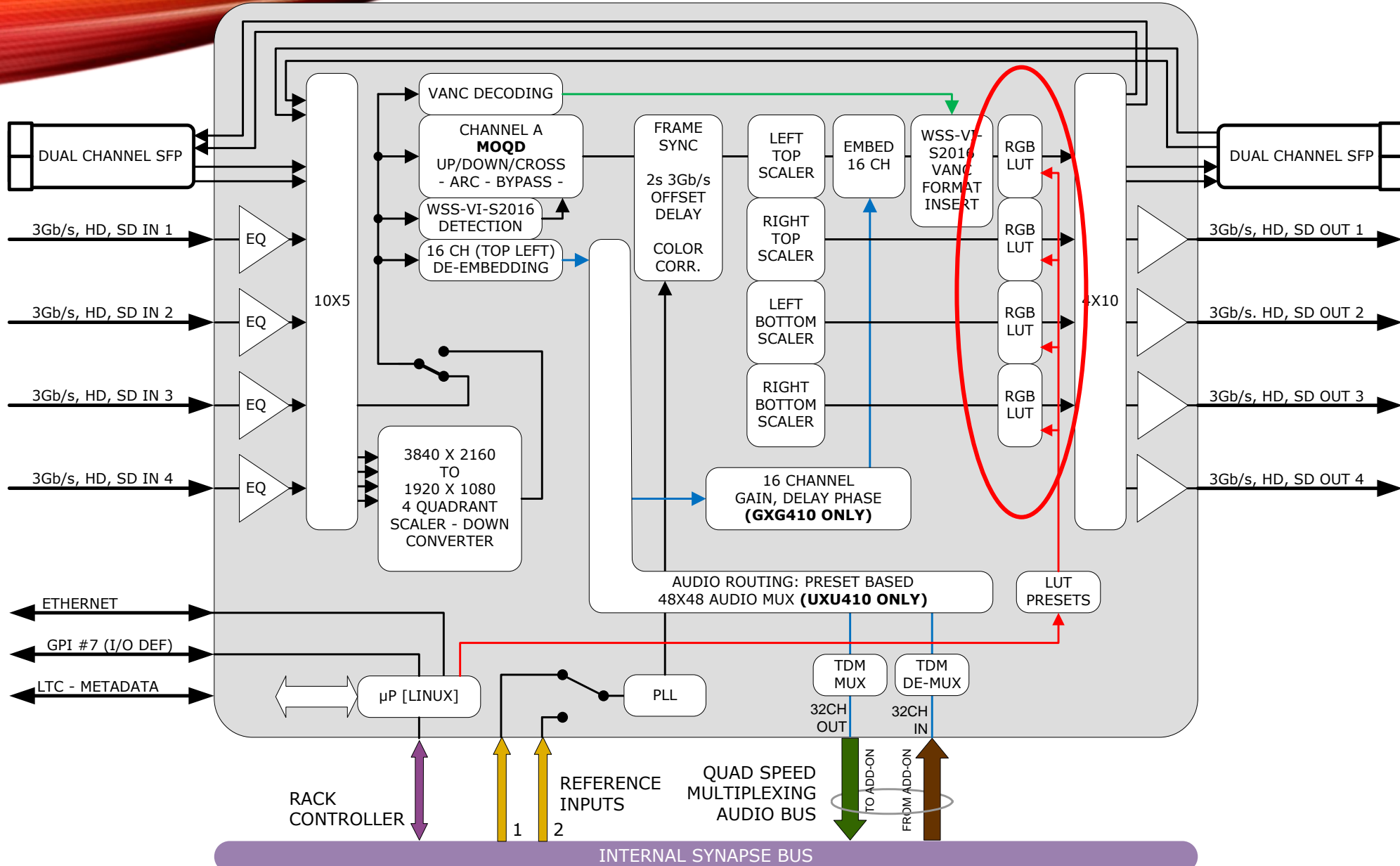
The 1D LUT

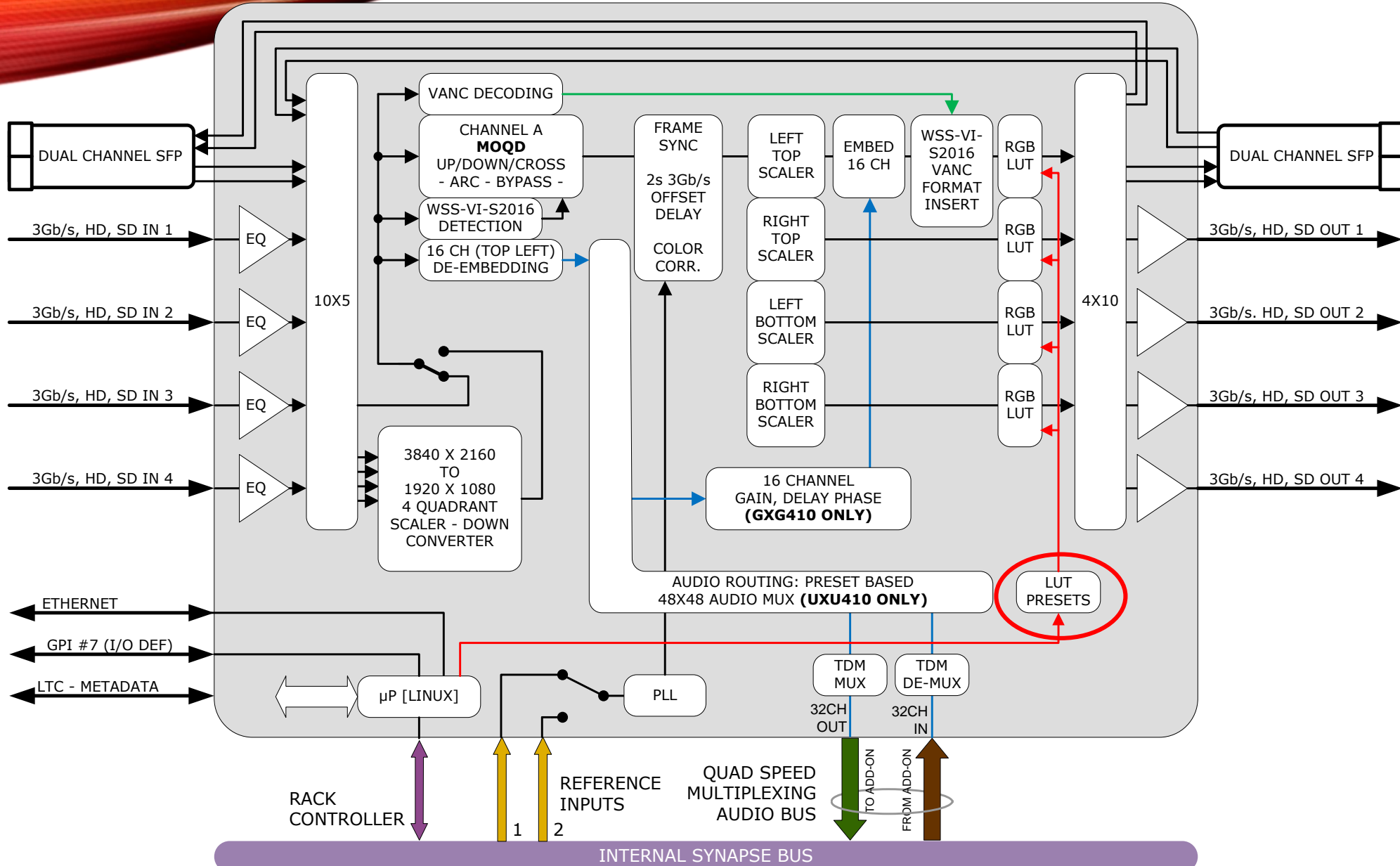


The 3D LUT

THE SOLUTION:







QUESTIONS?



THANK YOU

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