



Mittuniversitetet
MID SWEDEN UNIVERSITY

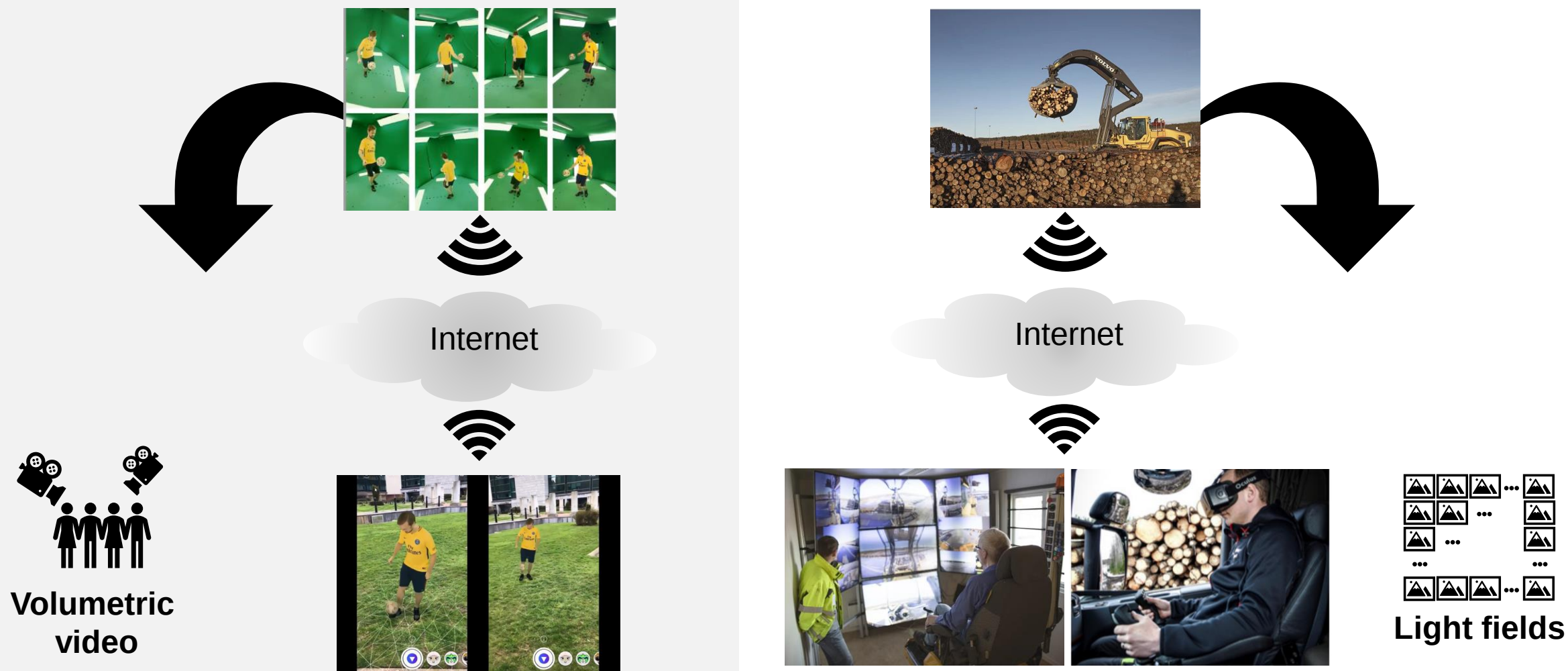
Challenge-Driven Quality Evaluation and Dataset Development for Immersive Visual Experiences

Emin Zerman, PhD – Associate Senior Lecturer (~Assistant Professor)

Mid Sweden University

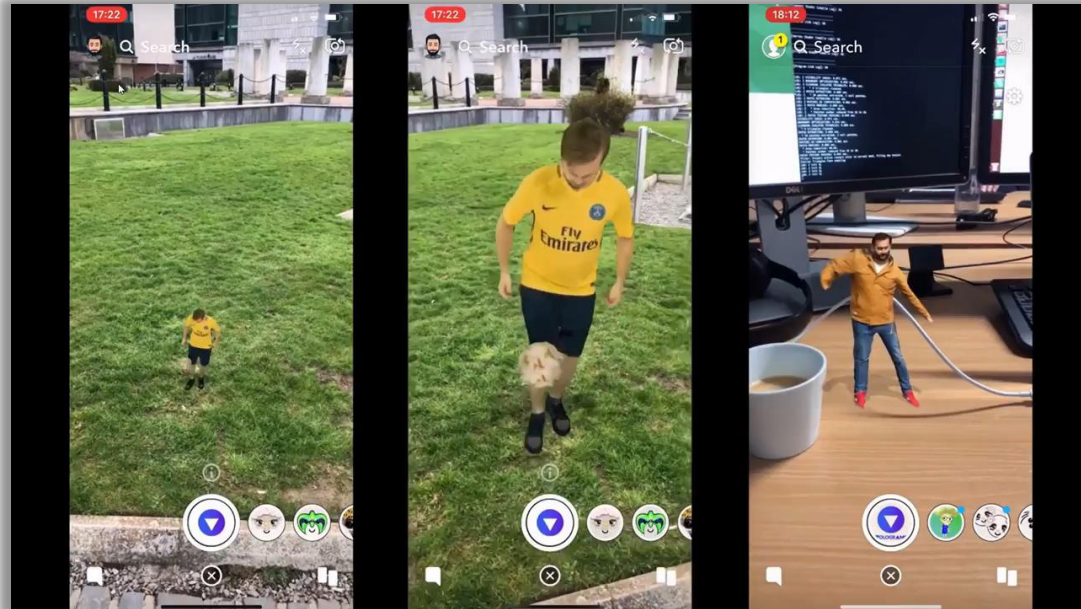
Spring School on Social XR 2025 | Amsterdam | 2025-04-09

(Immersive) Telepresence

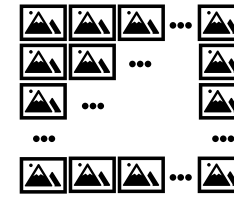




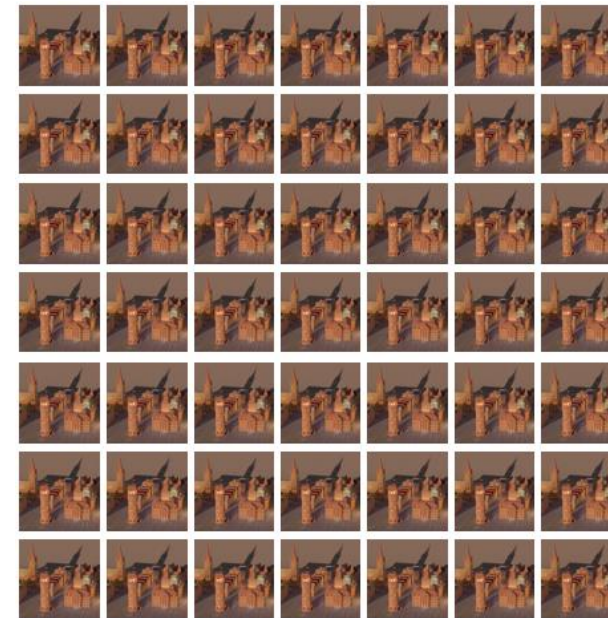
Volumetric video



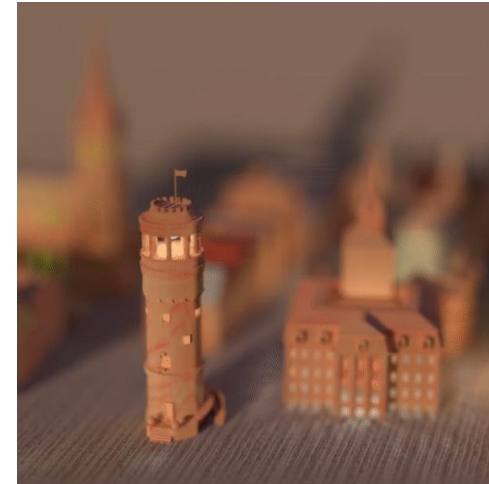
Videos courtesy of Aljosa Smolic & Volograms



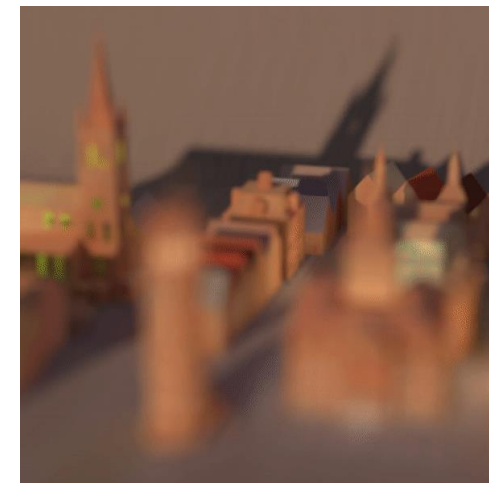
Light fields



Front-to-back

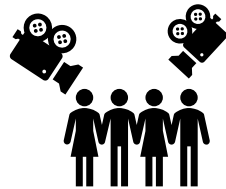
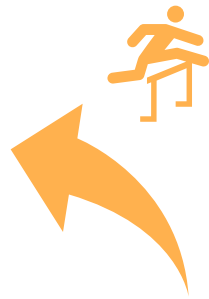


Back-to-front





BASICS PCQA
dataset



Volumetric
video

Motivation

Limited number of content

No learning-based compression

Contained only/mostly humans



Challenge #1

Few source contents

Few semantic categories



VSENSE-VVDB2

Building BASICS – Collecting interesting models



BASICS Database

Requirements

- Interesting content for telepresence & telecommunication applications
- Available to us – *or publicly available*
- Can be made publicly available afterwards – *redistribution*

Challenge #1

Few source contents

Few semantic categories

VSENSE

XD
Productions

???

Ak, A., Zerman, E., Quach, M., Chetouani, A., Smolic, A., Valenzise, G., & Le Callet, P. (2024). **BASICS: Broad quality assessment of static point clouds in a compression scenario.** *IEEE Transactions on Multimedia.*

Building BASICS – Collecting interesting models

VSENSE



XD
Productions

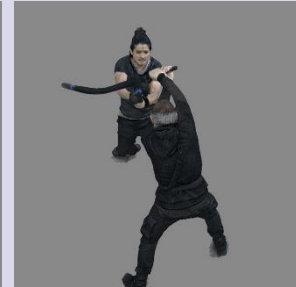
???

Building BASICS – Collecting interesting models



BASICS Database

XD
Productions



VSENSE

???

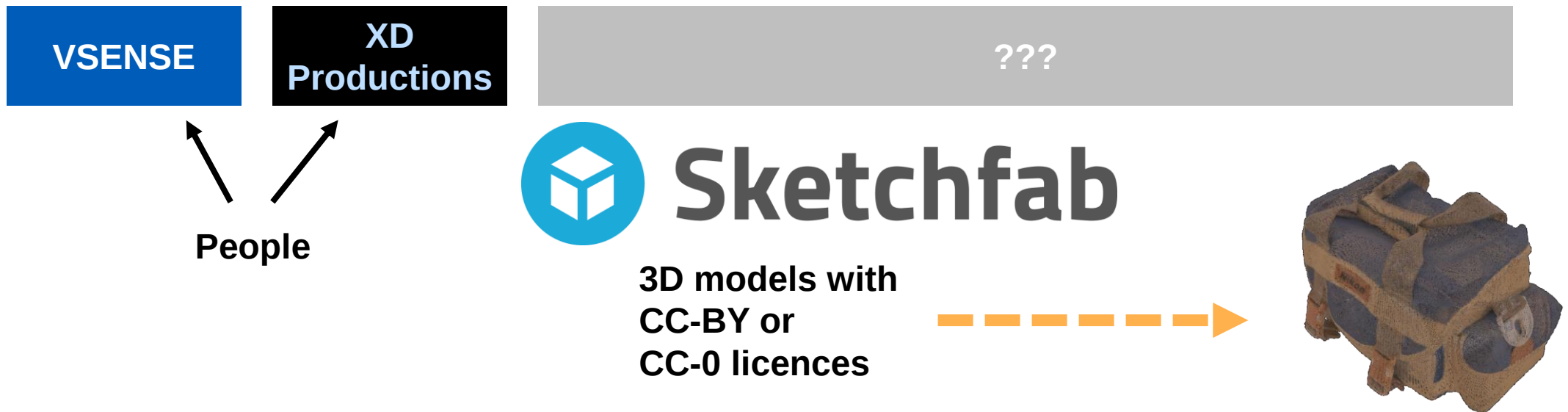
Building BASICS – Collecting 3D models



BASICS Database

Requirements

- Interesting content for telepresence & telecommunication applications
- Available to us – *or publicly available*
- Can be made publicly available afterwards – *redistribution*





Chateau de la Bretesche -RAWscan ⚙️

3D Model



Andrea Spognetta (Spogna)

FOLLOW

Download 3D Model + Add To </> Embed ➔ Share

Triangles: 1.3M ♀ Vertices: 632k [More model information](#)

Chateau de la Bretesche

Photogrammetry from video

License: CC Attribution-NonCommercial ⓘ Learn more



Chateau de la Bretesche -RAWscan

This model is free

Licensing information

CC Attribution-NonCommercial

Author must be credited. No commercial use.

🔗 LEARN MORE

Credit the Creator

Chateau de la Bretesche - RAWscan by Andrea Spognetta (Spogna) is licensed under Creative Commons Attribution-NonCommercial

COPY CREDITS

Available downloads

obj Original format

.obj 49MB

DOWNLOAD

USDZ Converted format

.usdz 34MB

DOWNLOAD

glTF Converted format ⓘ

.gltf 46MB

DOWNLOAD

GLB Converted format ⓘ

.glb 61MB Texture size: 8k ⓘ

DOWNLOAD

.glb 50MB Texture size: 4k ⓘ

DOWNLOAD

.glb 43MB Texture size: 1k ⓘ

DOWNLOAD

🔗 Use Importers to search for 3D models directly from your favorite software.

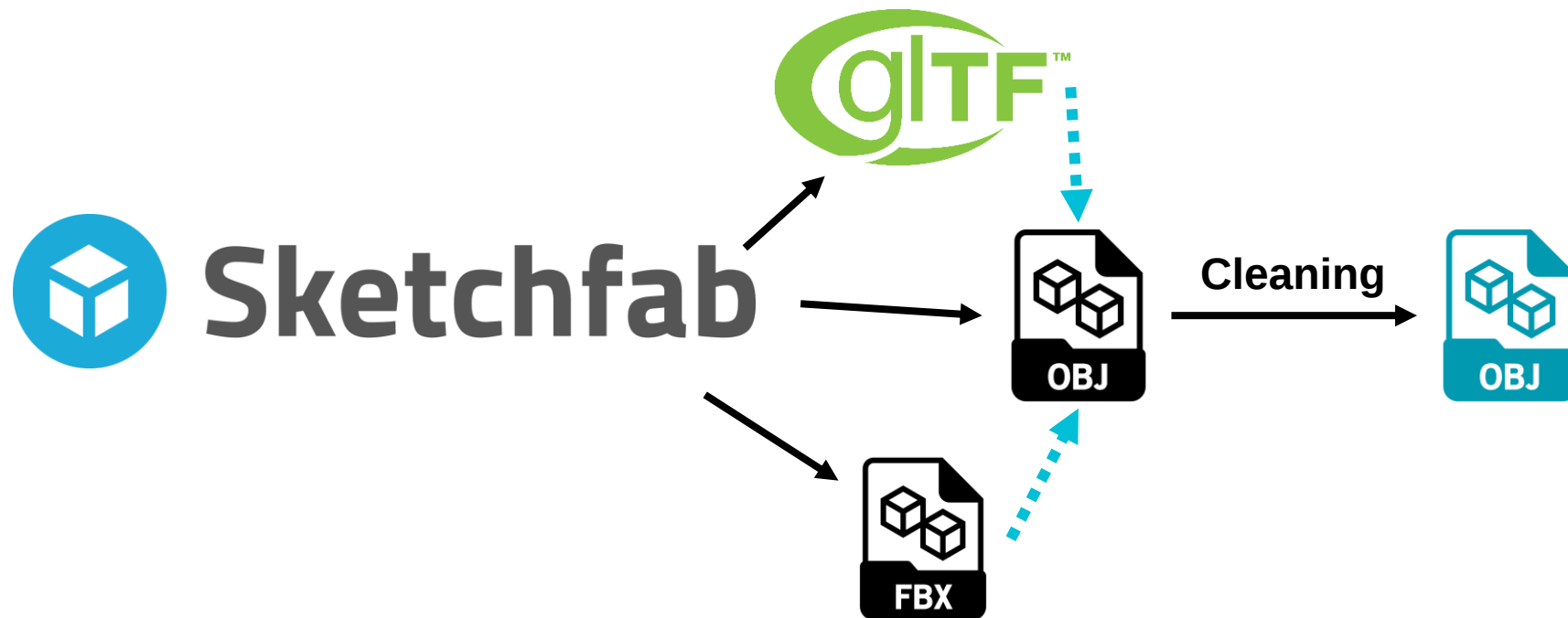
🛒 Need a more flexible license and high-quality content?
[Explore the Sketchfab Store](#)

Building BASICS – Collecting 3D models

VSENSE

XD
Productions

Publicly available 3D models w/ CC-BY or CC-0 licence



BASICS Database

Building BASICS – Collecting 3D models

VSENSE

XD
Productions

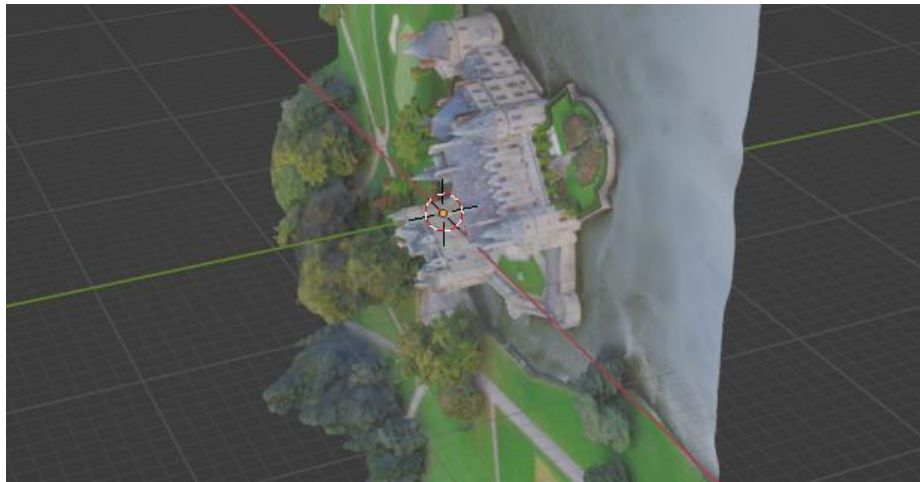
Publicly available 3D models w/ CC-BY or CC-0 licence



Sketchfab



Cleaning



BASICS Database

Building BASICS – Collecting 3D models

VSENSE

XD
Productions

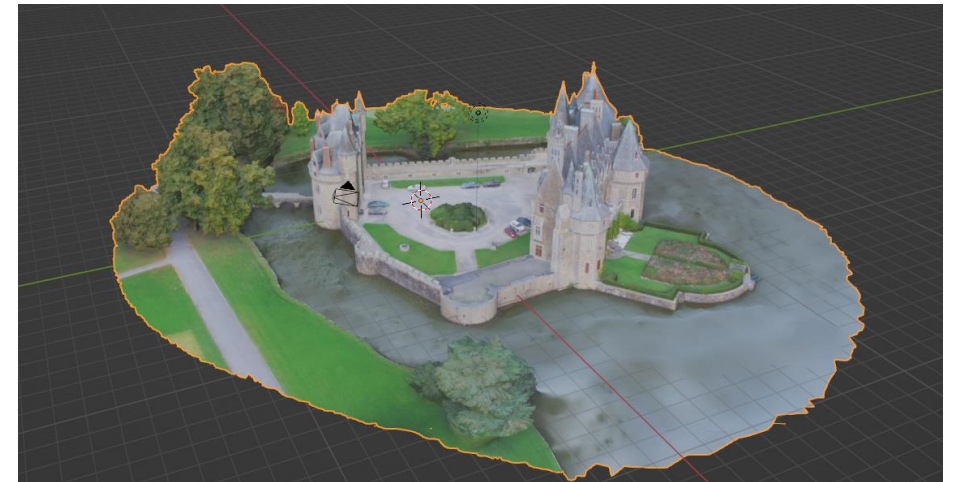
Publicly available 3D models w/ CC-BY or CC-0 licence



Sketchfab



Cleaning



BASICS Database

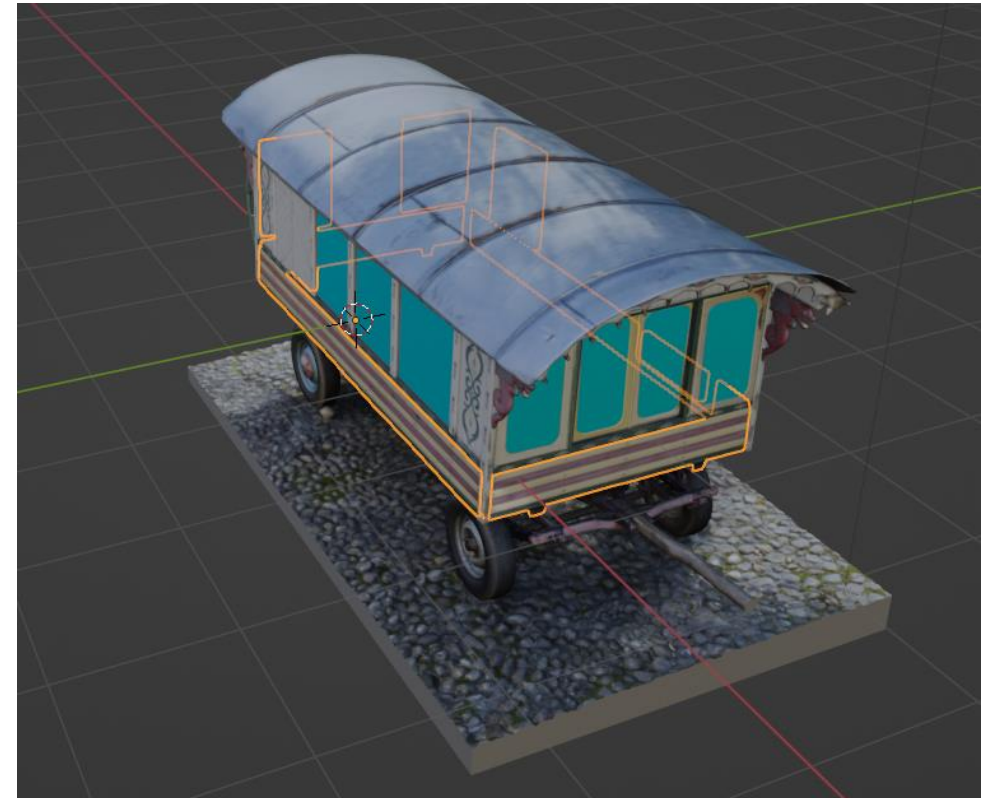
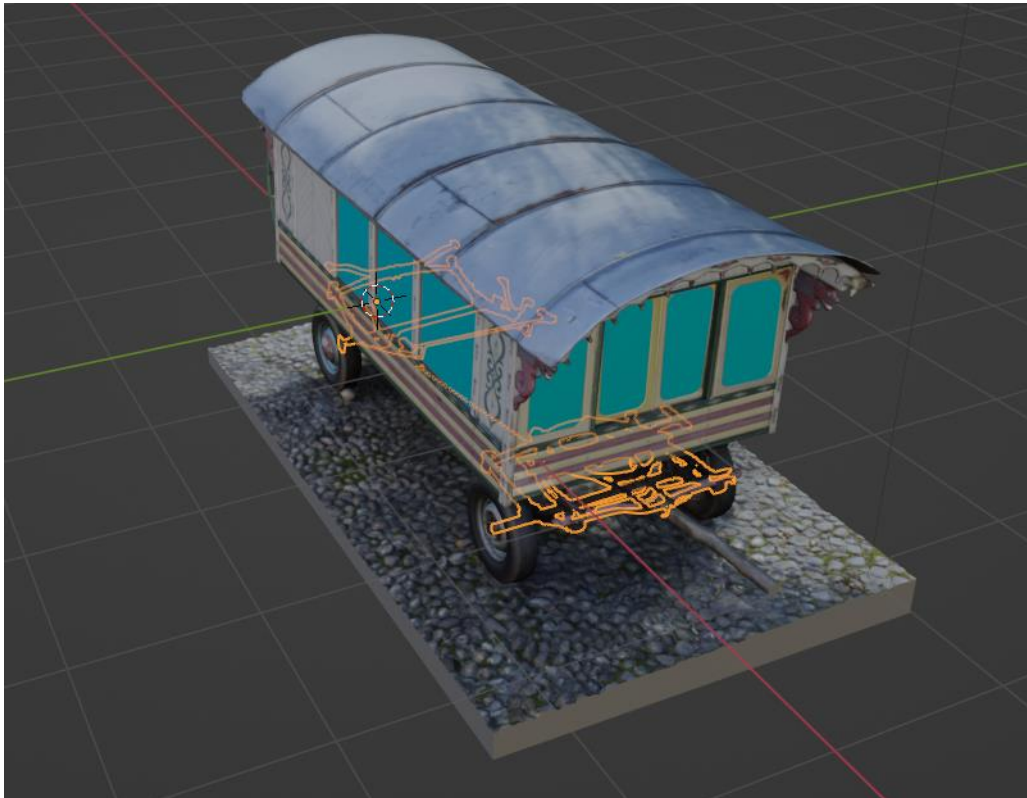
Building BASICS – Collecting 3D models

VSENSE

XD
Productions

Publicly available 3D models w/ CC-BY or CC-0 licence

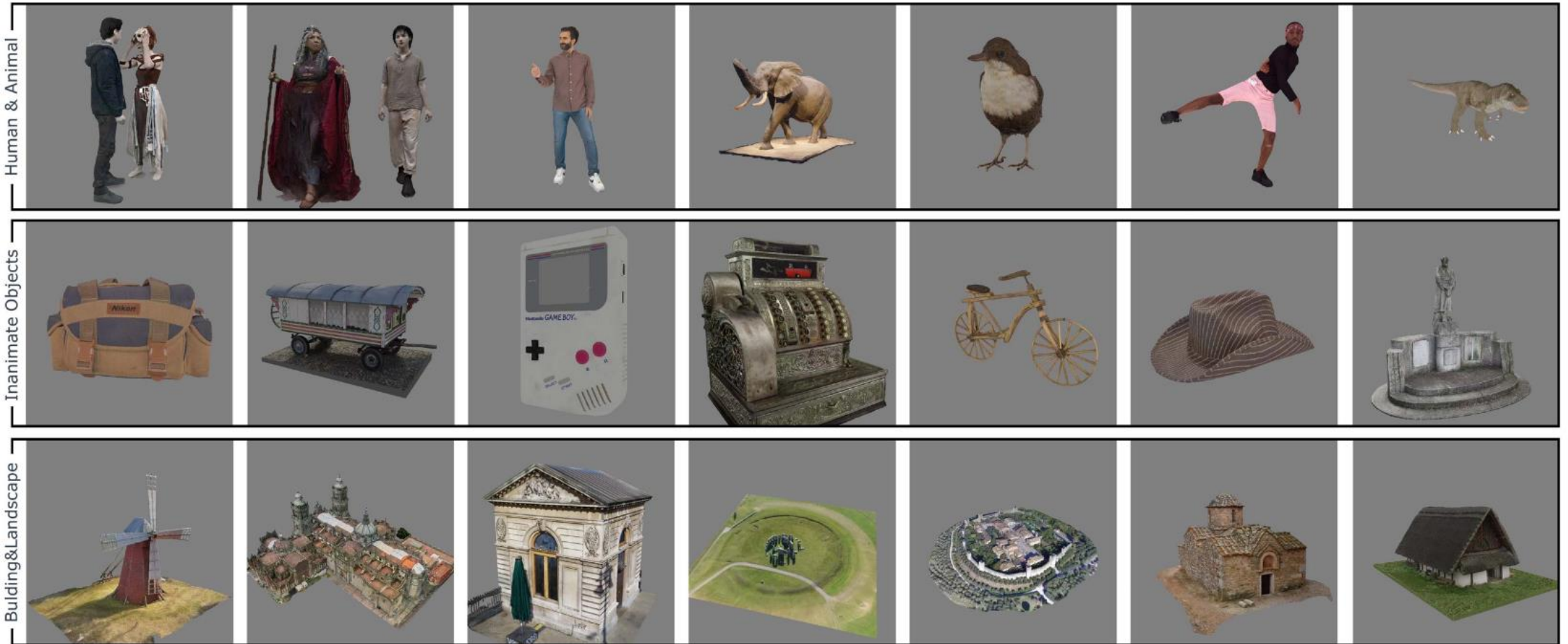
BASICS Database







Selected 75 point clouds (visual not exhaustive)



Point cloud processing chain

VSENSE

XD
Productions

Publicly available 3D models w/ CC-BY or CC-0 licence



Clean



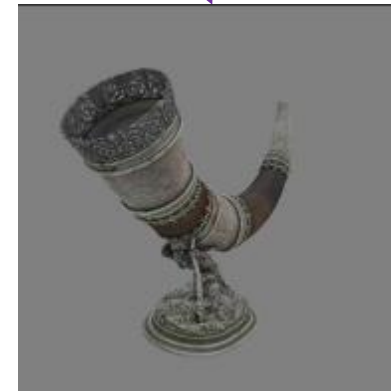
Sample



Voxelize



Compress



BASICS Database

Point cloud processing chain



BASICS Database



BASICS Dataset in ICIP 23 Grand Challenge



[Click here to see the final results!](#)

Description

Point cloud (PC) is an essential data format for the transmission and storage of immersive visual content and 3D visual data. They are employed in various applications, including virtual and mixed reality, autonomous driving, construction, cultural heritage, etc. Point clouds represent 3D data as a set of points with (x,y,z) coordinates, also referred to as the point cloud *geometry*, and associated *attributes*, such as colors, normals, and reflectance. Furthermore, depending on whether the PC includes a temporal dimension, we can further distinguish between *static* and *dynamic* point clouds.

The number of points in a PC can easily range in the order of millions and can feature complex attributes. To deal with the significant transmission bandwidth

BASICS Database
Zenodo



<https://doi.org/10.5281/zenodo.8324545>

Challenge #2

How to evaluate metrics
developed for different tasks

How best to identify “good” metrics
for our ICIP23 grand challenge

Motivation

Provide a methodology for
ecological validity

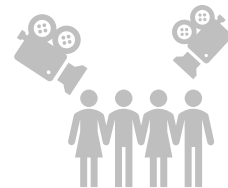
Provide a toolkit to the scientific
community



Track-based
evaluation



BASICS PCQA
dataset



Volumetric
video



[Click here to see the final results!](#)

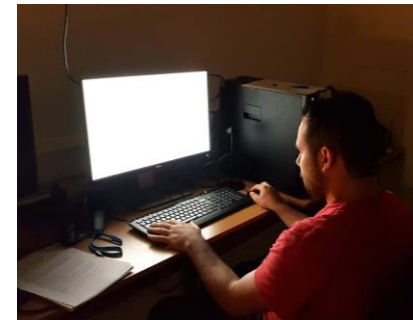
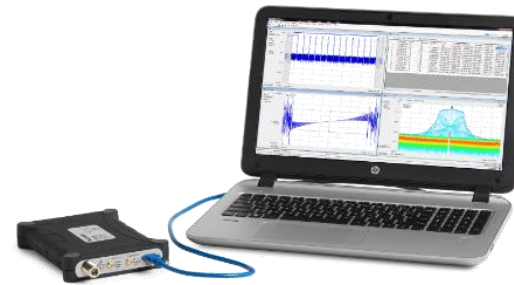
Description

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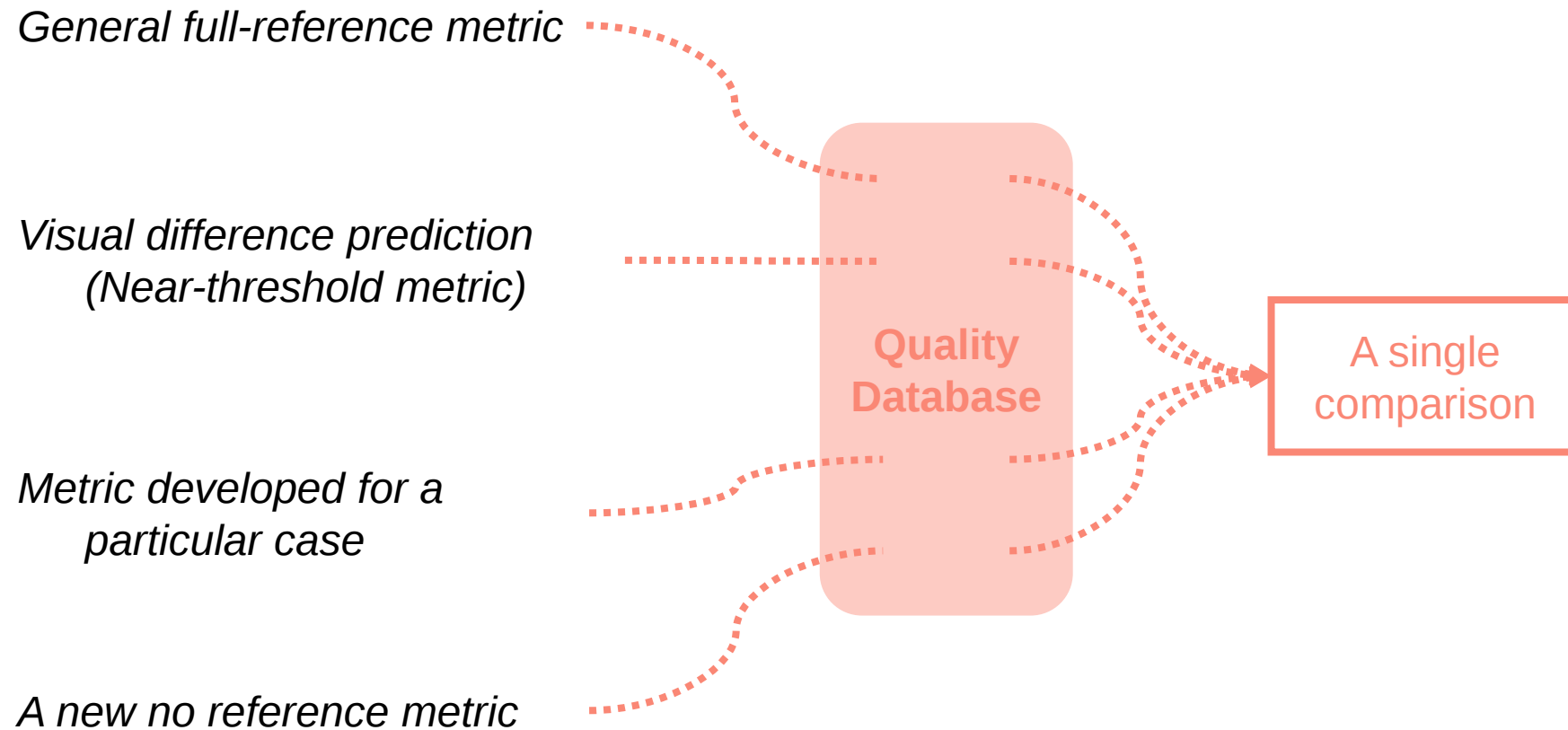
The number of points in a PC can easily range in the order of millions and can feature complex attributes. To deal with the significant transmission bandwidth

Ecological Validity

- Ecological validity
 - realism with which a **design of evaluation setup matches** the user's real work context.
 - making the results **applicable to everyday environments** and situations.
- The closer the study's methods and environment are to real-life conditions, the higher the ecological validity.



Track-based Evaluation Methodology



Track-based eval.



Track-based eval.

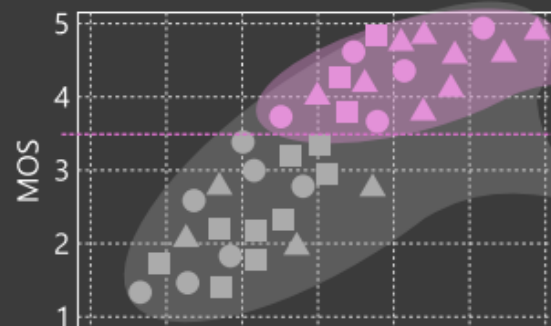
Track-based Evaluation Methodology

Ak, A., Zerman, E., Quach, M., Chetouani, A., Valenzise, G., & Le Callet, P. (2024, October).

A toolkit to benchmark point cloud quality metrics with multi-track evaluation criteria.

In 2024 IEEE International Conference on Image Processing (ICIP 2024).

Track-based Benchmarking Toolkit^[C]

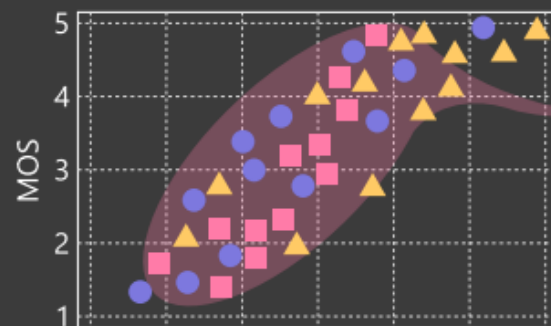


Evaluation over a specific quality range

High quality

Broad range

Can be either the whole range or a specific quality range that is relevant for the study.



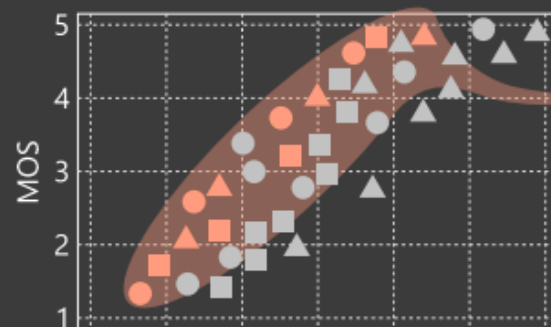
Codec-specific evaluation

Codec

Codec

Codec

Provides a focused point-of-view for considered codecs, individually.



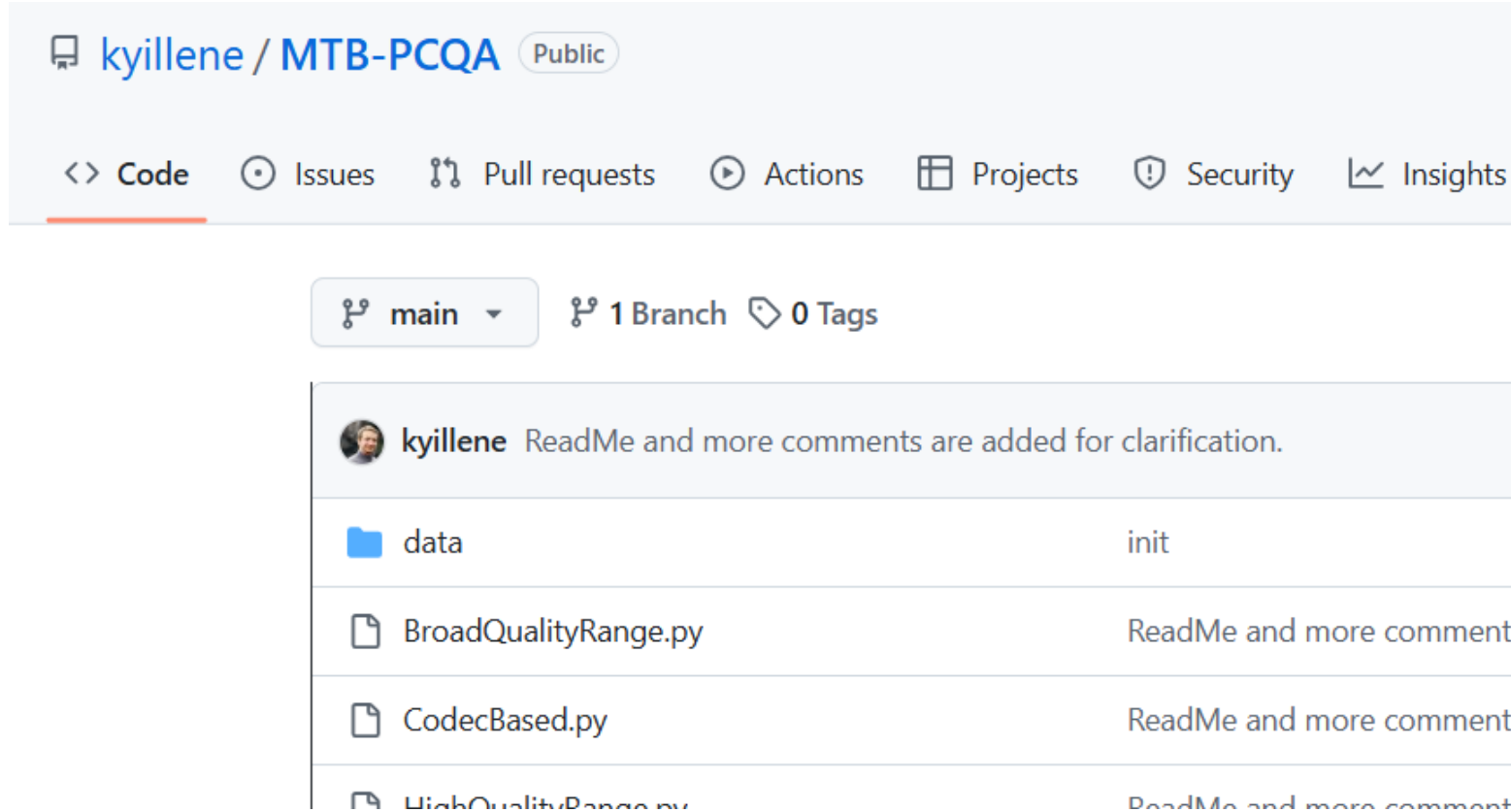
Intra-SRC evaluation

SRC #1

SRC #N

Evaluation within the same source content. Provides insight into how well the metrics are at discriminating the quality difference from the same SRC.

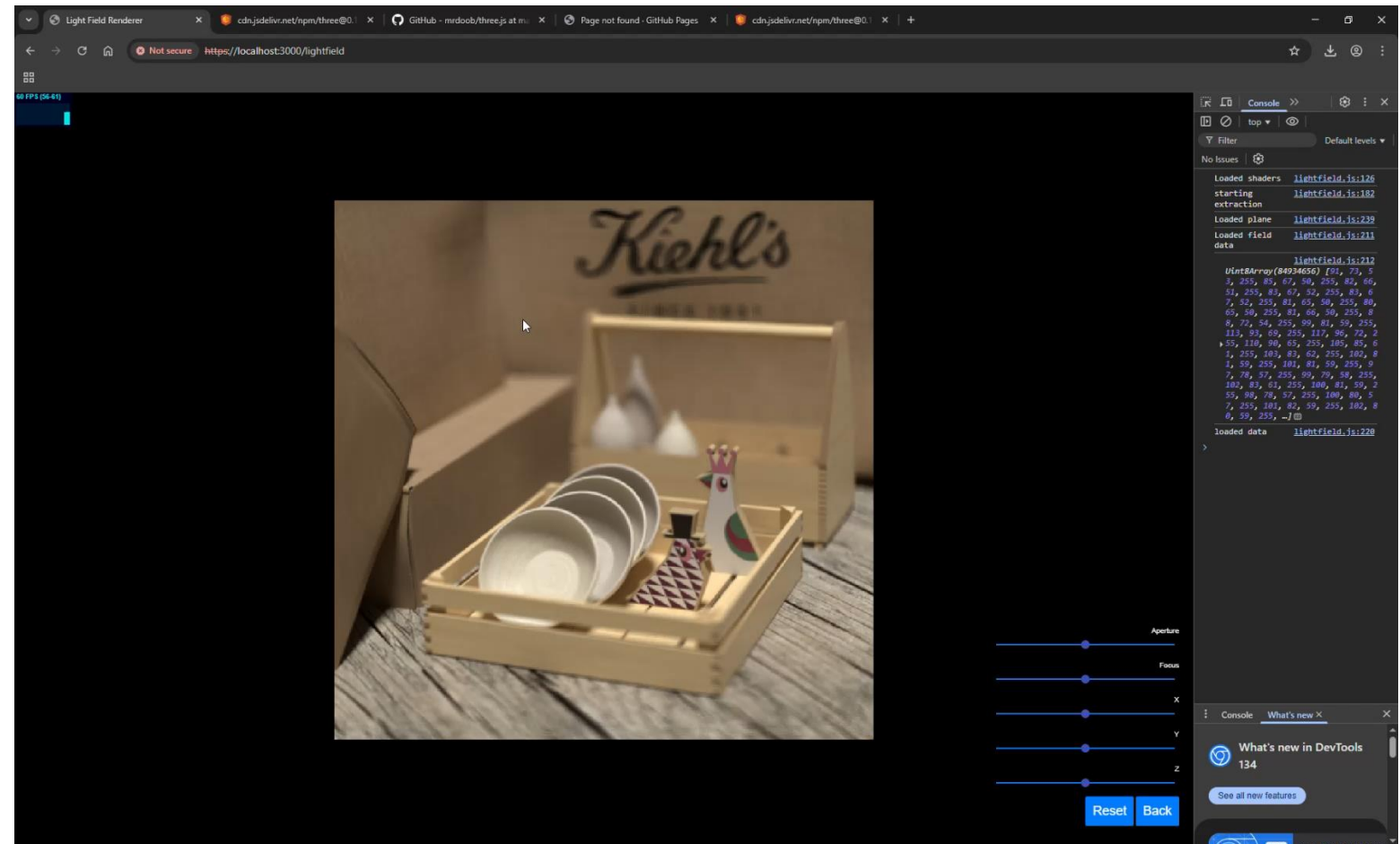
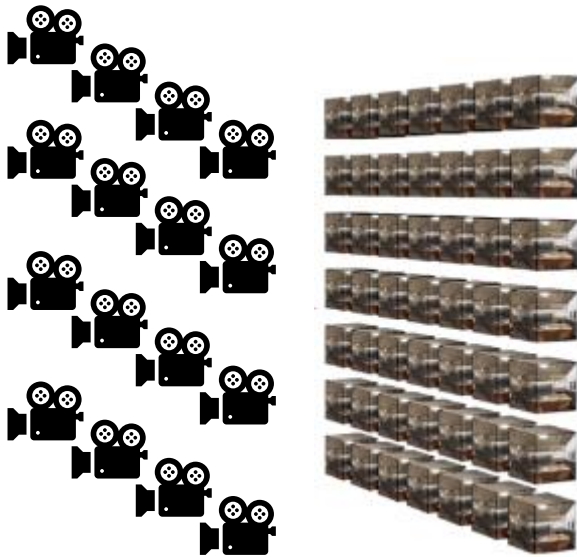
Track-based Evaluation Toolkit on GitHub



<https://github.com/kyillene/MTB-PCQA>



Light Fields for Telepresence



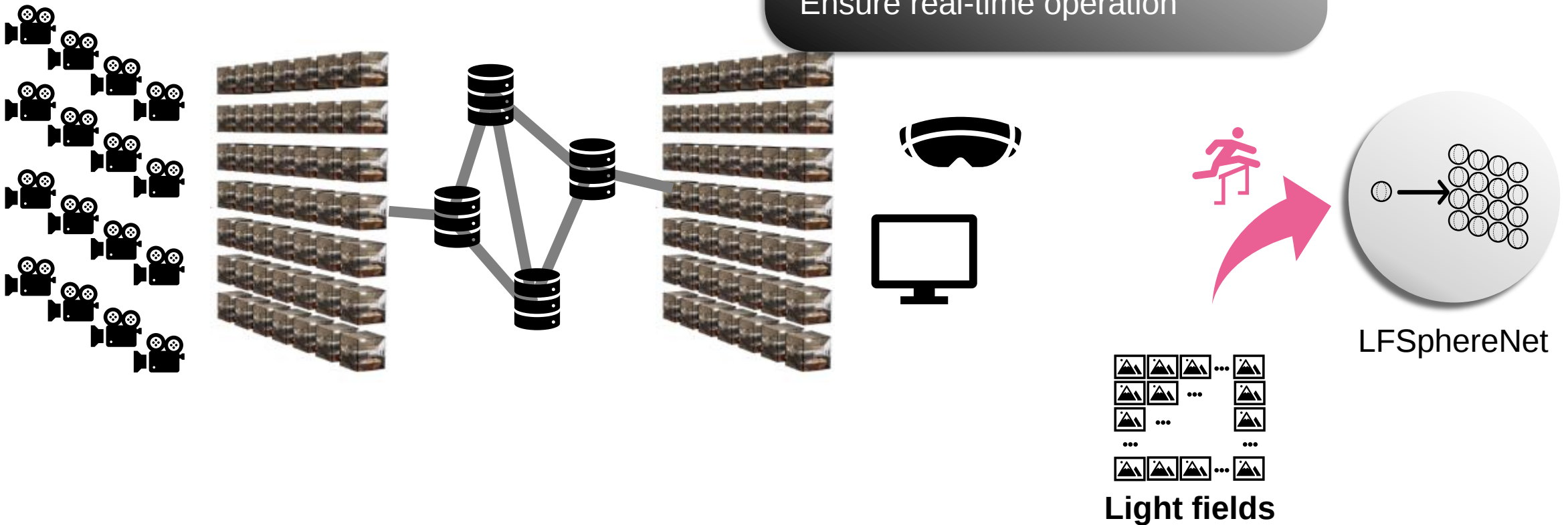
Challenge #3

Minimize the bandwidth load for telepresence applications

Motivation

Develop a method to reconstruct a LF from a single view

Ensure real-time operation

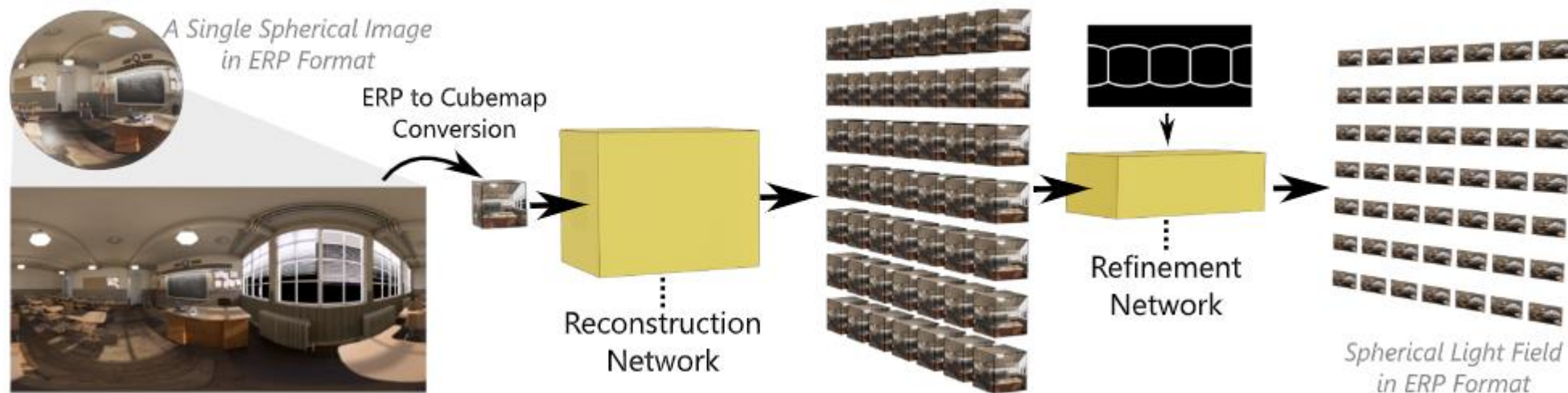


Challenge #3

Minimize the bandwidth load for telepresence applications

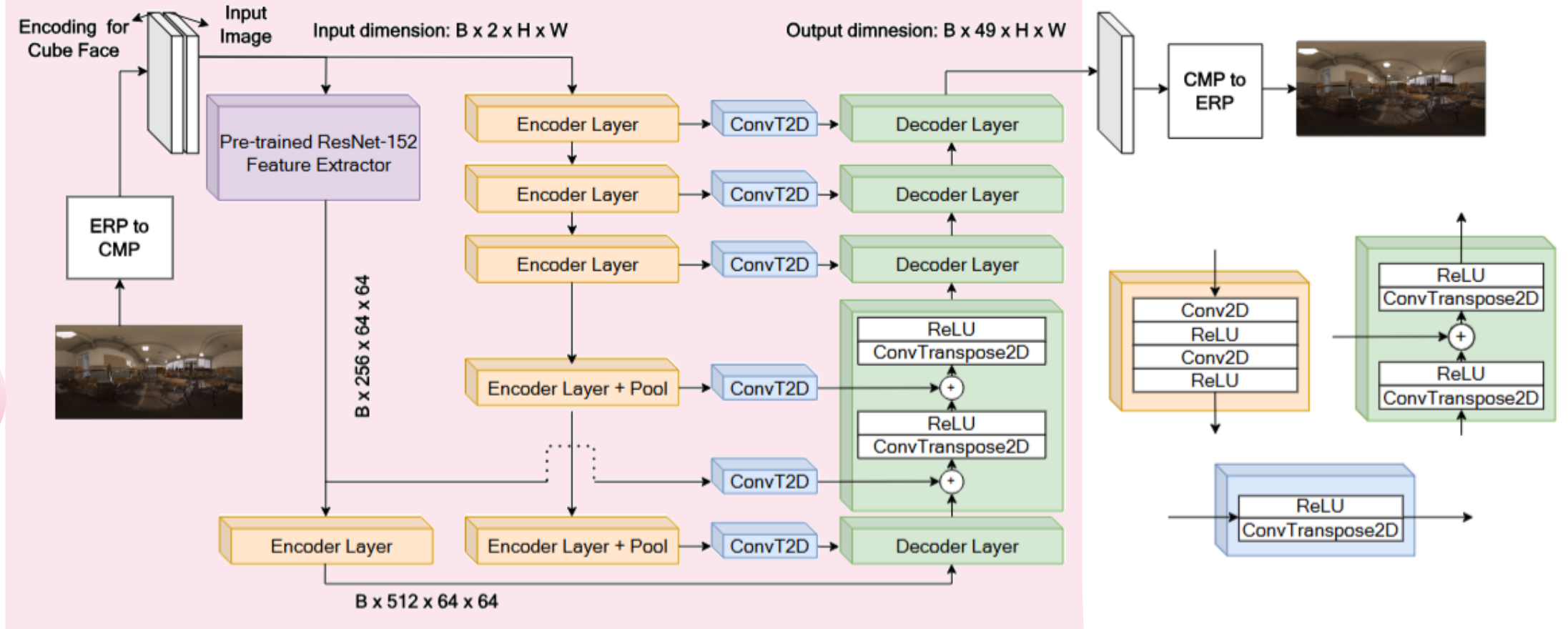
LFSphereNet

- A neural-network model to reconstruct a 7x7 spherical light field
- Transmission of only a single viewpoint

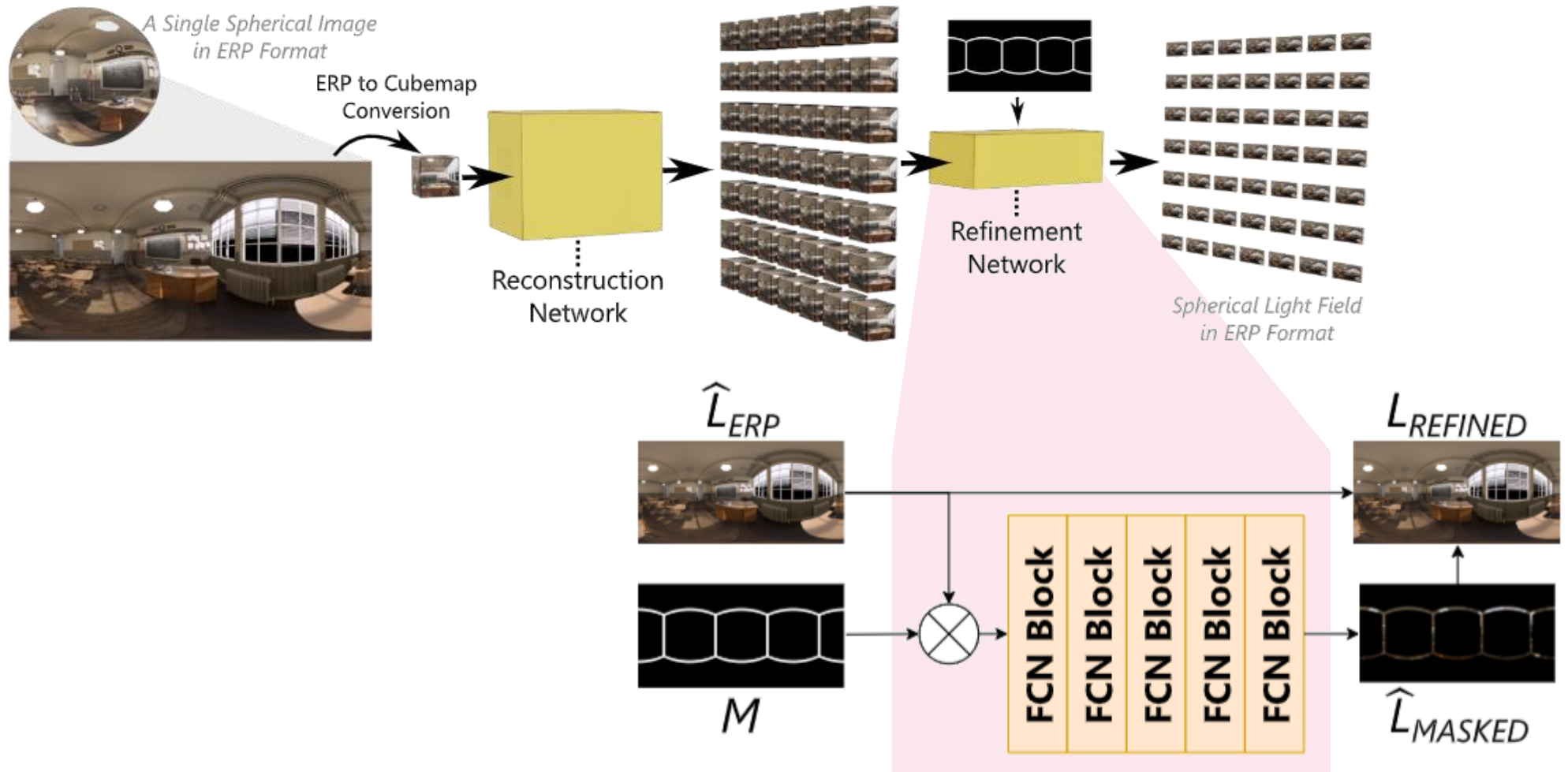


Gond, M., Zerman, E., Knorr, S., & Sjöström, M. (2023, November). **LFSphereNet: Real Time Spherical Light Field Reconstruction from a Single Omnidirectional Image**. In *Proceedings of the 20th ACM SIGGRAPH European Conference on Visual Media Production* (pp. 1-10).

LFSphereNet



LFSphereNet

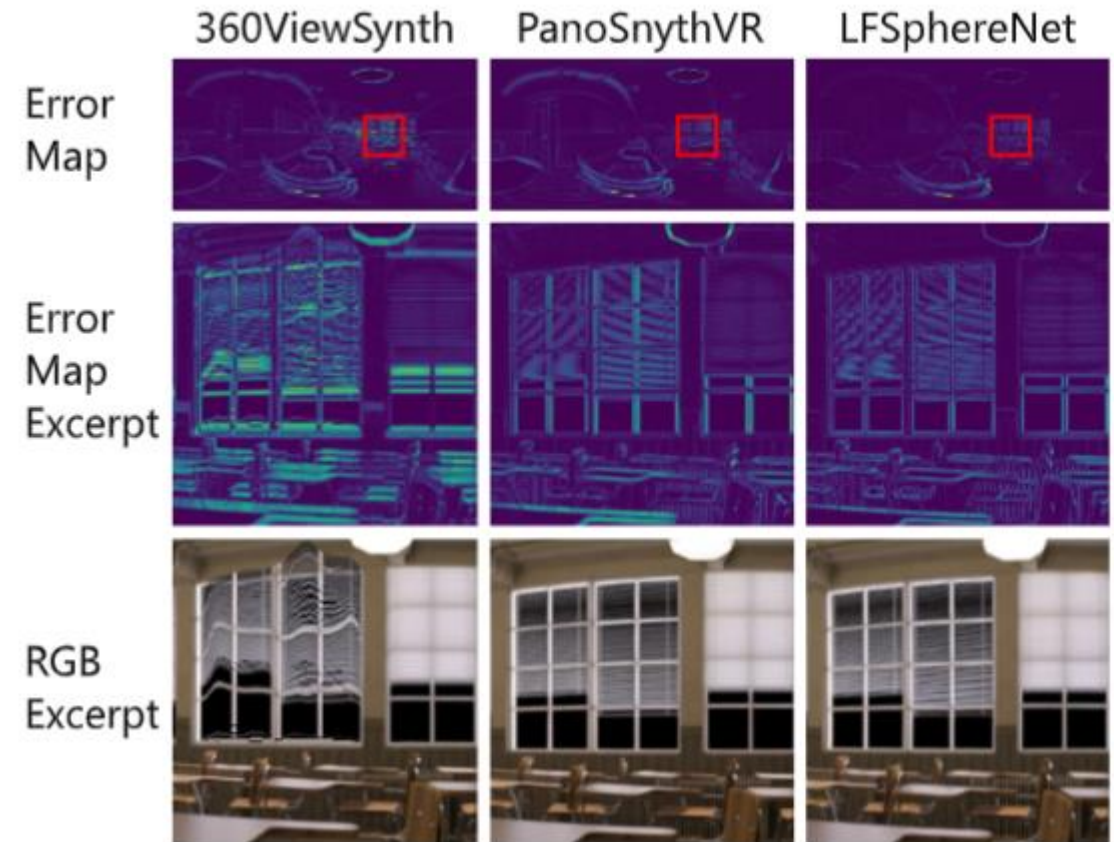


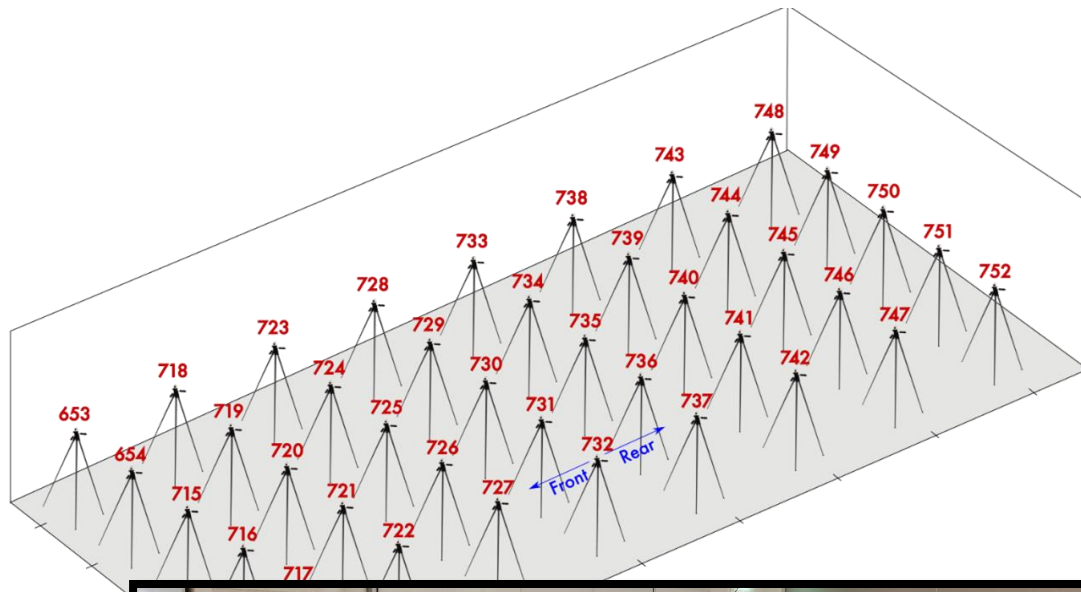
LFSphereNet evaluation

Metrics	LF Reconstruction Methods			
	[58]	[42]	LFSphereNet*	LFSphereNet
DISTS↓	0.1215	0.0531	0.0877	0.0880
LPIPS↓	0.1935	0.0670	0.0860	0.0825
PSNR↑	32.89	34.76	37.14	37.45
SSIM↑	0.6495	0.7878	0.9052	0.9121
Runtime↓	12.4845	2.7077	0.0589	0.0606

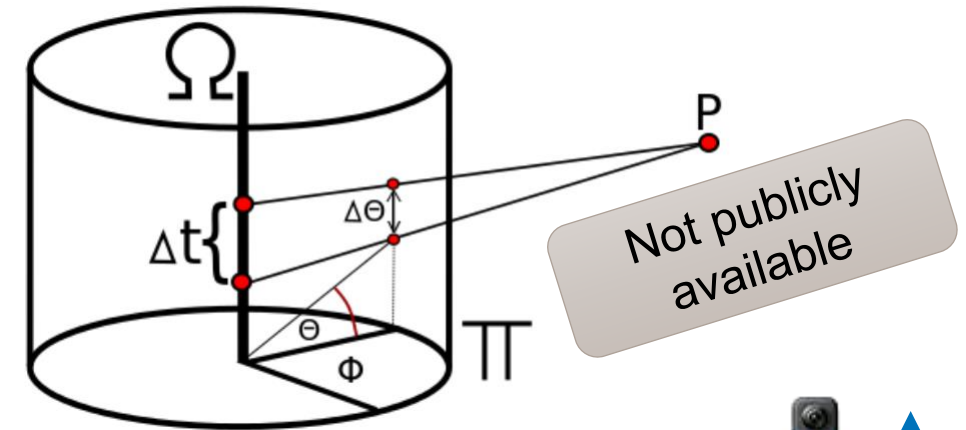
LFSphereNet* is without refinement network

- Uses a computer-generated (Blender) database for training and testing
- What about real-world datasets?
 - Larger baseline





Maugey, T., Guillo, L., & Cam, C. L. (2019, June). **FTV360: A multiview 360 video dataset with calibration parameters.** In *Proceedings of the 10th ACM Multimedia Systems Conference* (pp. 291-295).



Krolla, B., Diebold, M., Goldlücke, B., & Stricker, D. (2014, September). **Spherical Light Fields.** In *BMVC* (No. 67.1–67.12).



Motivation

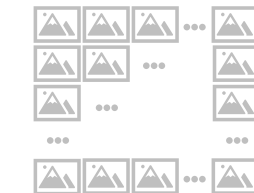
No suitable publicly available
spherical light field databases

A need for larger baseline

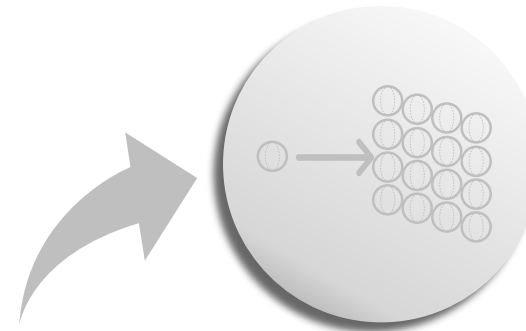
Challenge #4

Positioning the camera

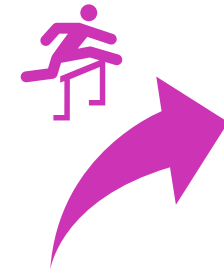
Lighting and color balance issues



Light fields



LFSphereNet



Spherical LF
Database

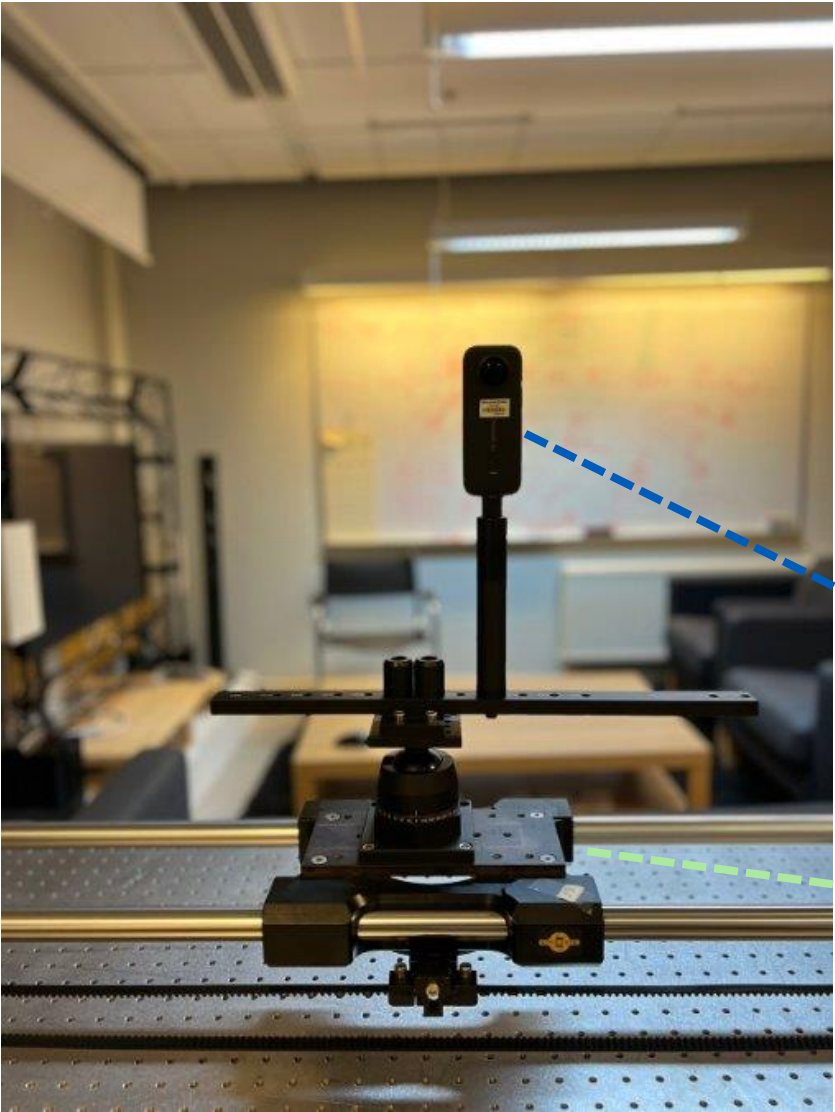


Spherical LF Capture - Setup

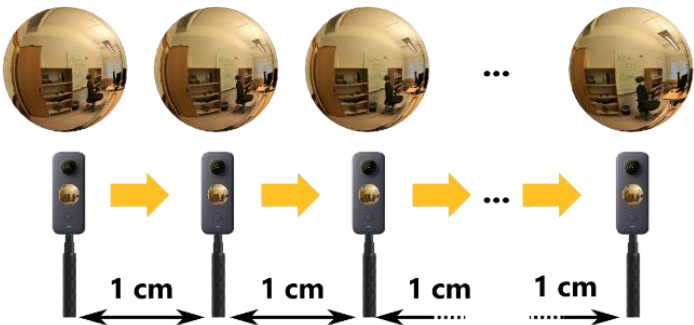
Challenge #4

Positioning the camera

Lighting and color balance issues



Insta 360 x3
Omnidirectional
camera



Cinevate Atlas 200
Dolly



To ensure consistent
and accurate movement



Challenges encountered in the pilot

- Positioning & static vs. Dynamic
- Lighting



Challenges encountered in the pilot

- Positioning & static vs. Dynamic
- Lighting – (Clouds, passing objects, etc.)



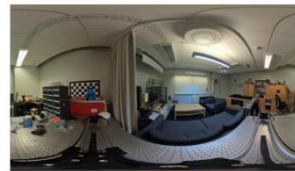
Spherical LF Capture - Data



1



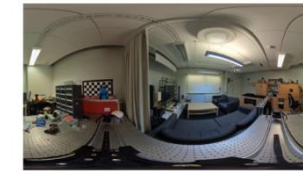
2



3



4



59

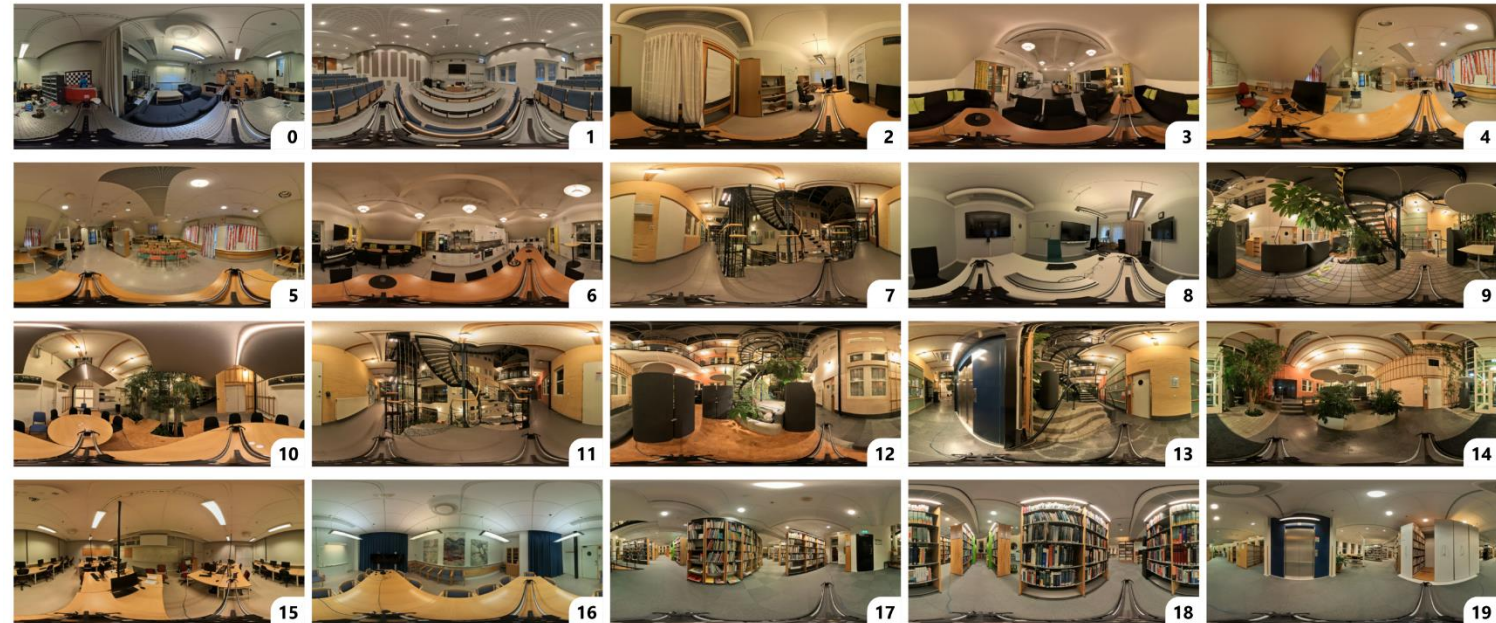


60

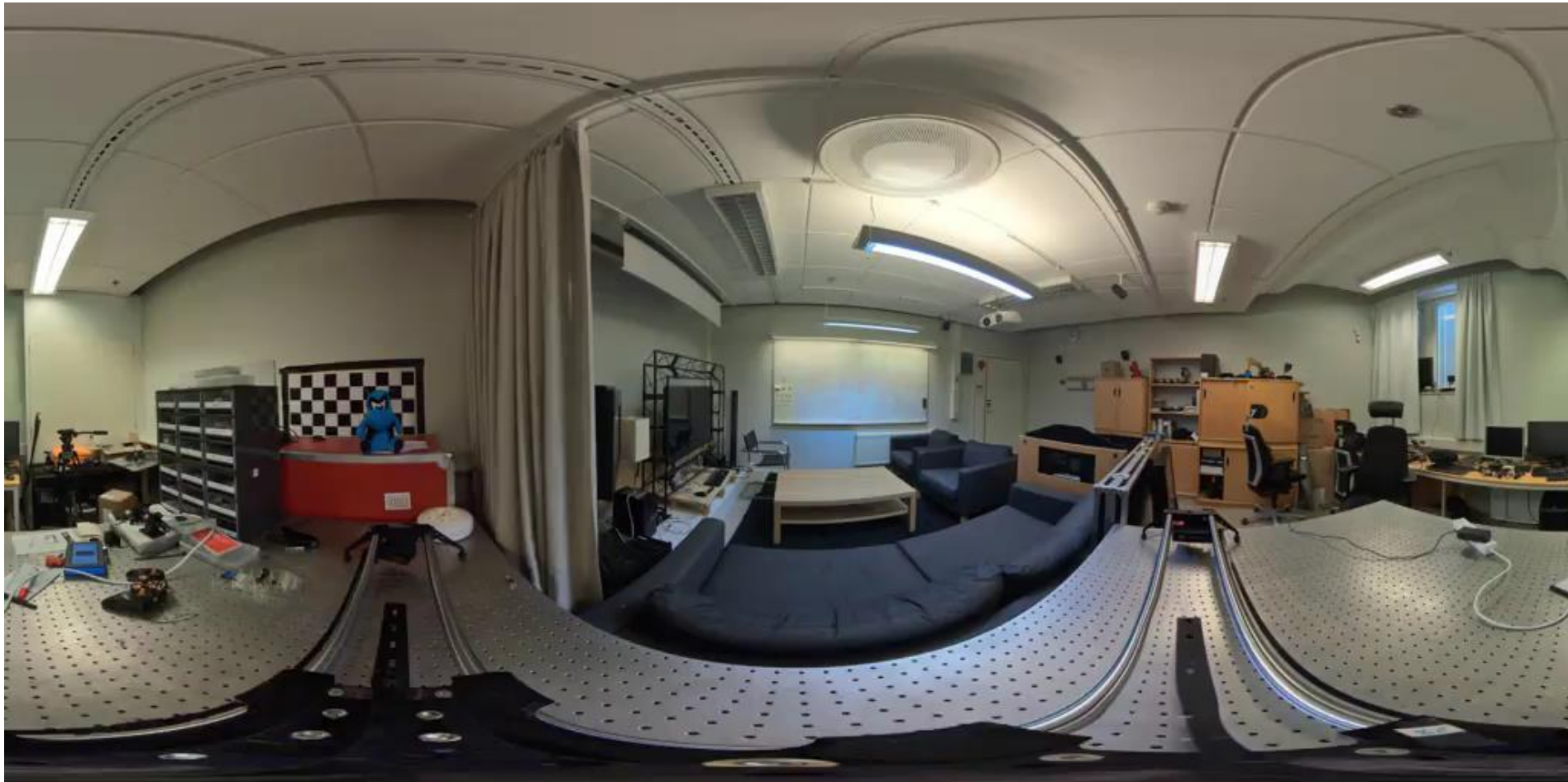
1 x 60 spherical light field
ERP - 5120 × 2560

20 different indoor scenes

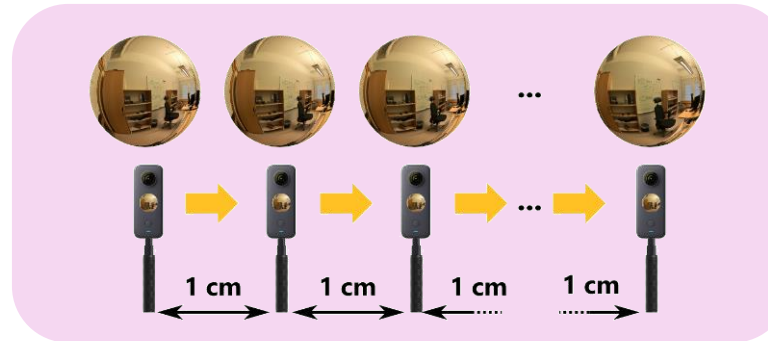
- Mid Sweden University,
Sundsvall Campus



Spherical LF Capture - Data



Two Alternatives for Telepresence Applications



Take all views

Compression

Decompression



Take only center view



View Synthesis

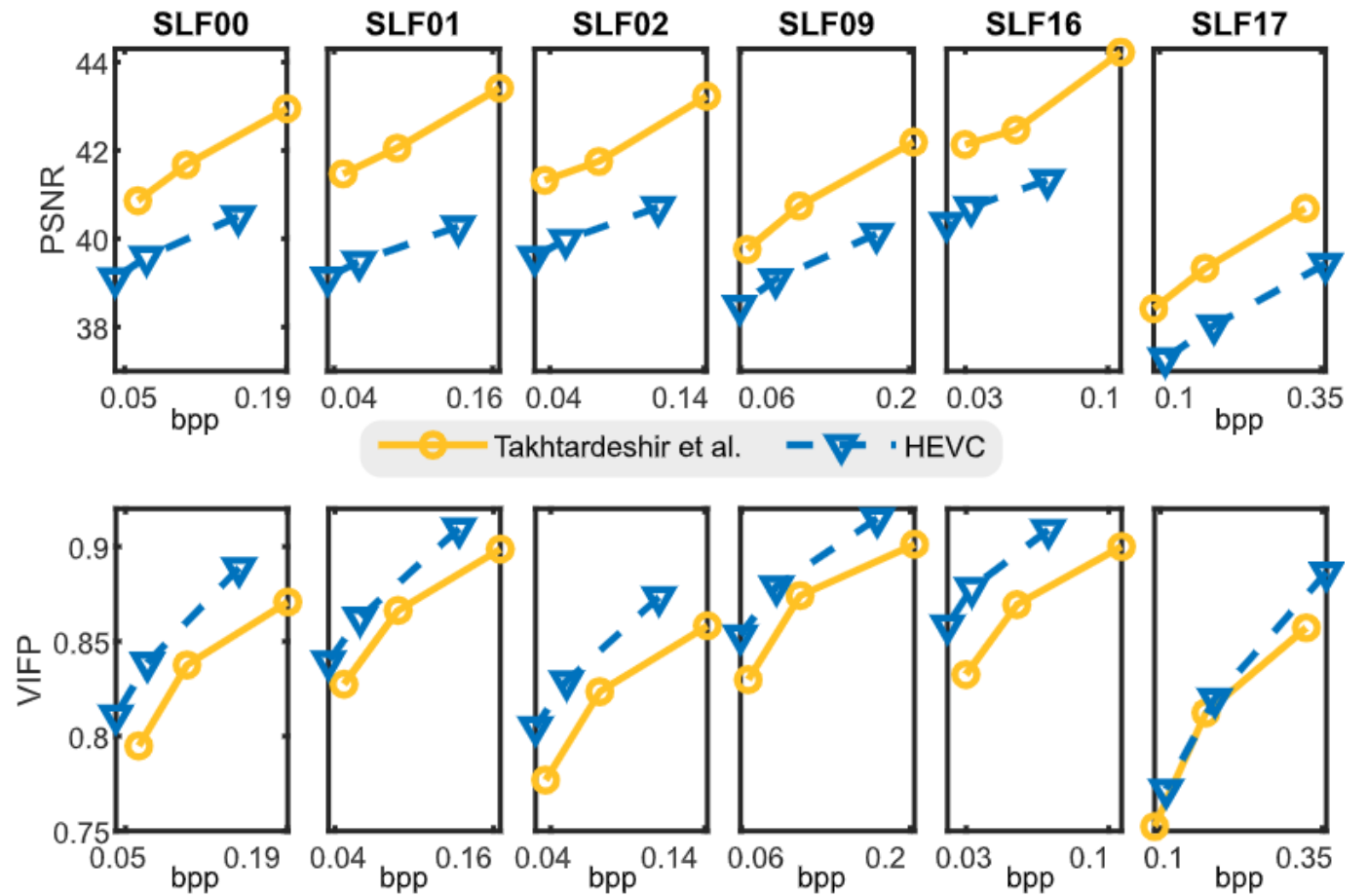


SLFDB Compression

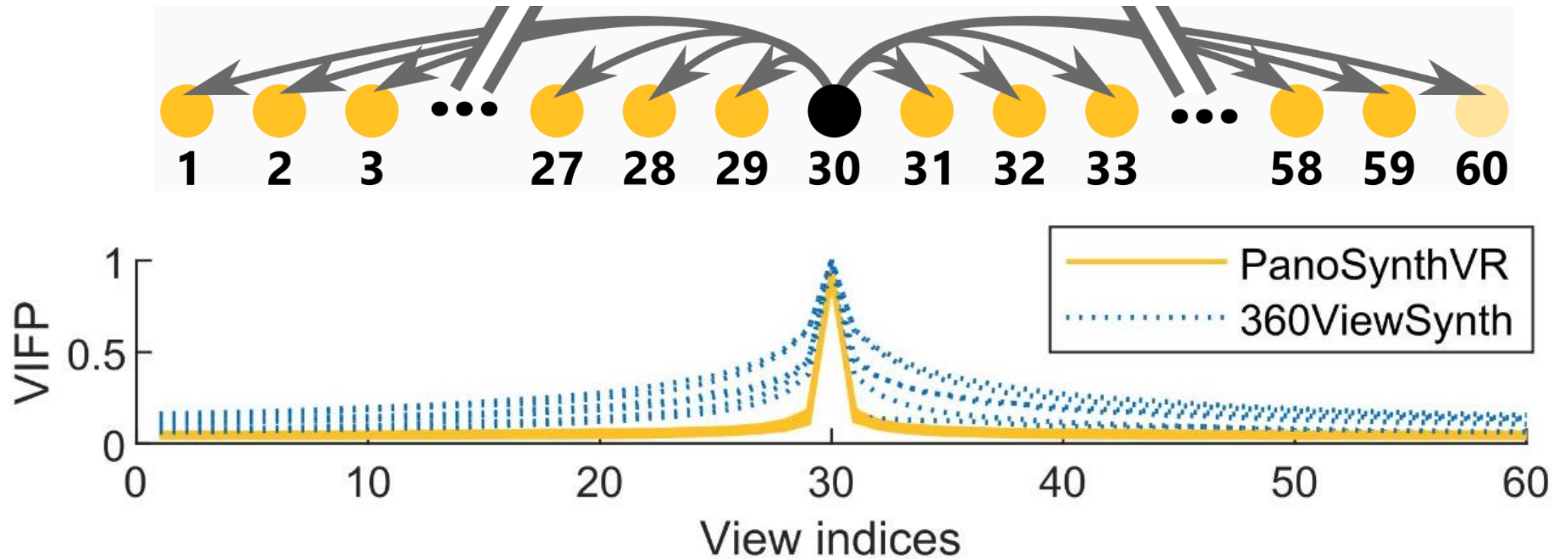


Compression

Bitstream

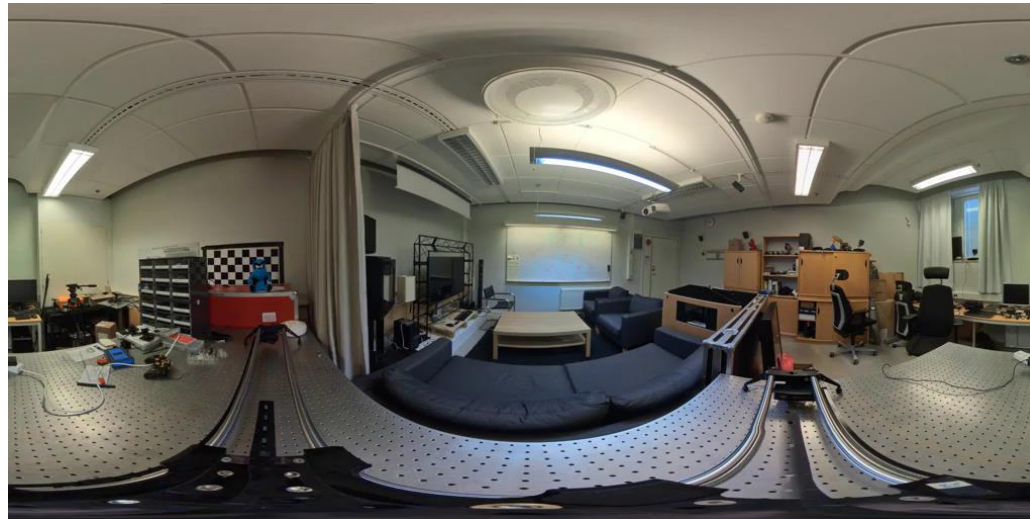
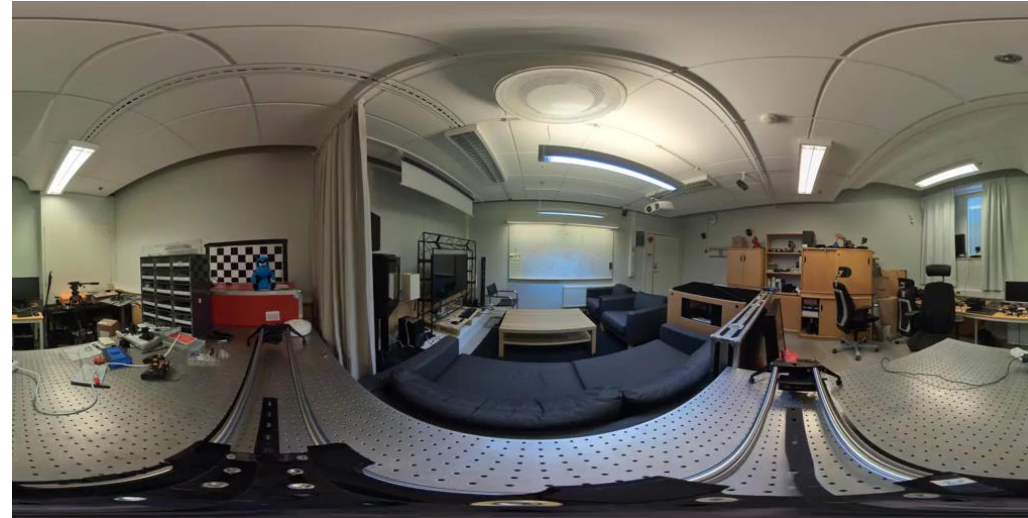


SLFDB View Synthesis

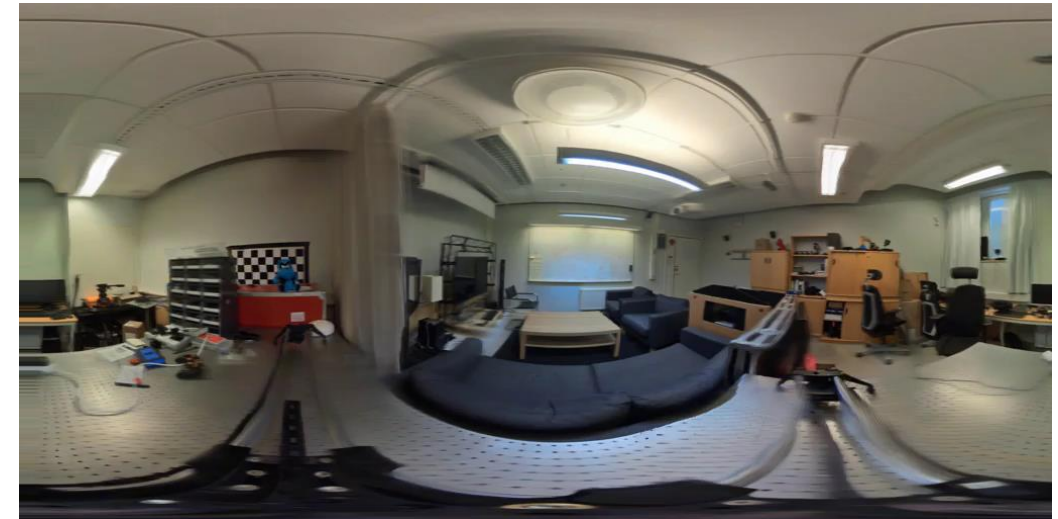


SLFDB View Synthesis – small baseline

Ground Truth



360ViewSynth



PanoSynthVR

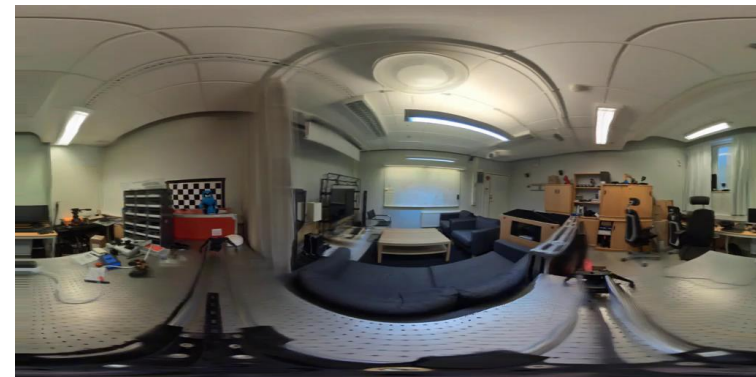
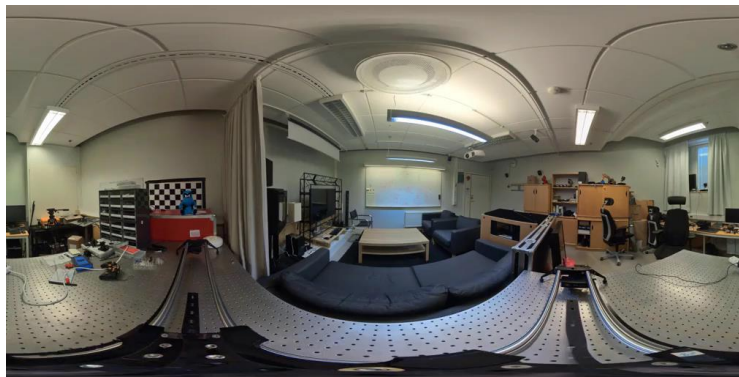
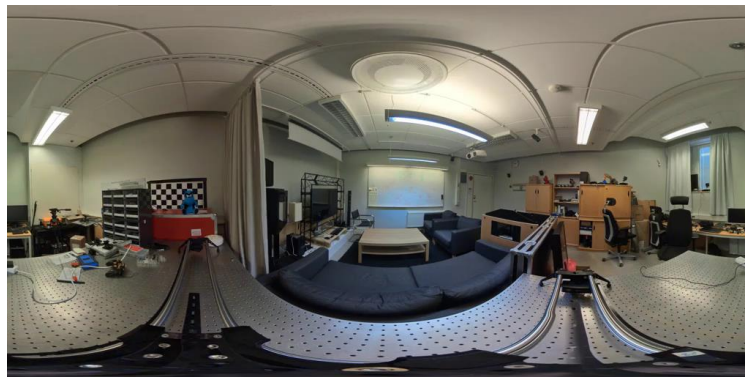
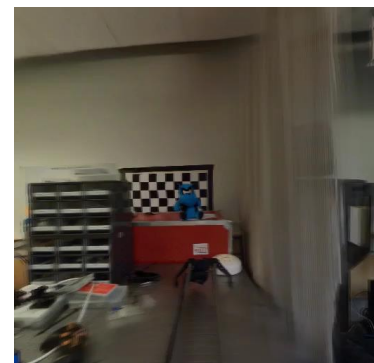
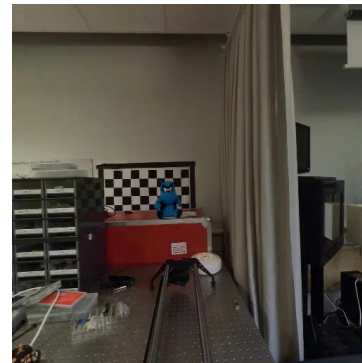
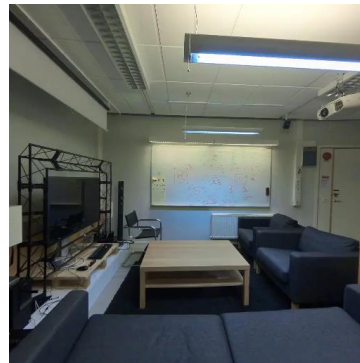
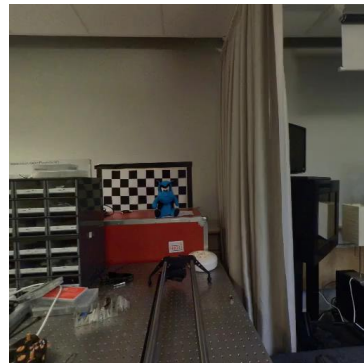


SLFDB View Synthesis – small baseline

360ViewSynth

Ground Truth

PanoSynthVR



SLFDB View Synthesis – small baseline

360ViewSynth



Ground Truth



PanoSynthVR



SLFDB View Synthesis – large baseline

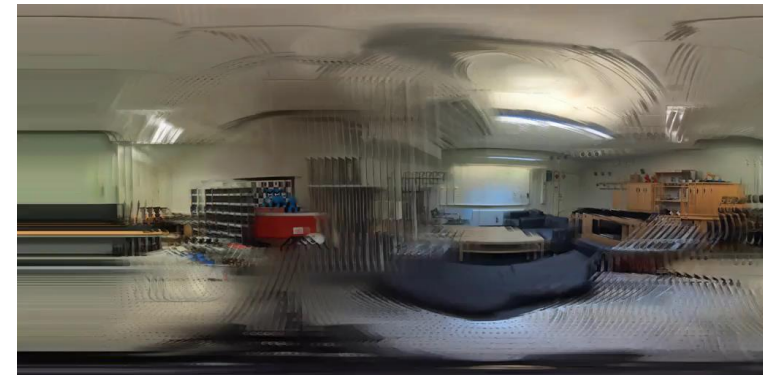
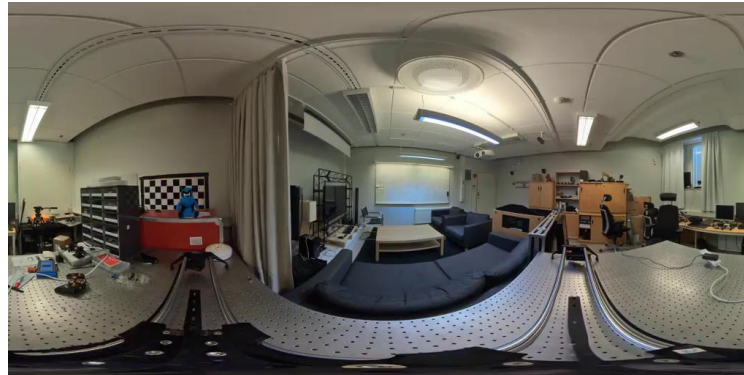
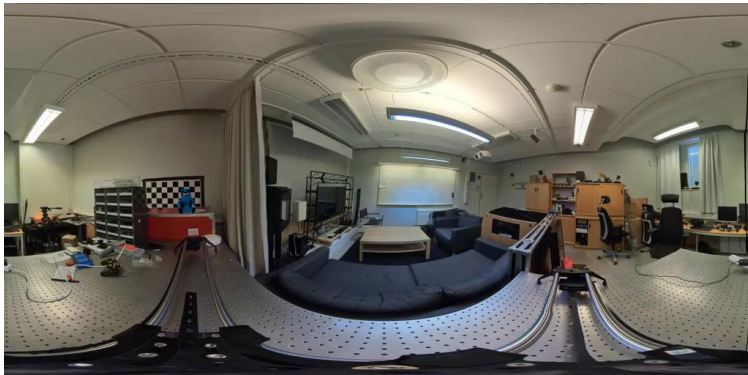
360ViewSynth



Ground Truth



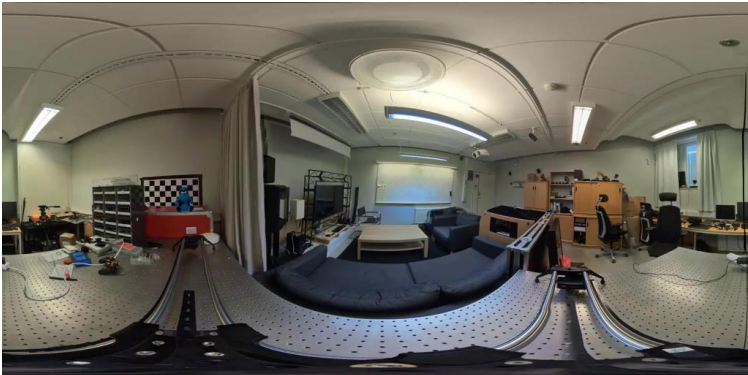
PanoSynthVR



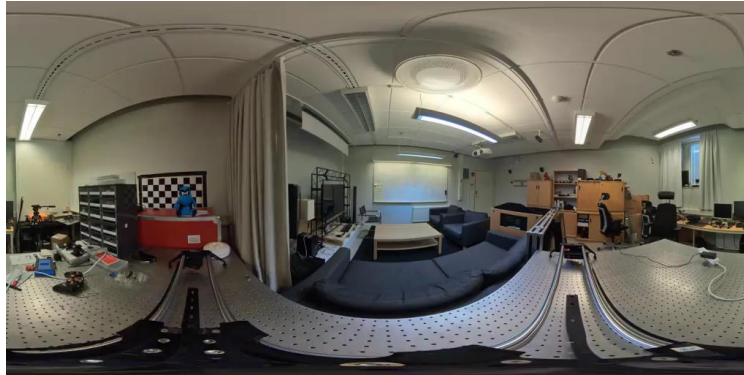
Open challenges

- Positioning & static vs. Dynamic
- Lighting – (Clouds, passing objects, etc.)
- View synthesis – large baseline

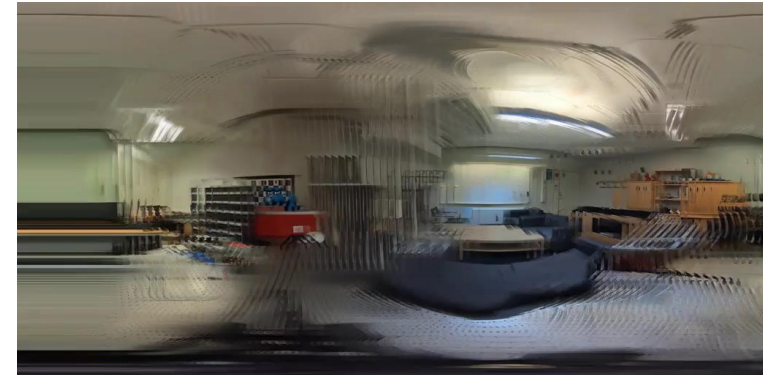
360ViewSynth



Ground Truth



PanoSynthVR



SLFDB

- Public spherical light field database
 - 1x60 views
- Validated on two use cases
 - Spherical LF compression
 - View synthesis
- Many challenges remain
 - Lighting, capture
 - Compression
 - View synthesis



Preview the database:

<https://3zadessg.github.io/SLFDB/SLFDB.html>

Zerman, E., Gond, M., Takhtardeshir, S., Olsson, R., & Sjöström, M. (2024, June). **A Spherical Light Field Database for Immersive Telecommunication and Telepresence Applications.** In *2024 16th International Conference on Quality of Multimedia Experience (QoMEX)*. IEEE.



Take-Away Messages

- Challenge-driven dataset creation is essential.
 - We are at the frontier!
- Ecological validity is key for metric evaluation.
 - Evaluation vs. real-world performance.
- Light field telepresence adds new constraints.
 - Innovative reconstruction methods and realistic datasets are needed.
- Each challenge shape better tools and datasets.
 - Tackling them moves the field closer to real-world Social XR applications.



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