

# **1<sup>st</sup> Japan-EU Symposium on New Generation Network and the Future of Internet Theme: Broadband Application**

**Moderators:**

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*Brussels, 10<sup>th</sup> of June*



# 1<sup>st</sup> Japan-EU Symposium on New Generation Network and the Future of Internet Theme: Broadband Application

- Introduction by **Luis Rodriguez-Rosello** (EC) "*EU R&D trends in the 7<sup>th</sup> Framework Programme on Networked Media*"
- Introduction by **Dr Kazusama Enami** (NICT) "*Japan R&D trends and perspectives*"
- **David Wood** (European Broadcasting Union) "*Broadcasting survival in the Internet environment*"
- **Yasuaki Kanatsugu**, (Senior Associate Director, NHK Science and Technical Research Laboratories -Broadcasting Systems)
- **James Robert**, France Telecom
- **Dr Tatsuya Fujii**, (Media Processing Research Group leader, NTT Network Innovation Laboratories) "*A challenge to realize rich content production and distribution network –from the viewpoint of 4k digital cinema and live video entertainment applications*"
- **Discussion**



# Some R&D challenges for the “Future 3D & Media Internet”

## Internet of Services, Service Web



## 3D & Media Internet



- **Real-time collaborations** of professional and amateurs users and communities (create, annotate, share, retrieve...)
- Open, global **identity management platform**
- Open, adaptable **content-centric network**
- Ubiquitous, **always-on** connectivity enabling real time and **intuitive communication**
- Novel infrastructures and multimedia models to support collaborative, **interactive environments for 3D, multimodal, virtual worlds and simulated multi-dimensional physical processes**
- Pioneer Future Internet of creative media as a content-centric network allowing for real-time collaboration, multi-sensory context-based services, global access by multi-functional devices and open access to public content

*Future Media Internet Brussels, Jan. 2008*

# EU R&D on Networked Media

## Project portfolio and activities

- *Media Delivery Platforms and Content Delivery Networks (IPTV via P2P, CDN...)*
- *User Centric Media (Shared interactive experiences, New Forms of Media...)*
- *3D (Digital Cinema, Digital TV, All-3D imaging Mobile phone...)*
- *AV Search Engines*
- *Support Measures:*  *European Technology Platform - international Collaboration (LA)*



# Networked Media FP7 projects launched

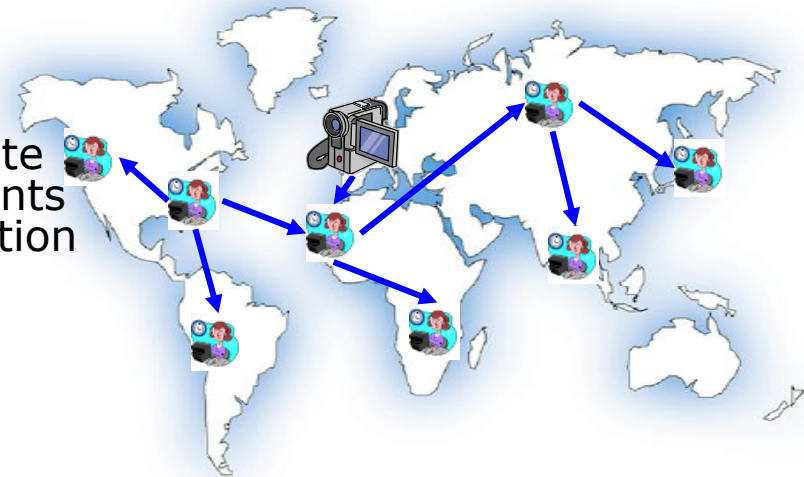
## An example: Next Generation of P2P

### Video streaming over the Internet

- **Objective:** Enable video distribution from **anywhere**, to **any number** of people **anywhere** in the world



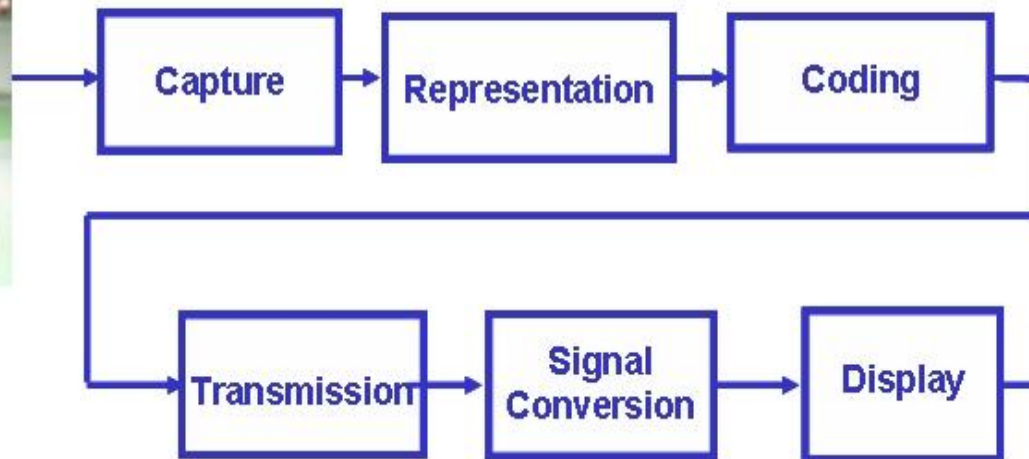
- Unlimited number of channels
  - Everyone can be a content producer/provider
- “classical” P2P → P2P NEXT “a cooperative paradigm”
  - the network and the application cooperate to meet the quality of service requirements and to reach the largest possible population
  - On-demand, personalised, social networking
  - Tested in a “living lab” scenario



# ***Networked Media FP7 projects launched***

## **An example: End to End 3D video delivery**

### **3D Scene**



**Its Replica**

# R&D on Networked Media: Proposed topics for future Calls

## Work Programme 2009-2010 (1/2)

- **Content-aware Networks and Network-aware Applications**

User generated content/social networks, Enriched media experiences (at the "Extended Home", Community and Social Media ...)



- Architectures and technologies for converged and scalable delivery of MM content (content and context-aware, personalised...). Home services, mobility scenarios...
- Integrity and quality of the media (collaborative media creation, delivery scenarios (sharing, storage, retrieval, fusion...). MM real-time and immersive applications
- Scalable Video Coding, Multi-viewpoint coding (2D-3D)...

- **3D Media Internet:**

Collaborative 3D environments on Networks and 3D Content

- E2E architectures and technologies for Future Media Internet and 3D processing: creation, delivery and rendering (inc. real time)
- Methodologies and technologies for 3D content representation (configuration, adaptation, user control...)
- Architectures and technologies for 3D augmented worlds and applications

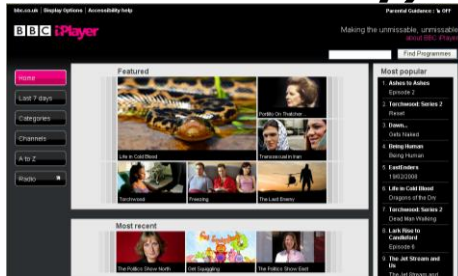


# R&D on Networked Media: Proposed topics for future Calls

## Work Programme 2009-2010 (2/2)

- **Networked Search and Retrieval**

Large-scale distributed digital AV content in diverse scenarios (inc. nomadicity)



- Interactive, scalable, multi-modal (and cross-modal)
- Media to network and device dynamic adaptation (P2P, mobile terminals)
- Adaptation based on relevance feedback, user context

- **Immersive media experiences beyond TV and Electronic Cinema**

Higher frame rates, contrast range, colour gamut, surround sound, multi-viewpoint coding, 3D capabilities, immersive environments, network architectures for E2E...

- **Horizontal issues: International cooperation, Standardisation, European Research Area (collaboration with national initiatives) ...**

# Collaboration with JAPAN (some potential topics)

Similar approaches on  
Networked Search Engines  
and "The Grand Voyage"

3D Media Internet, Immersive  
media experiences...?

European Technology Platforms  
provide also a means for R&D  
collaboration with JAPAN

<http://www.cordis.europa.eu/fp7/ict/netmedia>



2008 NEM Summit  
"Towards Future Media Internet"

October 13-15, 2008  
Palais du Grand Large - Saint-Malo, France



NETWORKED & ELECTRONIC MEDIA

Mark your Calendar & Register Now!

#### What?

- A Summit devoted to networked electronic media and ICT at large
- Organised by the NEM European Technology Platform under the aegis of the European Commission (DG Information Society and Media)
- Featuring over 50 high-level speakers and cutting edge exhibitions and demos
- Aiming at showcasing and discussing the status and trends of R&D in the domain

#### Why?

- A key opportunity for organisations in Europe and worldwide, in the networked and electronic media area and the ICT field at large to
- Share information and viewpoints,
- Network with peers from all over the world
- Get up-to-date and reliable information on technology and market perspectives

#### Who?

- The NEM Summit will gather 400 to 500 representatives from Europe and worldwide
- Major manufacturers and service companies
- Start-ups and SMEs
- Research centers and institutions
- Industry associations and groups
- Standardization and regulation bodies

For more information, contact us at [info@nem-summit.eu](mailto:info@nem-summit.eu)  
See registration instructions at the back

