

D3.1 Support for multi-view content in metadata standards and formats

Public Executive Summary

Various types of metadata exist throughout the digital cinema production workflow, produced and consumed at different stages of the workflow. Typically the different devices and tools used in the chain also make use of different metadata representations. Multi-source content adds additional requirements to the metadata representation, as the relations between different media elements need to be described.

This report surveys the capabilities for the representation of multi-source content in existing metadata standards (SMPTE DMS-1, MPEG-7, EBU Core, EBU P_Meta, Dublin Core and XMP). We then collect the different visual, audio and descriptive metadata elements that exist throughout the workflow and document the mappings of these elements to standards (or other commonly used formats, if applicable). We then describe the capabilities of commonly used essence (container) formats to include both structural and descriptive metadata.

For more information about this documents, please contact: info@20203dmedia.eu