



# MPEG Workshop

## for IMMERSIVE DISPLAYS

Hear the latest news on MPEG's work to support immersive displays. Understand the different types of displays and media formats. Talk to the experts. Ask questions.

**Day 1: 14 September 2021 14:00 to 17:00 UTC**

22:00 – 01:00 Beijing/16:00 – 19:00 CEST/10:00 – 13:00 Eastern/07:00 – 10:00 Pacific

**Day 2: 15 September 2021 14:00 to 17:00 UTC**

22:00 – 01:00 Beijing/16:00 – 19:00 CEST/10:00 – 13:00 Eastern/07:00 – 10:00 Pacific

Online by Zoom. Registration in advance is required. Register at:

[https://us02web.zoom.us/meeting/register/tZ0rd-mhrzojG9NHx7i6YPTXT1tmdUZl\\_mBz](https://us02web.zoom.us/meeting/register/tZ0rd-mhrzojG9NHx7i6YPTXT1tmdUZl_mBz)

## AGENDA Day 1 14 September 2021

### Welcome

[Dr. Arianne T. Hinds](#) (Tencent America)

### Immersive display types and characteristics

[Russ Baker](#) (Avalon Holographics)

### Storytelling for immersive experiences

[Peter Ludé](#) (Mission Rock Digital)

### Rendering and 3D formats

[Thomas Alder](#) (OTOY) and [Yahya Mirza](#) (Aclectic Systems)

### Use cases demonstration

[Ethan D. Schur](#) (HoloPert Holographics)

## AGENDA Day 2 15 September 2021

### MPEG Immersive Video

[Dr. Didier Doyen](#) (Interdigital)

### MPEG-I Scene description

[Dr. Imed Bouazizi](#) (Qualcomm)

### Point clouds, meshes, and more

[Dr. Marius Preda](#) (Institut Minés-Télécom)

### Architecture, streaming, and compression for light field displays

[Dr. Arianne T. Hinds](#) (Tencent America)

### Panel discussion led by

[Dr. Youngkwon Lim](#) (Samsung)

### Close

[Dr. Arianne T. Hinds](#) (Tencent America)