




























## 5. List of clips

### 5.1 Clips summary

- ▣ Total time of clips (at each resolution): **19 mins 27 secs and 4 frames (30i)**  
**26 frames (30p)**  
**45 frames (60p)**

(actually calculated at 59.94 fps / 29.97 fps as appropriate)

Clip number(s)	Title	Main purposes	Duration (mins:secs: frames)	Begin	End
T2V013n01	Silver_dome	Codec efficiency in scene with static background but with water and reflections	00:39:56 (60p) 00:39:28 (30i) 00:39:28 (30p)		
T2V013n02	PedXing	Codec efficiency with detailed static scene, objects (people) passing close and obscured	00:34:42 (60p) 00:34:21 (30i) 00:34:21 (30p)		
T2V013n03	Ice_cream_van	Global motion tracking with rapid horizontal, vertical and rotational movement and fine natural objects (grass, leaves, trees)	00:36:32 (60p) 00:36:16 (30i) 00:36:16 (30p)		
T2V013n04	Cafe_by_docks	Slow then rapid global horizontal movement with rotation and subject tracking with fine detail background	00:34:06 (60p) 00:34:03 (30i) 00:34:03 (30p)		
T2V013n05	Ferry_arrives	Slow not-completely regular global motion plus subject motion and obscuration on reflective water surface, with fine details/moire patterns	00:33:02 (60p) 00:33:00 (30i) 00:33:01 (30p)		
T2V013n06	Big_Ben	Motion vector tracking of multiple crossing vector objects (people and vehicles) close to camera with detailed objects a long way away	00:26:48 (60p) 00:26:23 (30i) 00:26:24 (30p)		
T2V013n07	Suspension_br	Slow nearly regular horizontal global motion tracking in both directions, moving from man-made to natural objects and back again, with fade and over-bright areas	00:37:43 (60p) 00:37:21 (30i) 00:37:22 (30p)		
T2V013n08	Traffic_twds	Static scene testing motion tracking of objects which increase in size and move diagonally	00:36:42 (60p) 00:36:21 (30i) 00:36:21 (30p)		
T2V013n09	Cabot_Tower	Random rapid movement (including rotation) with highly detailed foreground (grass) man-made structure and largely monochrome background (blue sky)	00:51:10 (60p) 00:51:04 (30i) 00:51:05 (30p)		
T2V013n10	Shopping_mall	Global motion tracking with large number of patterns (straight and curved), bright colours and high contrast areas	00:41:29 (60p) 00:41:14 (30i) 00:41:15 (30p)		

T2V013n11	Train_comes_n_goes	Tracking of large object in frame which increases in size with complex background, short zoom and fade	00:34:48 (60p) 00:34:24 (30i) 00:34:24 (30p)		
T2V013n12	Pool_shark	'Codec nightmare', where motion vector tracking is largely impossible due to the similarity and random movement of the areas of water and tile patterns	00:28:42 (60p) 00:28:20 (30i) 00:28:21 (30p)		
T2V013n13	Centre_fast	Very rapid global motion tracking in scene with many foreground and background objects being obscured and moving at different rates (due to differing distances)	00:12:19 (60p) 00:12:09 (30i) 00:12:10 (30p)		
T2V013n14	Soccer	High contrast scene with rapid fades and multiple subject tracking	00:24:53 (60p) 00:24:26 (30i) 00:24:26 (30p)		
T2V013n15	Blaise_woods	'Codec nightmare 2', with global zoom (by movement into the scene) with many areas almost identical (leaves) and rapid irregular global motion and rotation	00:41:43 (60p) 00:41:21 (30i) 00:41:22 (30p)		
T2V013n16	Duck_truck	Tracking of multiple objects (people then vehicles) in scene which also has some random global motion	00:38:06 (60p) 00:38:03 (30i) 00:38:03 (30p)		
T2V013n17	St_Pauls	Tracking of linear objects in a largely monochromatic scene with random movement	00:23:58 (60p) 00:23:28 (30i) 00:23:29 (30p)		
T2V013n18	Waterfall	Codec efficiency testing in largely static scene but with areas of random high contrast movement (water)	00:45:01 (60p) 00:45:00 (30i) 00:45:01 (30p)		
T2V013n19	Portents	Accuracy of tracking of many identical patterns with slow global motion	00:22:57 (60p) 00:22:28 (30i) 00:22:28 (30p)		
T2V013n20	Street_performer	Codec efficiency checking with limited subject motion and limited global motion	00:36:03 (60p) 00:36:01 (30i) 00:36:02 (30p)		
T2V013n21	Footbridge	Codec efficiency checking with virtually no global motion and limited obscured subject motion	00:55:33 (60p) 00:55:16 (30i) 00:55:16 (30p)		
T2V013n22	Fountains	Global motion of angled subjects, where overall global angle gradually changes with detailed and moire patterns	01:13:01 (60p) 01:13:00 (30i) 01:13:01 (30p)		
T2V013n23	Mall_at_night	Motion tracking in largely dark scene with small high contrast text areas	00:44:39 (60p) 00:44:19 (30i) 00:44:20 (30p)		
T2V013n24	Musical_reflections	Codec efficiency checking of largely static scene wholly made of reflections	00:35:41 (60p) 00:35:20 (30i) 00:35:21 (30p)		

T2V013n25	Suspension_br _zoom	Motion tracking with slow zoom out with also varying focus, heat haze and high contrast areas	00:21:46 (60p) 00:21:22 (30i) 00:21:23 (30p)		
T2V013n26	Garden	Codec speed and stability checking in scene tracking random detail (grass, trees) with continual global movement	00:19:46 (60p) 00:19:22 (30i) 00:19:23 (30p)		
T2V013n27	Balloons	Motion tracking of many brightly covered circular objects moving randomly	00:15:12 (60p) 00:15:06 (30i) 00:15:06 (30p)		
T2V013n28	The_Matthew	Slow scroll and pan movement of detailed scene with reflections and subject tracking	00:43:39 (60p) 00:43:19 (30i) 00:43:20 (30p)		
T2V013n29	Falafel_King	Rapid global motion with continual patterns and text	00:16:21 (60p) 00:16:10 (30i) 00:16:11 (30p)		
T2V013n30	String_quartet	Medium speed global motion with some rotation in a highly patterned scene with also people	00:27:02 (60p) 00:27:00 (30i) 00:27:01 (30p)		
T2V013n31	Number_7_boa t	Slow subject tracking in complex scene with water and detail background	00:19:32 (60p) 00:19:15 (30i) 00:19:16 (30p)		
T2V013n32	Night_cars	Global motion and subject tracking in extremely grainy dark scene with rapid continual variation in light levels (due to non-synchronisation of lights with the camera shutter)	00:33:12 (60p) 00:33:05 (30i) 00:33:06 (30p)		
T2V013n33	Follow_that_ ship	Random medium speed tracking of a complex subject, partially obscured	00:13:13 (60p) 00:13:06 (30i) 00:13:07 (30p)		
T2V013n34	Roundabout	Partial tracking of subject where the background moves relatively more	00:50:39 (60p) 00:50:19 (30i) 00:50:19 (30p)		
T2V013n35	Small_airplane	Codec efficiency check of highly compressible sequence (but ensuring no banding in background)	00:17:47 (60p) 00:17:23 (30i) 00:17:23 (30p)		