

My Thesis Title

Your Name

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Questions I need to see what they have implemented. Have they done the byte level compression and now i have to reduce the amount of bytes we send by implementing techniques that are domain-specific for 3D video right? So my job here is to see what data will actually be encoded and then decoded on the other end right? I dont touch the codec and other compressions. My whole premise is to go from byte[] to smaller byte[] right?

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Chapter 1

Introduction

This is the introduction chapter of the thesis.

Chapter 2

General Compression Techniques

2.1 Compression

Chapter 3

Compression in Video/Image formats

3.1 adaptive compression

3.2 motion vectors

Chapter 4

3D Video Encoding/Compression Techniques

4.1 Algorithms and Implementations

4.2 Latency Measurements

4.3 Applicability in ultra-low latency scenarios