

360° Video Subtitles

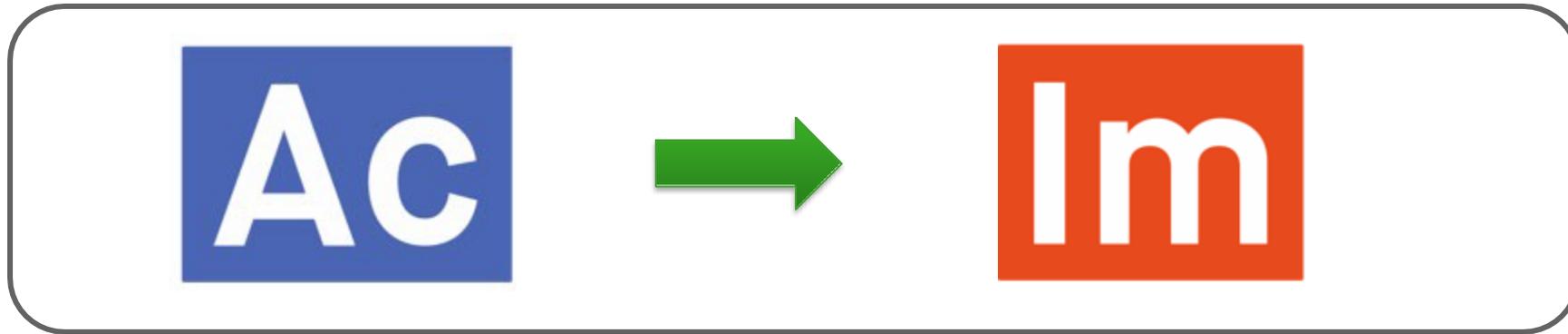
M&E IG, TPAC 2019

2019-09-16

(Andreas Tai, IRT)



Im Ac Immersive Accessibility



www.imac-project.eu



University of
Salford
MANCHESTER

RNIB Supporting people
with sight loss



Funded by the Horizon 2020
Framework Programme of the
European Union

High priority requirements



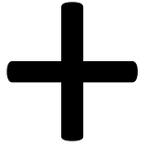
- Subtitles that are always visible
 - 2-D plane sufficient
- Indication of the speaker
- Use of existing features
(W3C IMSC as reference)

History to kick-off standardisation activity

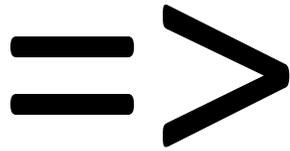
When?	Where?	What?
October 2018	TPAC, M&E + TTWG	Discussion
November 2018	Immersive Web CG, Github	Filed use case and requirements
January 2019	TTWG, F2F	Discussion, requirement next edition
February 2019	M&E, Call	Discussion
May 2019	Immersive Web CG, Call	Discussion
August 2019	WICG	Proposal
August 2019	Github	Explainer
September 2019	TPAC, M&E	Discussion

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Discussions with XR, Video and
Standards Experts



- Immersive Caption Community Group (?)
- W3C XR a11y Workshop (November 2019)

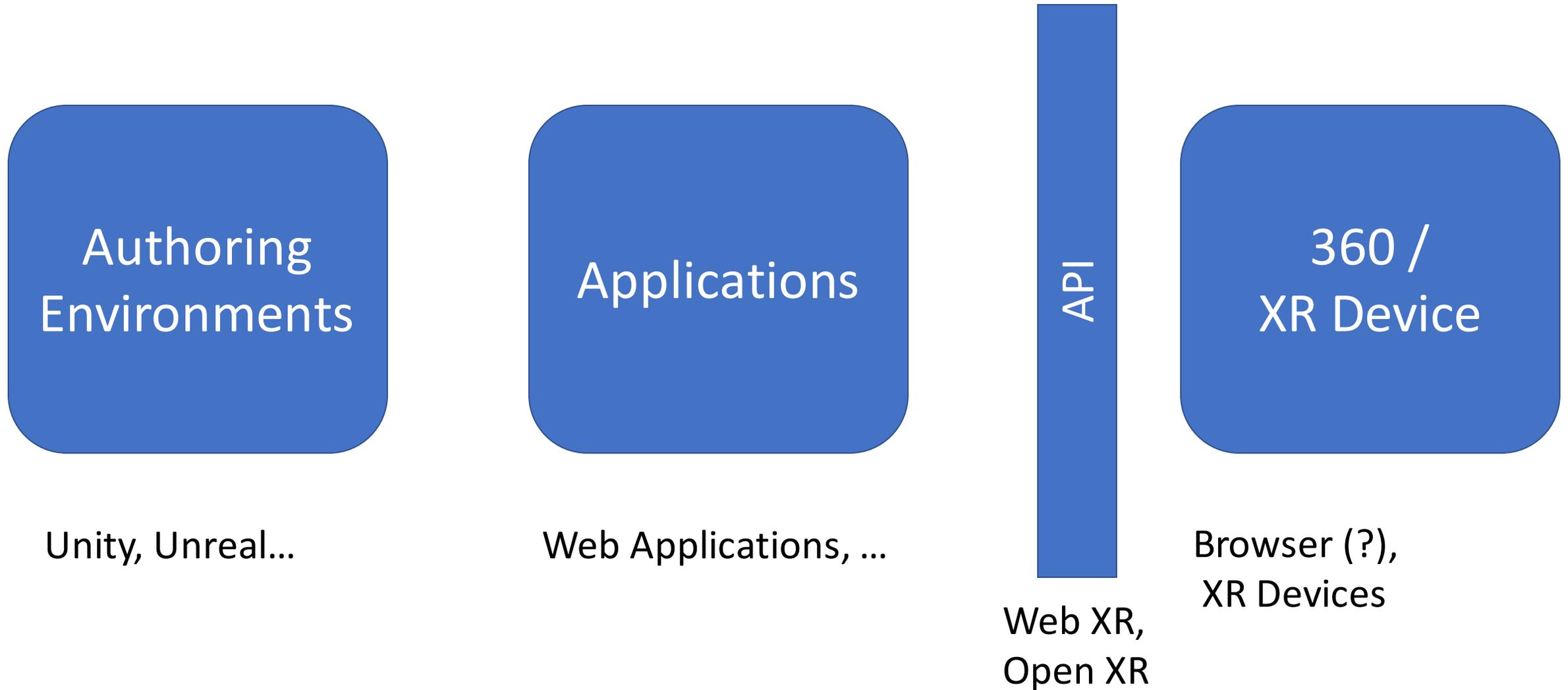
Result after one year

- Interest on all sides
- Awareness
 - "We know we have to do it"
- But little implementation resources and activity

Questions

- How to get implementers interest & time?
- How to deal with immersive media as moving target?
- Is this a web platform topic?
- When to stop to burn attention?

Who needs to implement what?



Where to follow up?

- WICG?
- Immersive Caption CG?
- TTWG
- "Private" repository?

@TPAC

Further discussion at 11:00h breakout session?