automatic tracking of players from multiple cameras for resolving occlusions (TRICTRAC project), which then leads to the automatic analysis of games and, eg, to the possibility of raising an alarm in case of off-side.

As the name indicates, it was judged important by the partners of the consortium that the project have a significant 3D flavour. This is in line with the sudden acceleration of interest worldwide for everything 3D. One of the major factors behind this impetus is the arrival of digital cinema in theatres, and the fact that the jump from 2D to 3D in digital cinema is relatively straightforward, at least in terms of visualization.

To meet this exploding interest in 3D, the first author has led the organization of a new event called 3D Stereo MEDIA, which will take place in Liège, Belgium, on 1-3 December 2009, and for which a very successful preview was held on 17 March 2009. A unique feature of this event is the bringing together of artists and engineers who share a passion for 3D acquisition, processing, and stereo visualization. Importantly, the event will feature 3D projection capabilities, not only for movies but, more unusually, for scientific and technical presentations. It is during the March preview of 3D Stereo MEDIA that the Toon avatar was shown for the first time ever in 3D stereo (see figure).

Links:
http://mediatic.multitel.be/platforms/3dmedia.html
http://www.montefiore.ulg.ac.be/
http://intelsig.montefiore.ulg.ac.be/~verly/
http://www.neurotv.com
http://www.3dmedia2009.com

See also the announcement for the International 3D Stereo Film & Technology Festival on page 49 in this issue.

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