

FIG. 1A

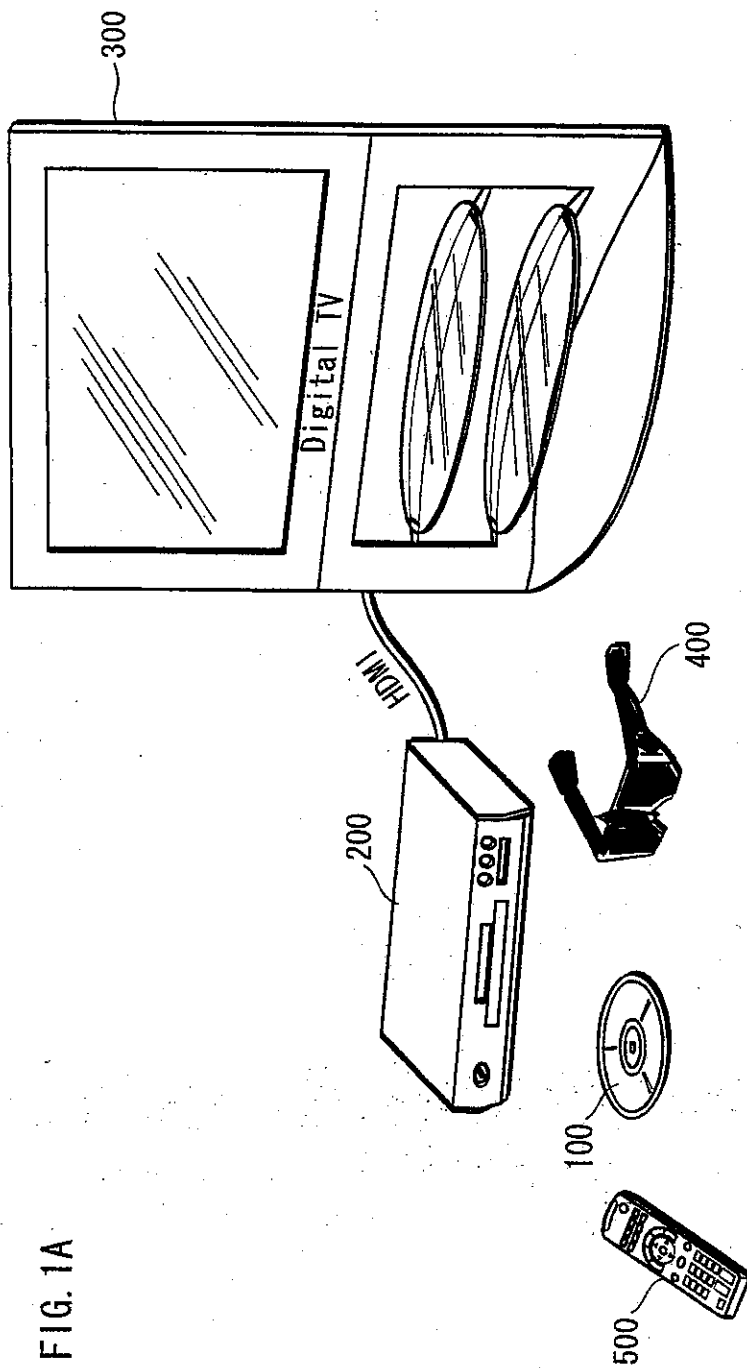


FIG. 1B Viewing with left eye

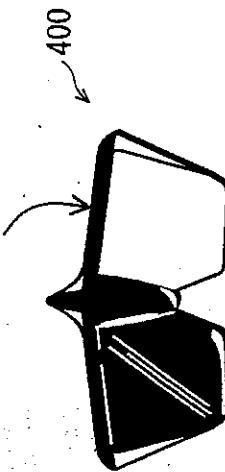


FIG. 1C Viewing with right eye

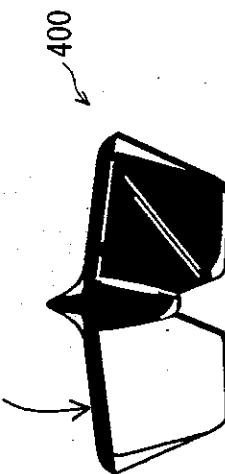


FIG. 2

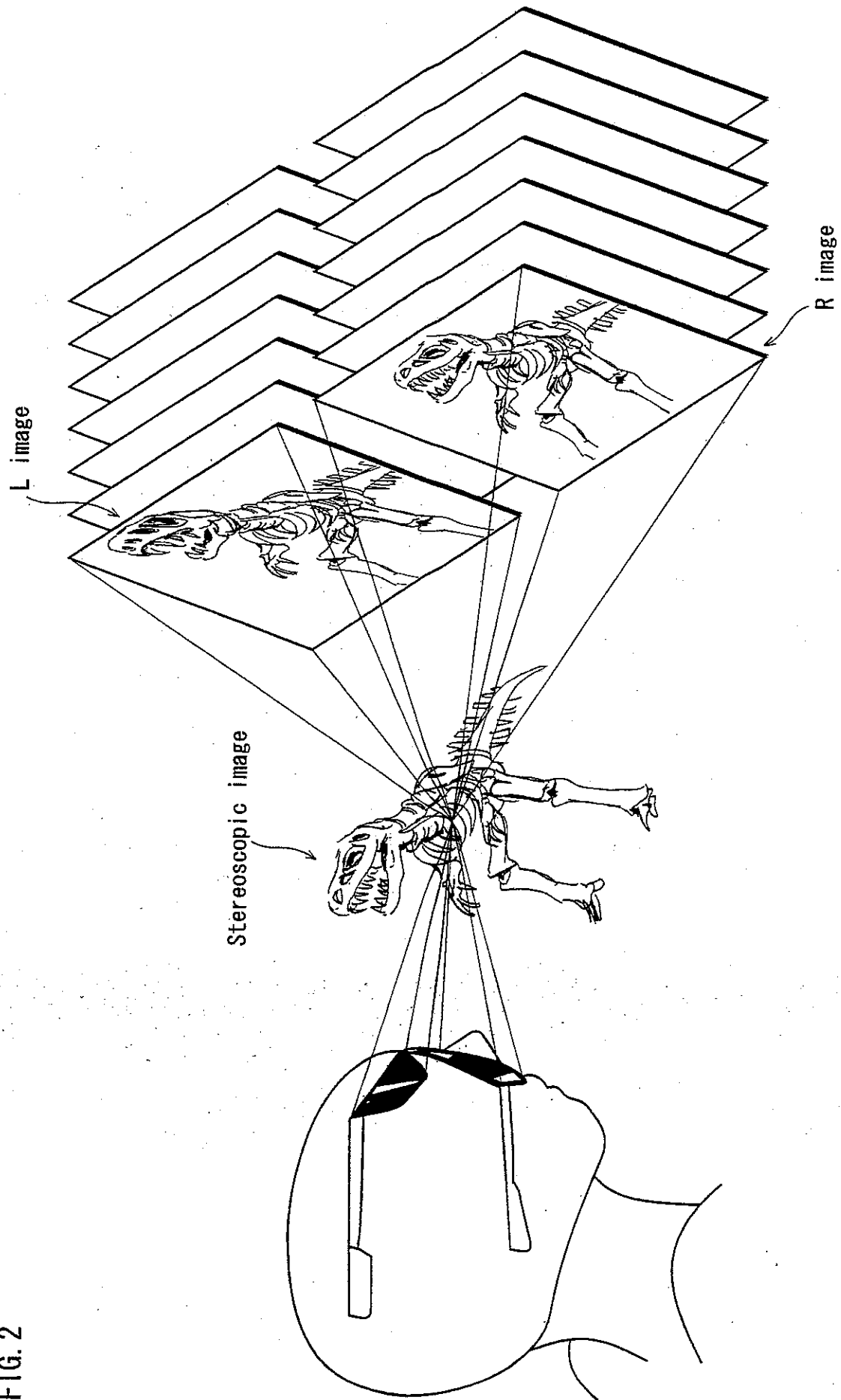


FIG. 3

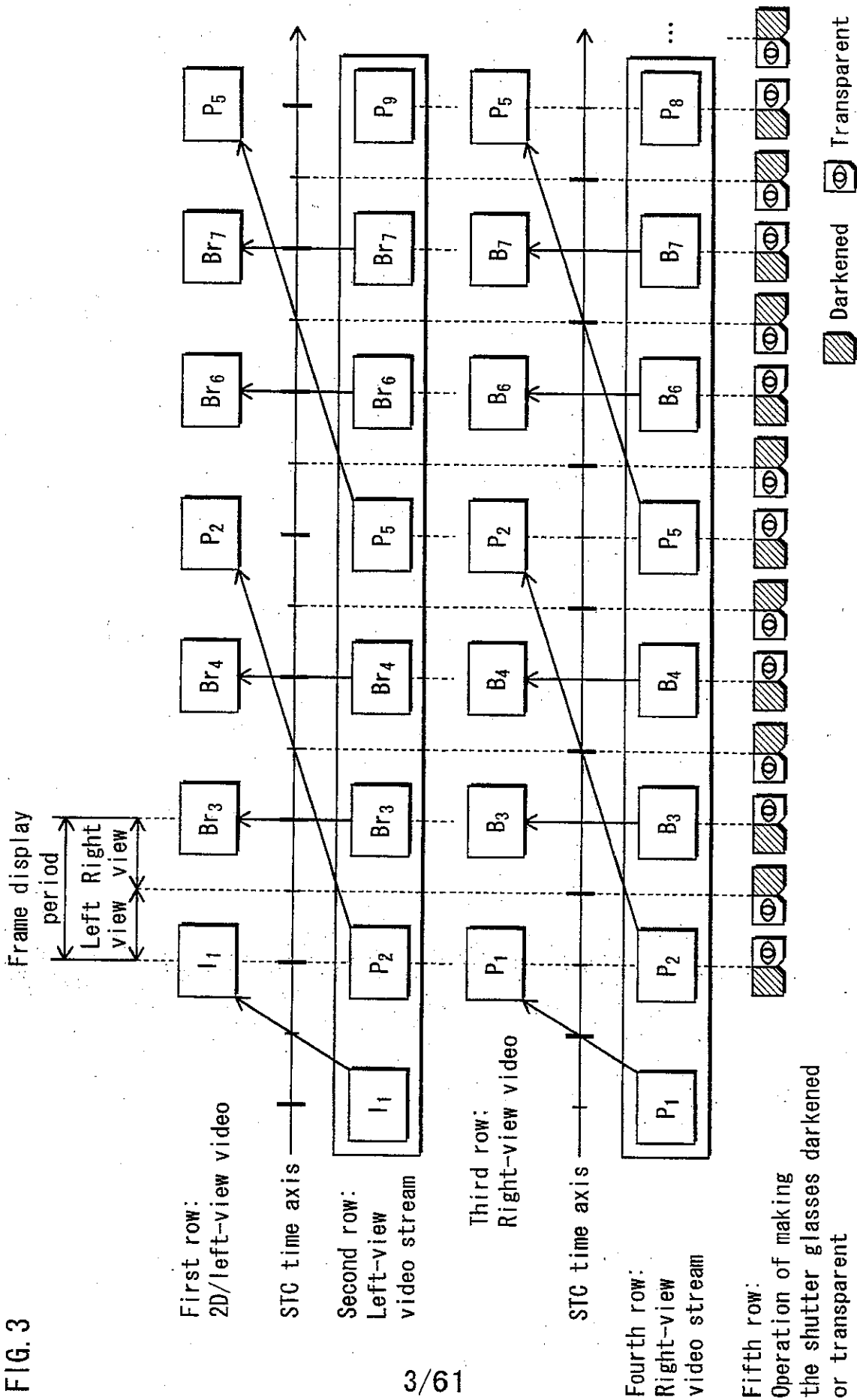


FIG. 4

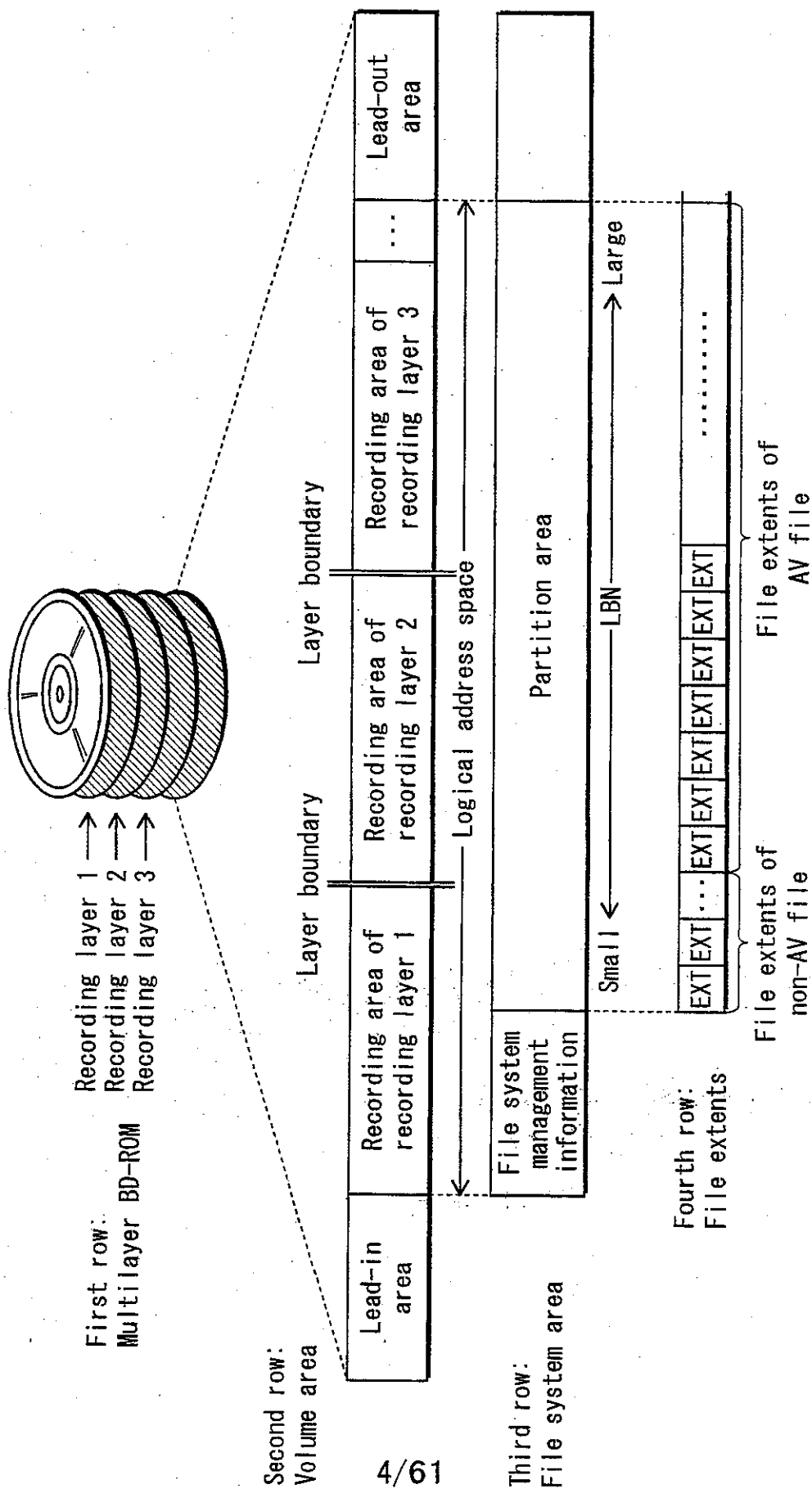


FIG. 5

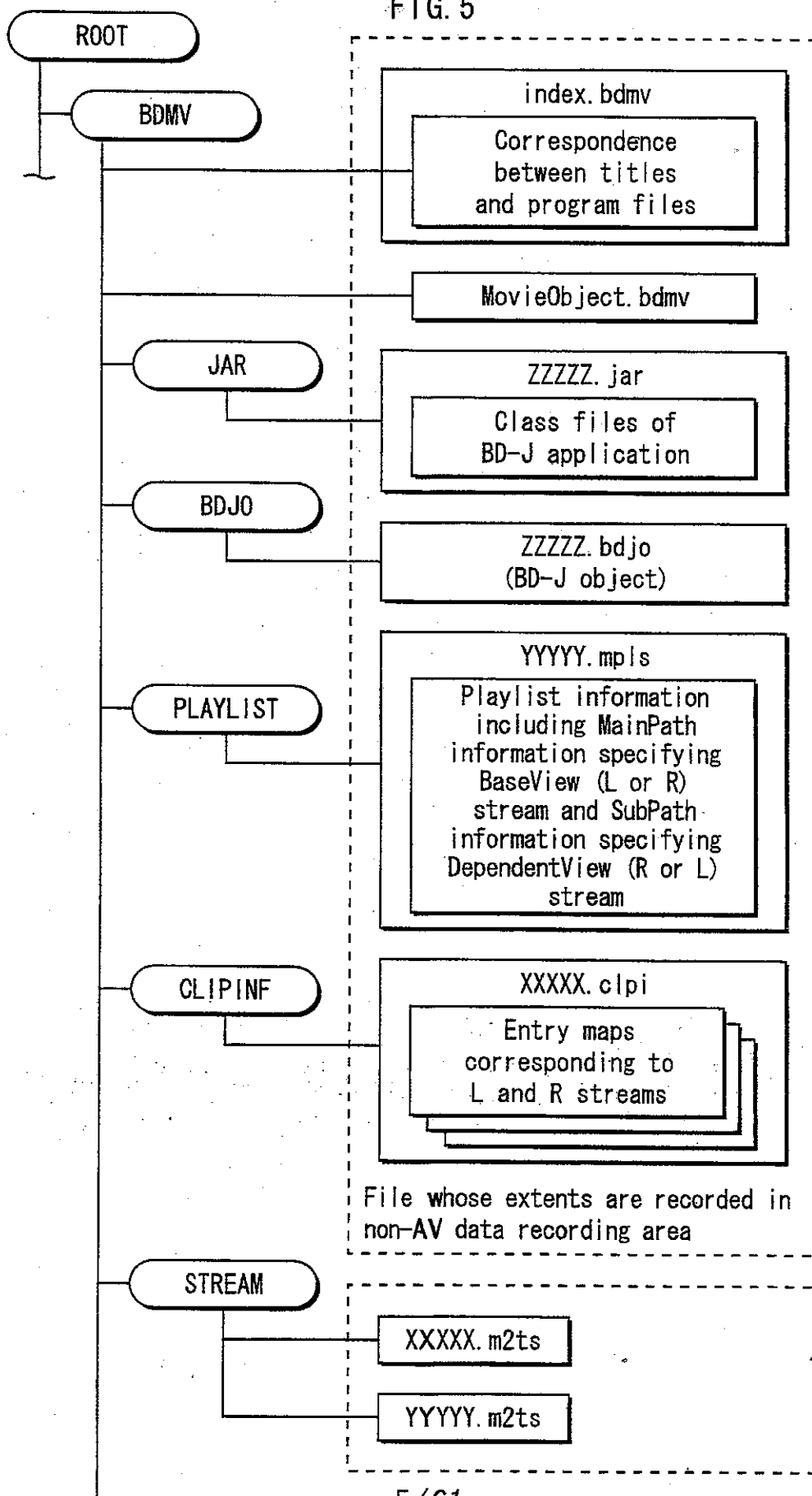


FIG. 6

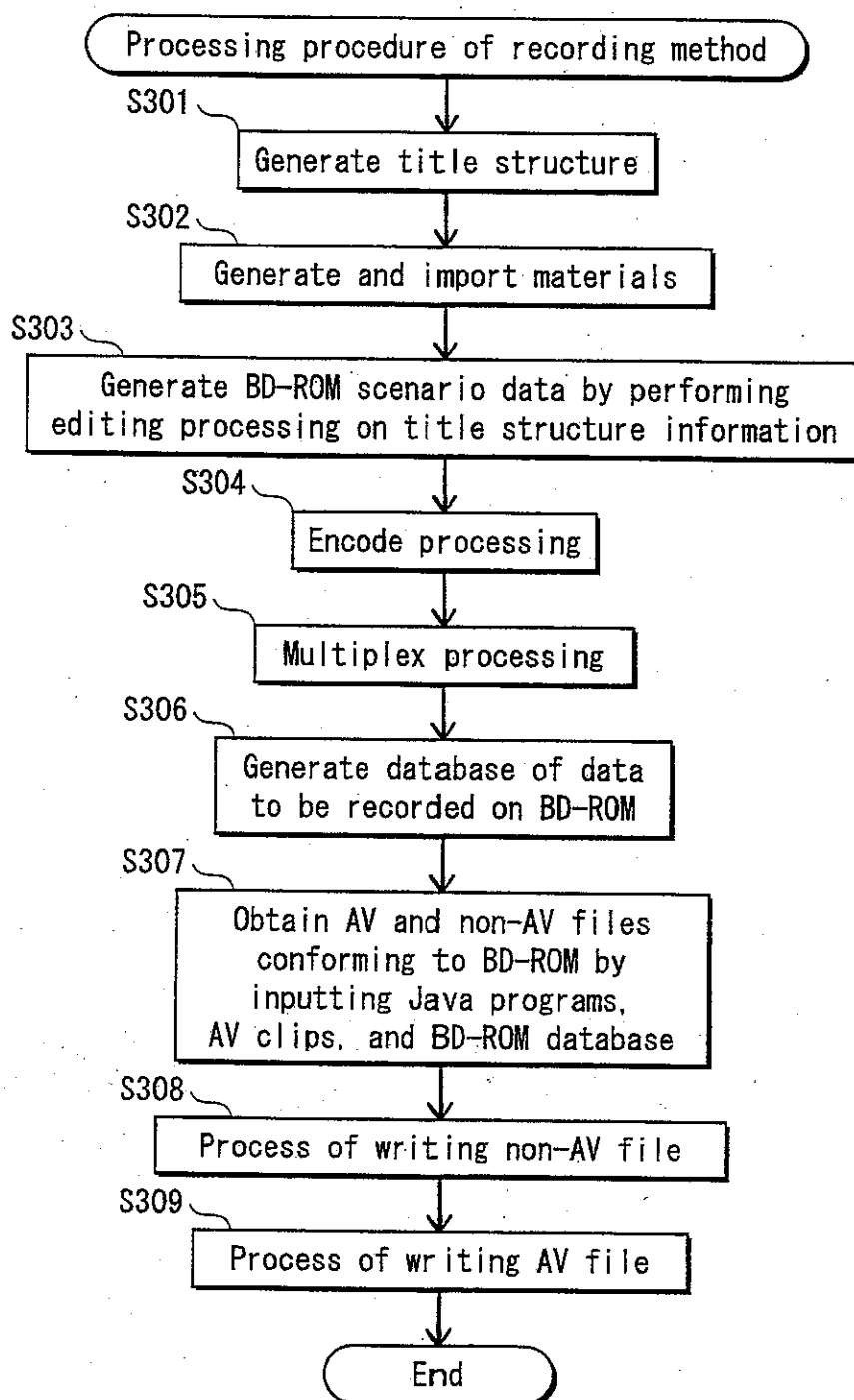


FIG.7A

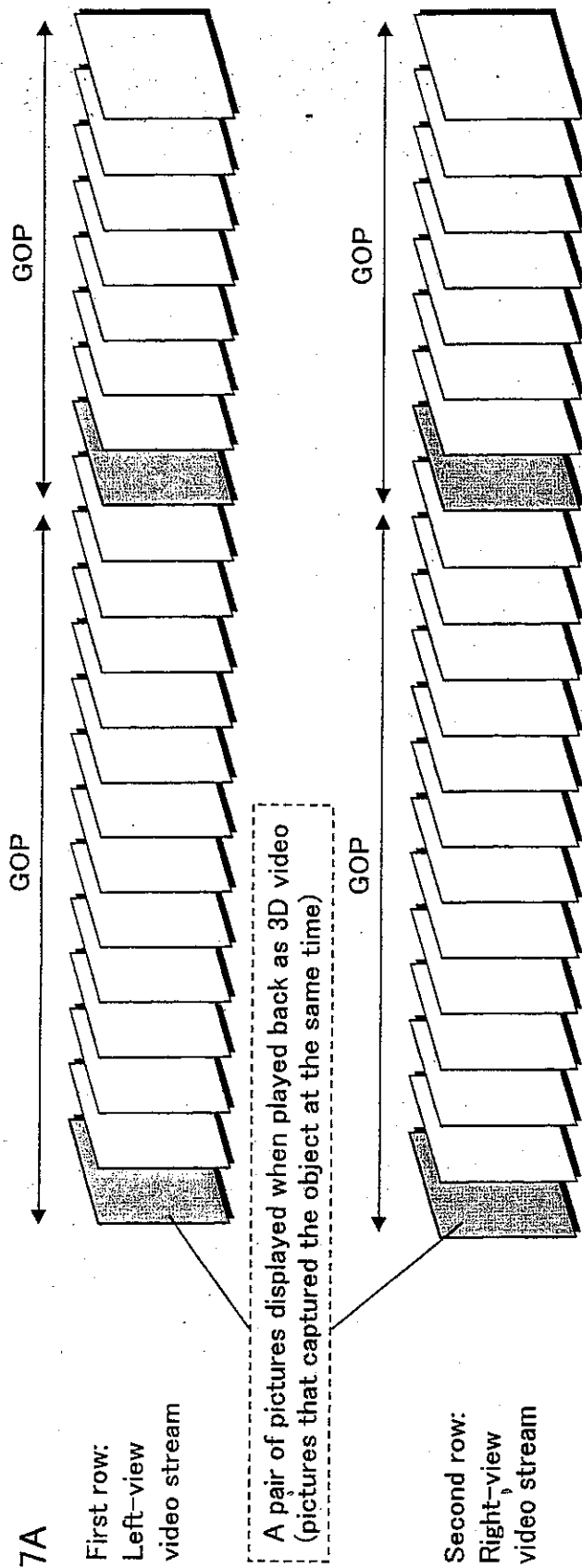


FIG.7B

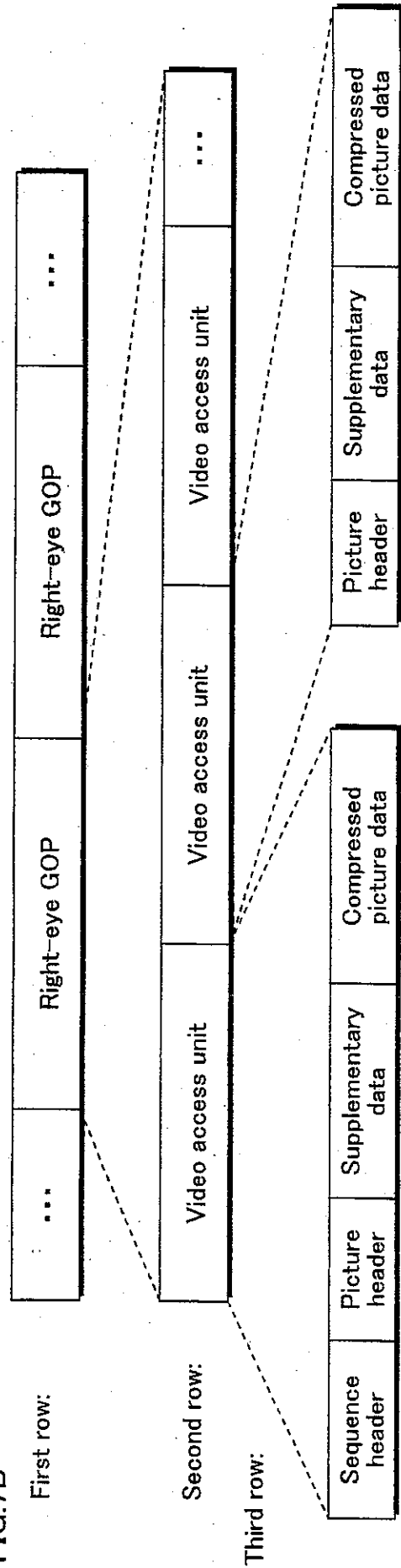


FIG.8

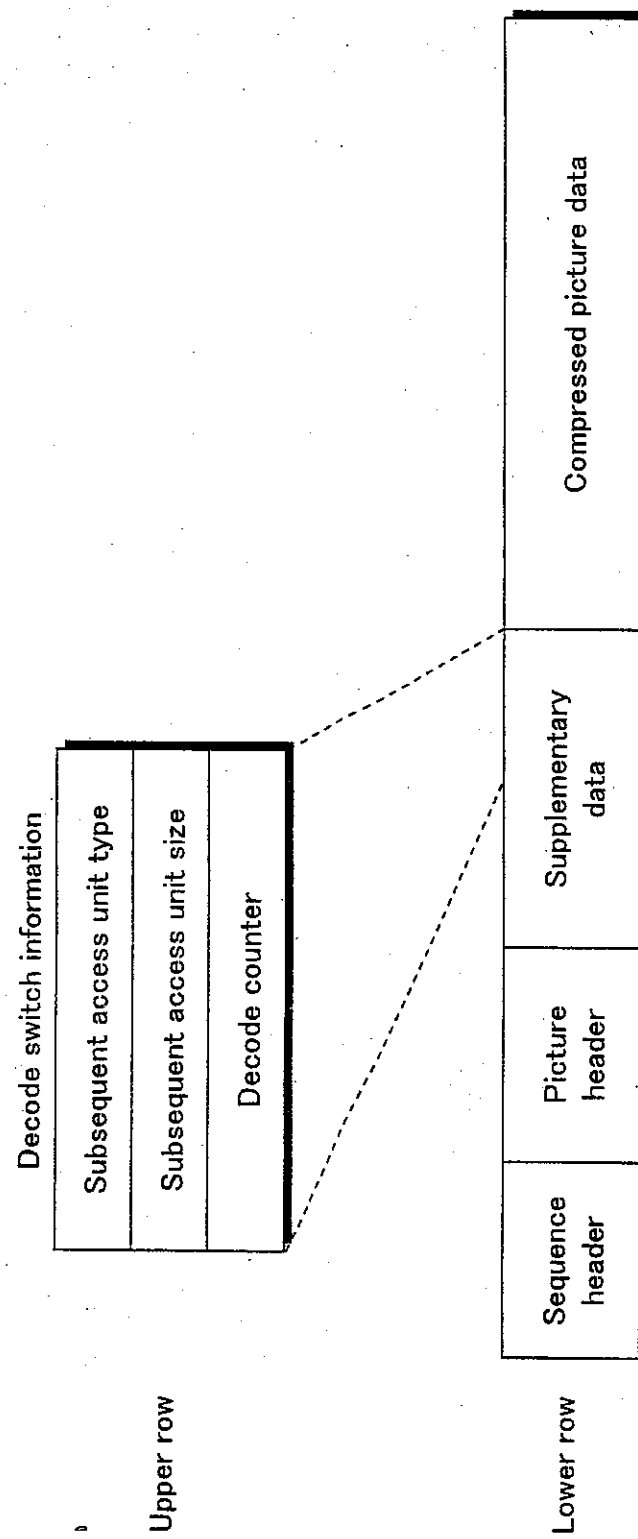


FIG.9A

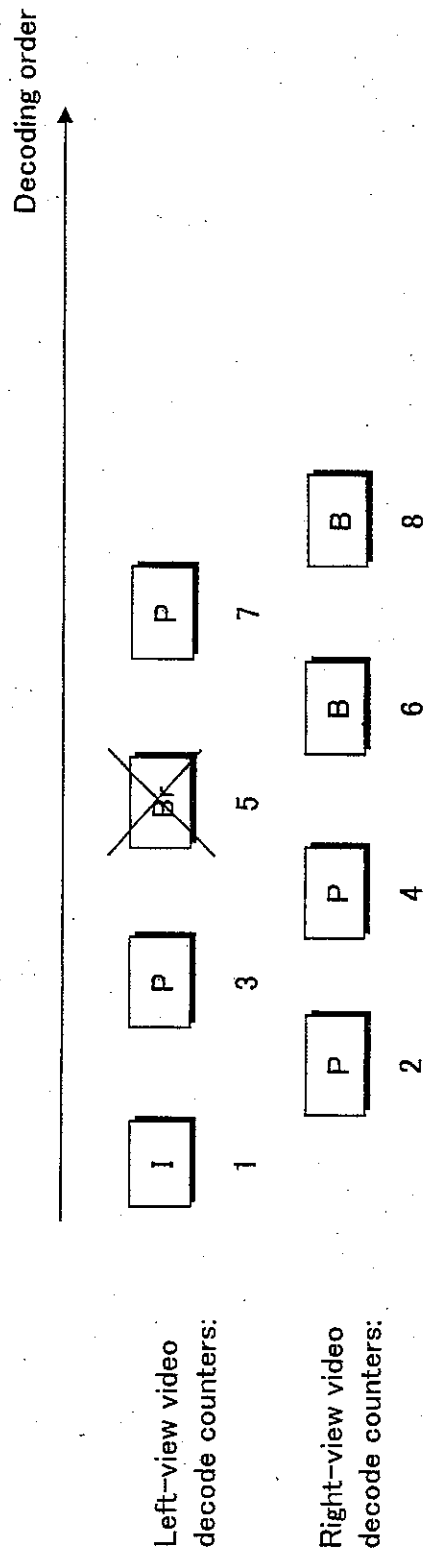


FIG.9A

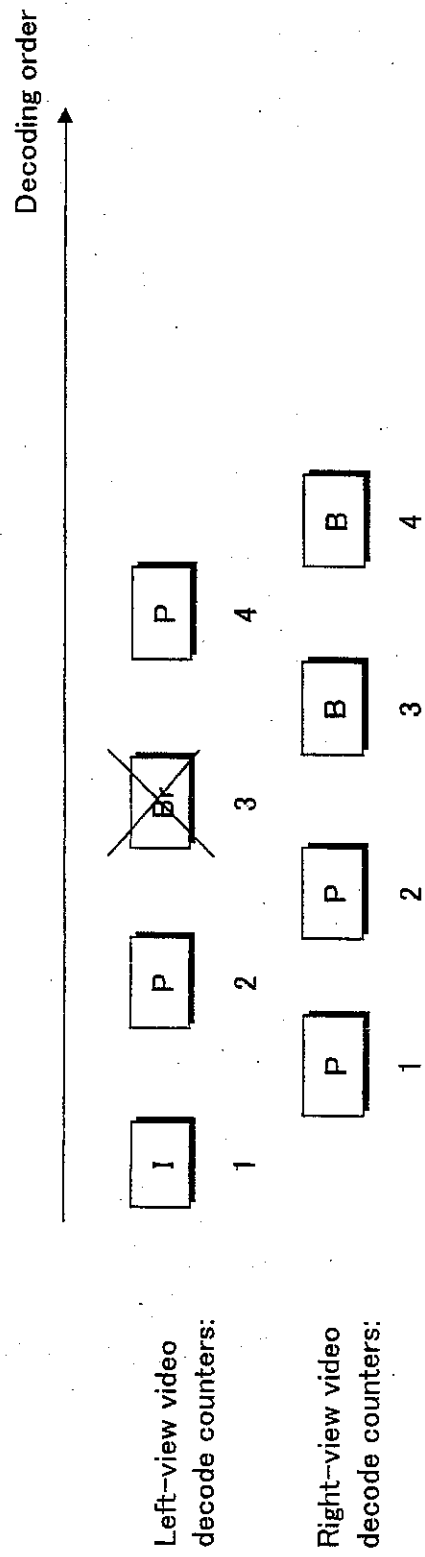


FIG.11

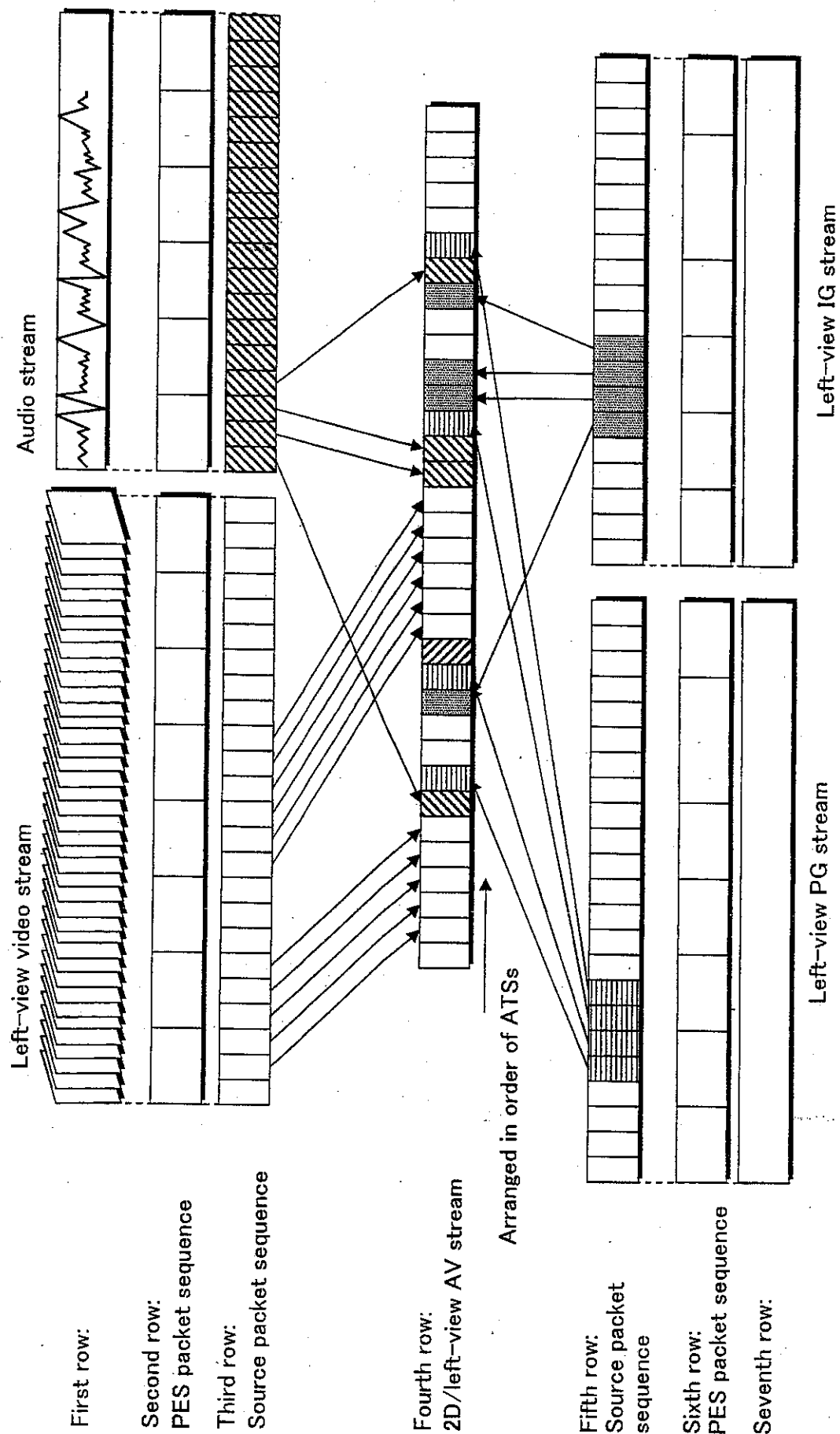


FIG. 12

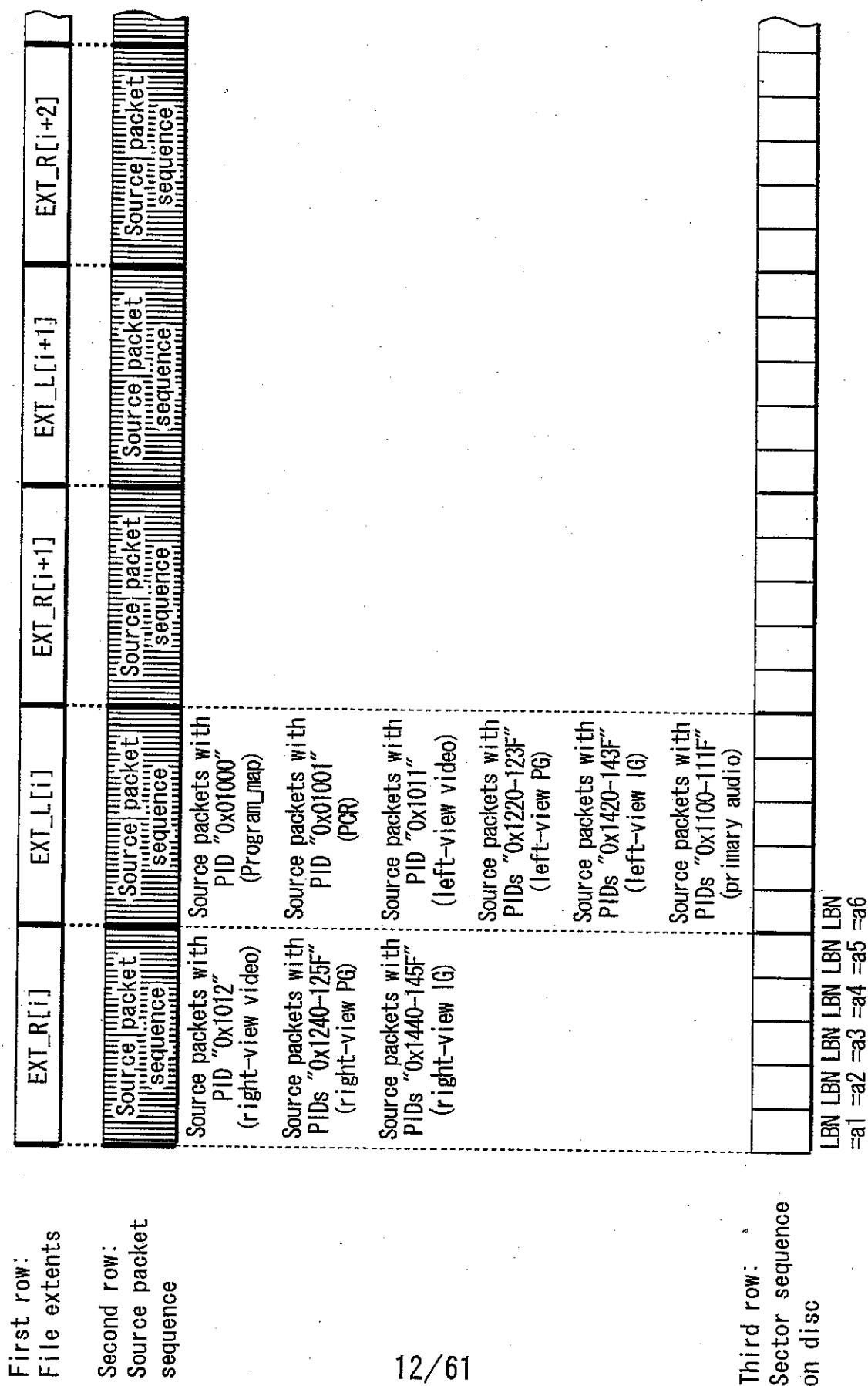


FIG. 13

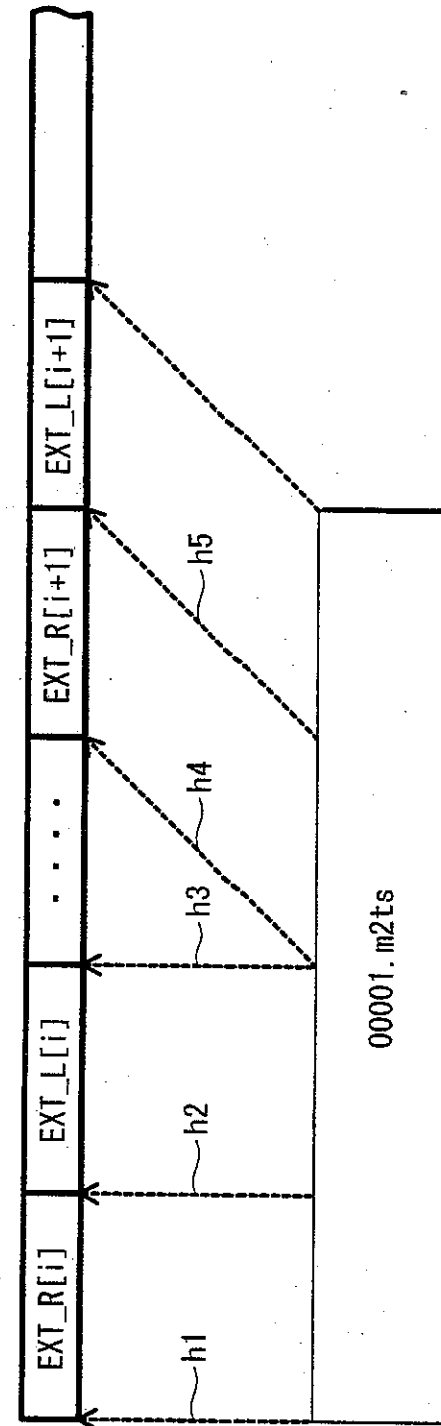


FIG. 14

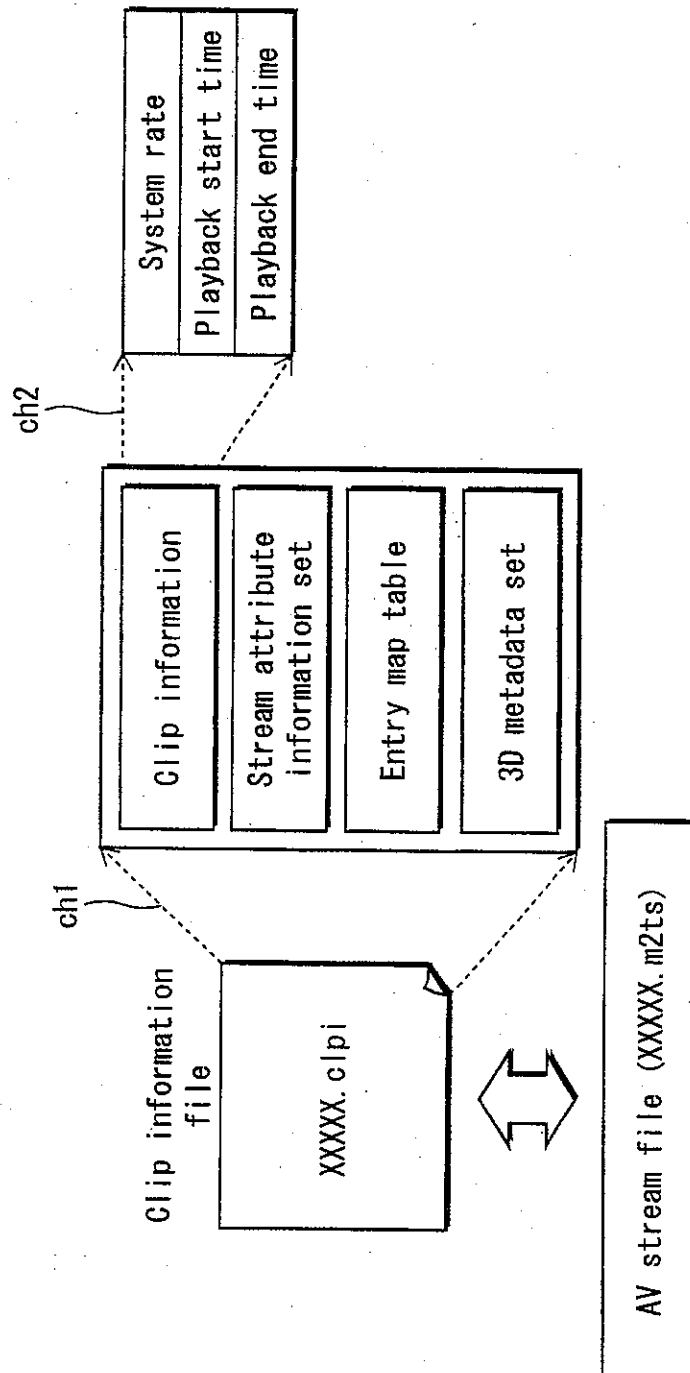


FIG. 15

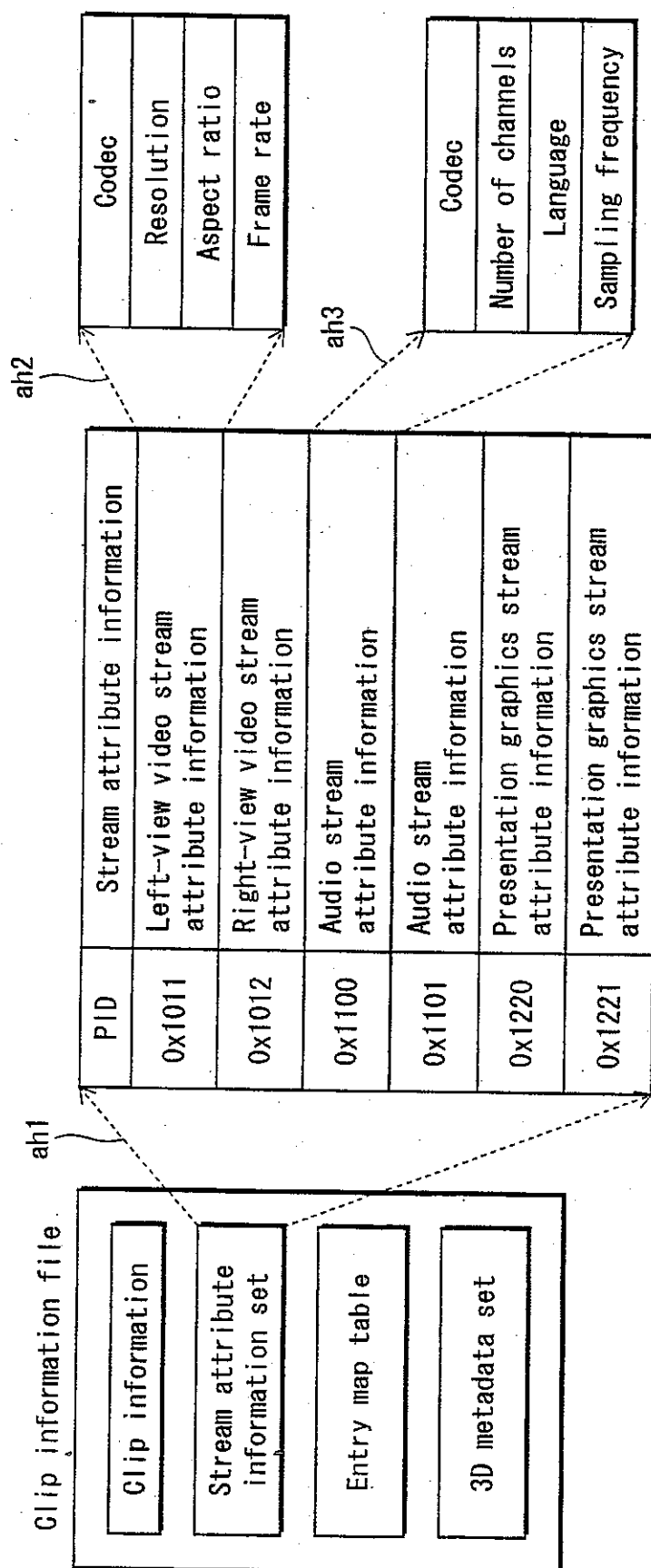


FIG. 16A

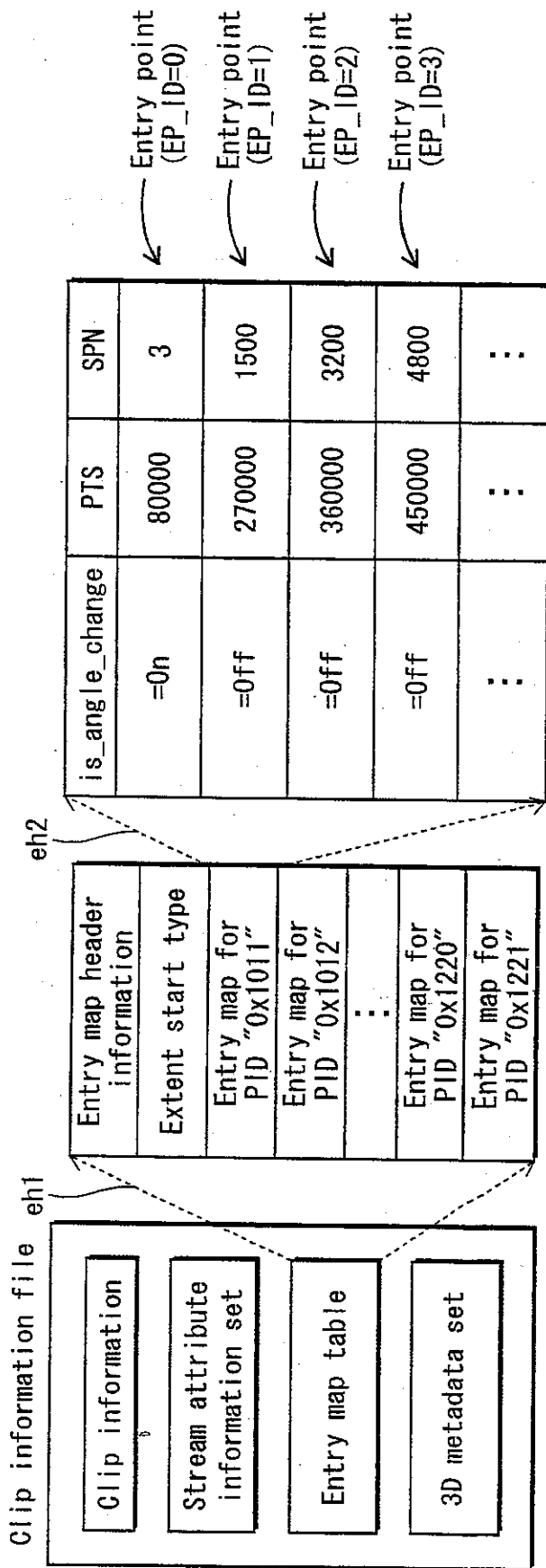


FIG. 16B

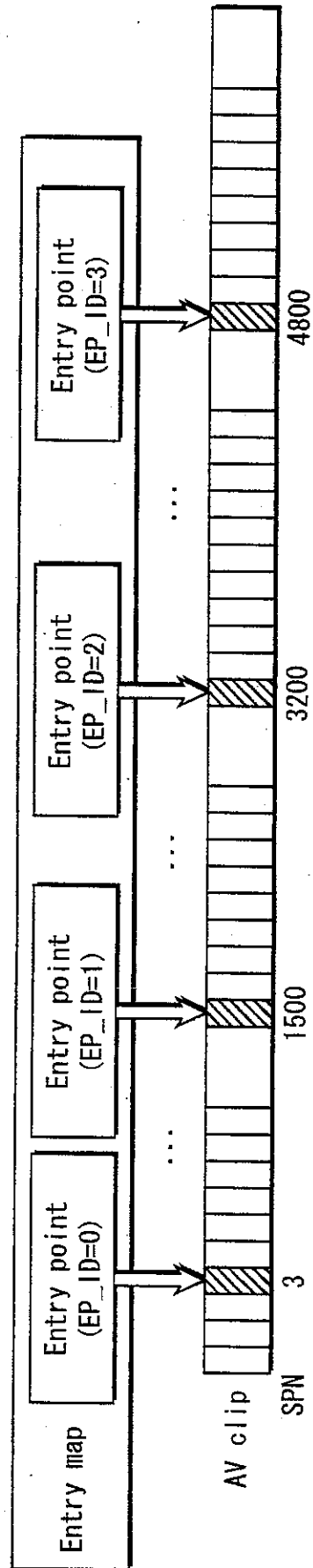


FIG. 17

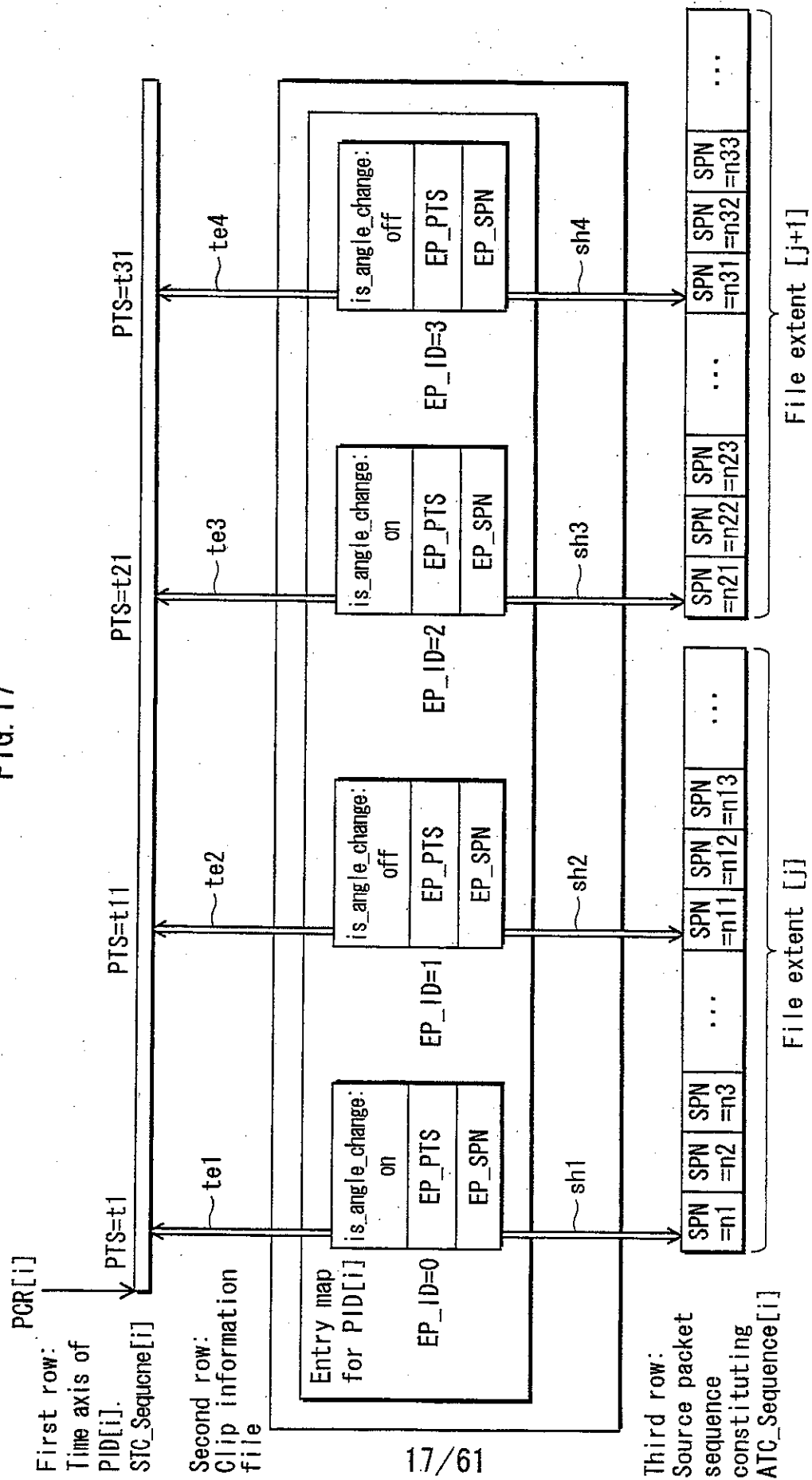


FIG.18A

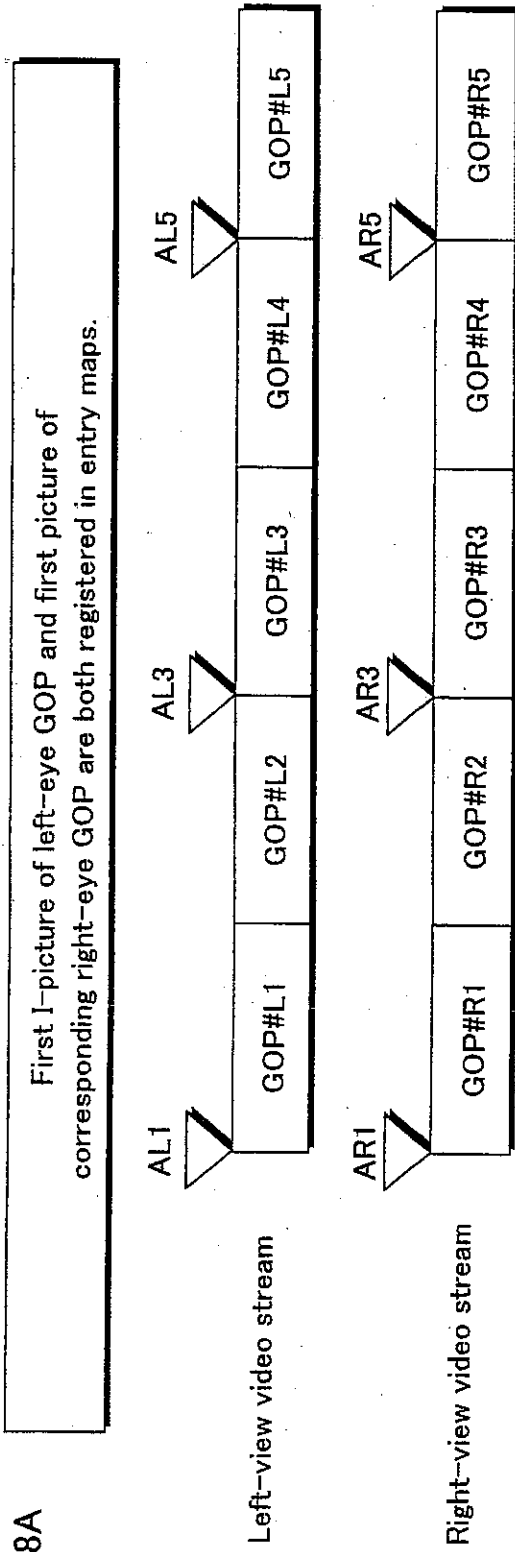


FIG.18B

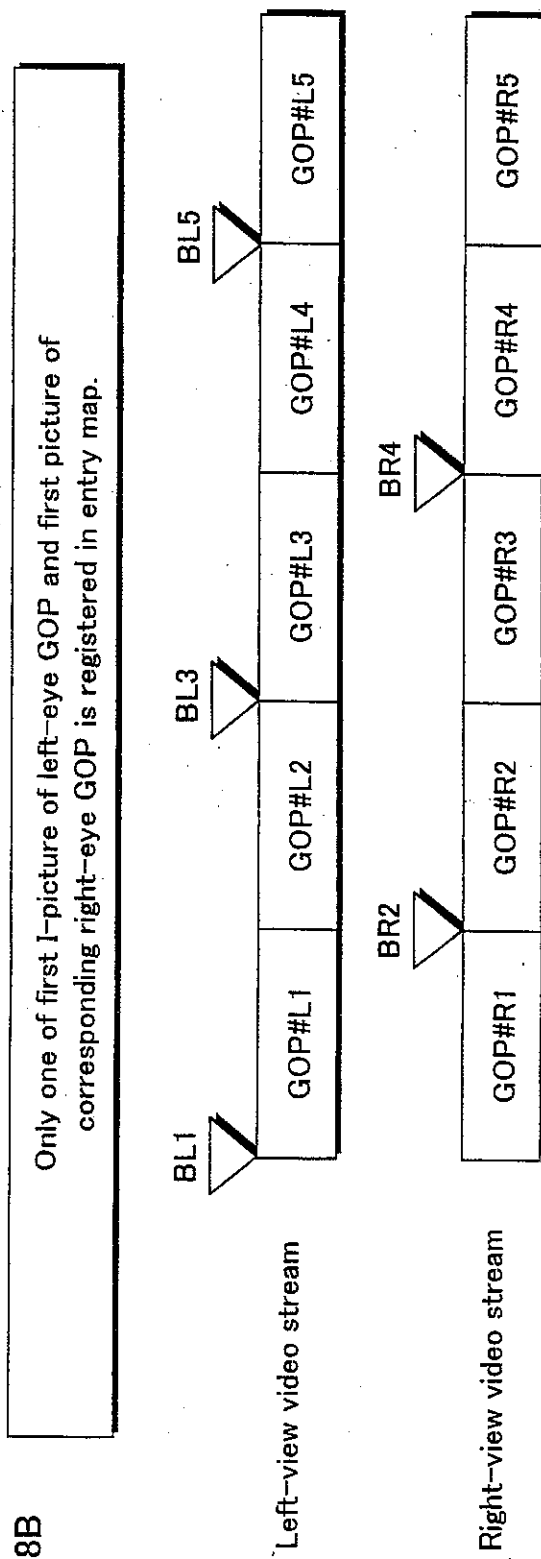


FIG.19

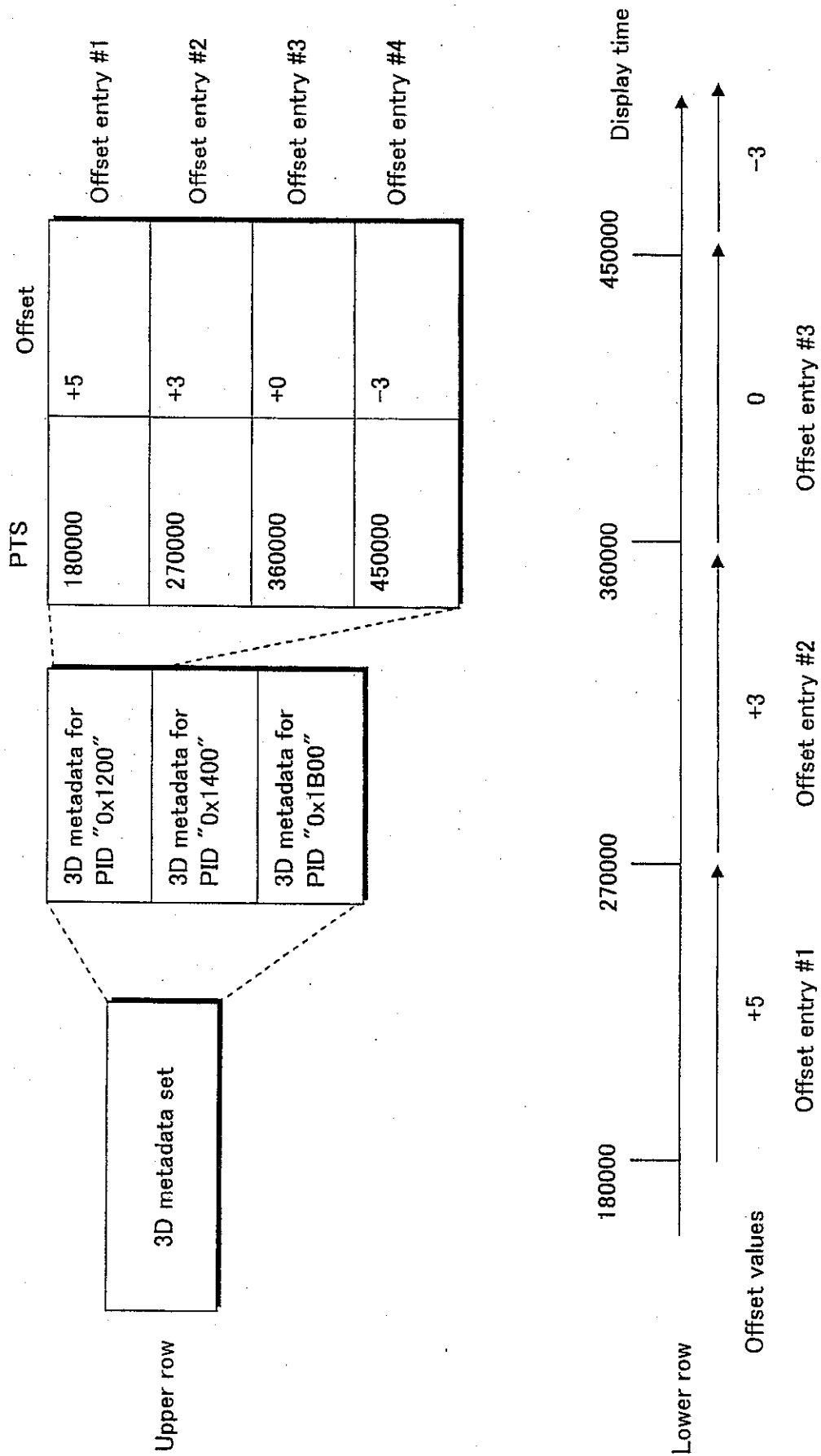
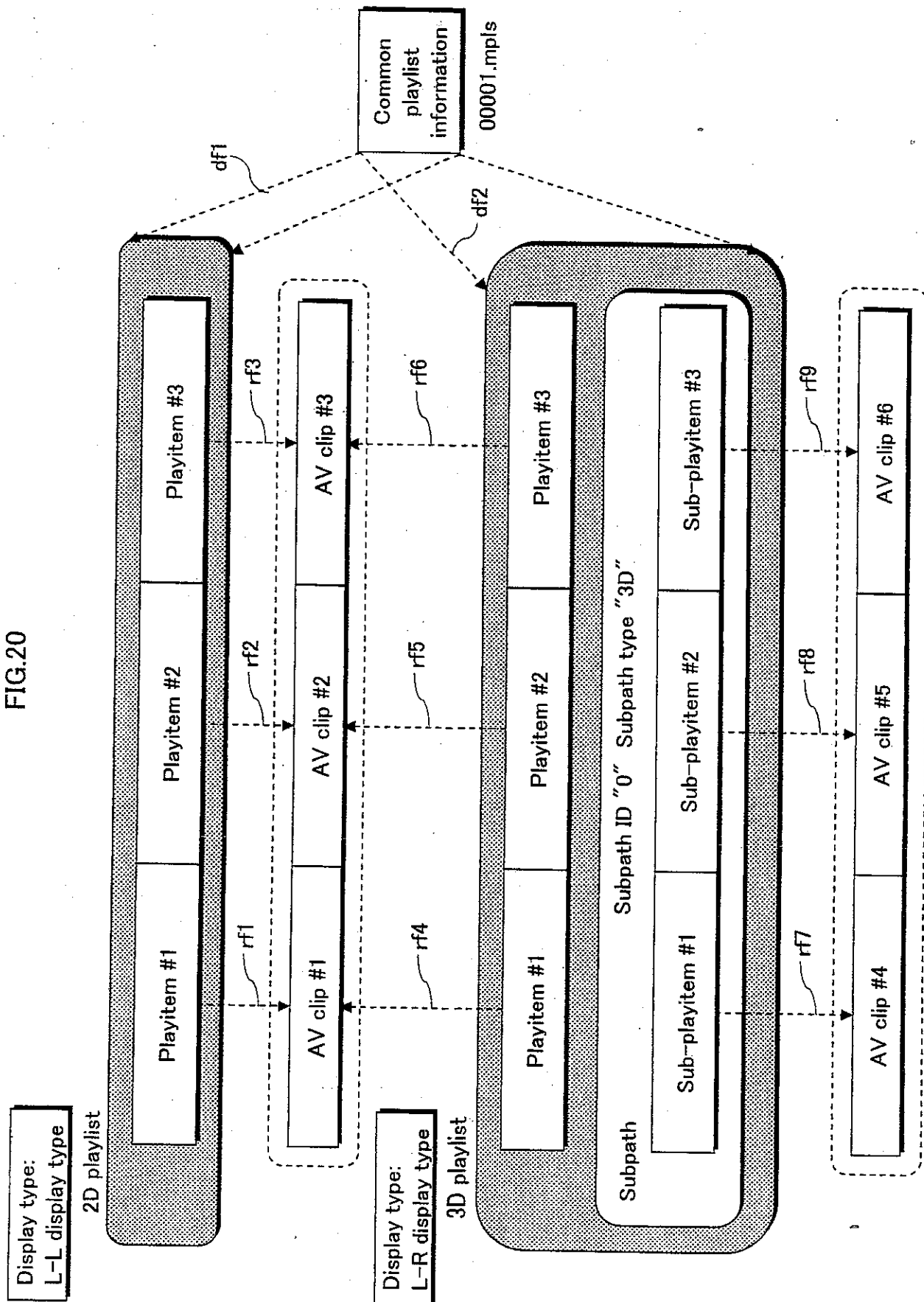


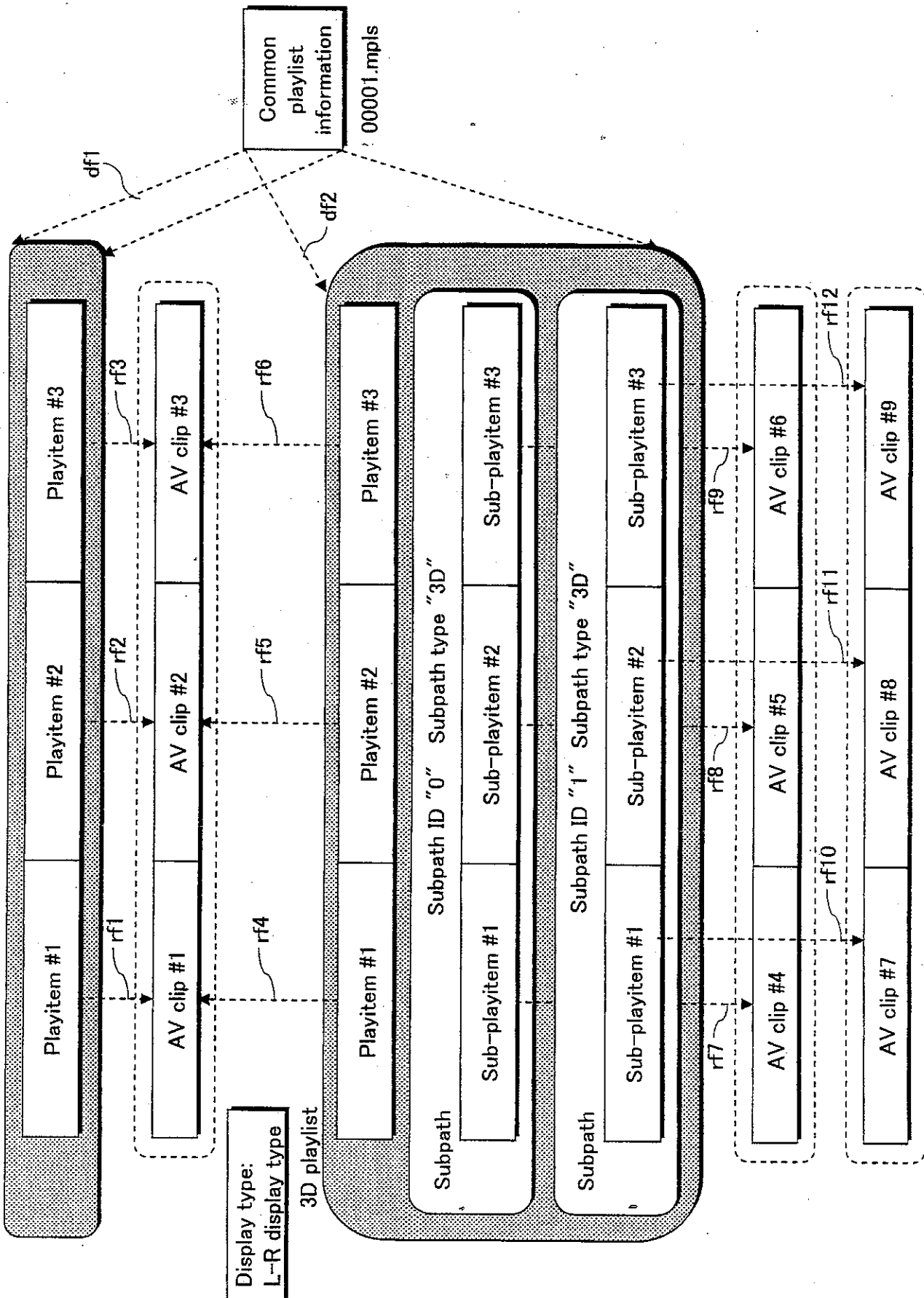
FIG.20



Display type:
L-L display type

FIG.21

2D playlist



Display type:
L-R display type

3D playlist

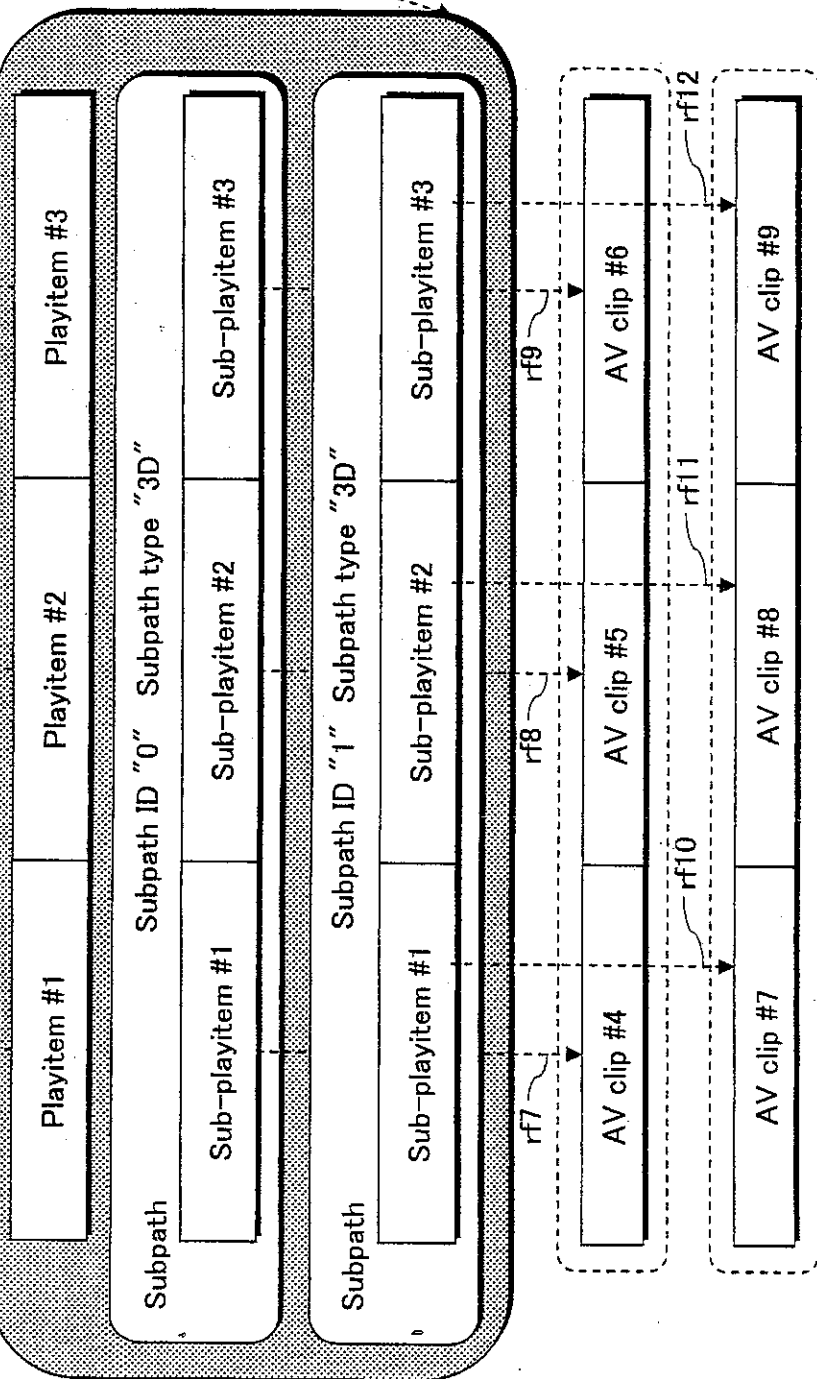


FIG.22A

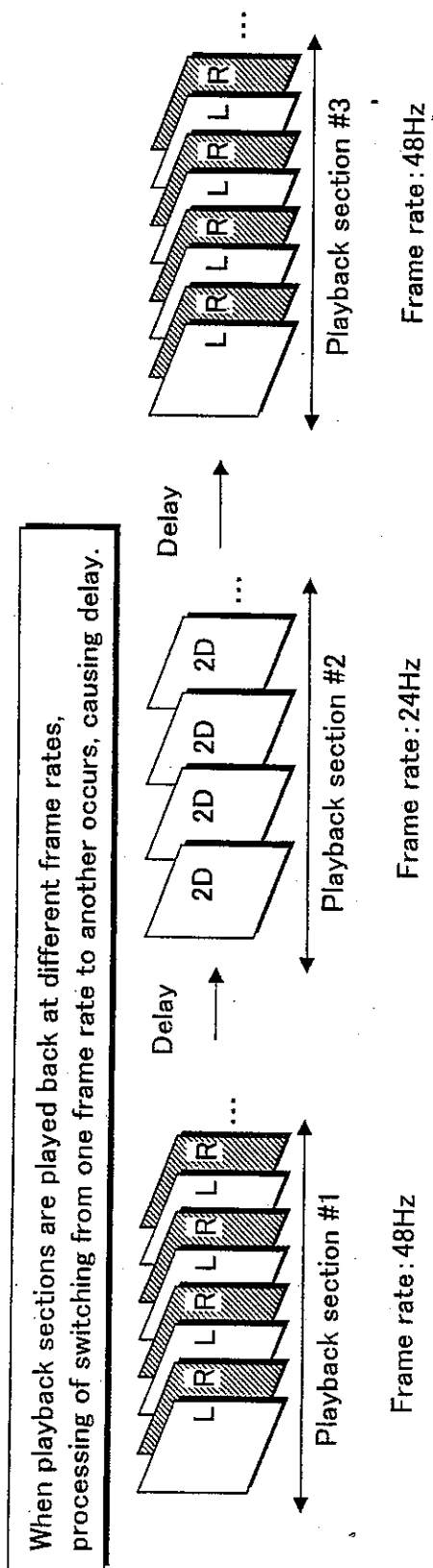


FIG.22B

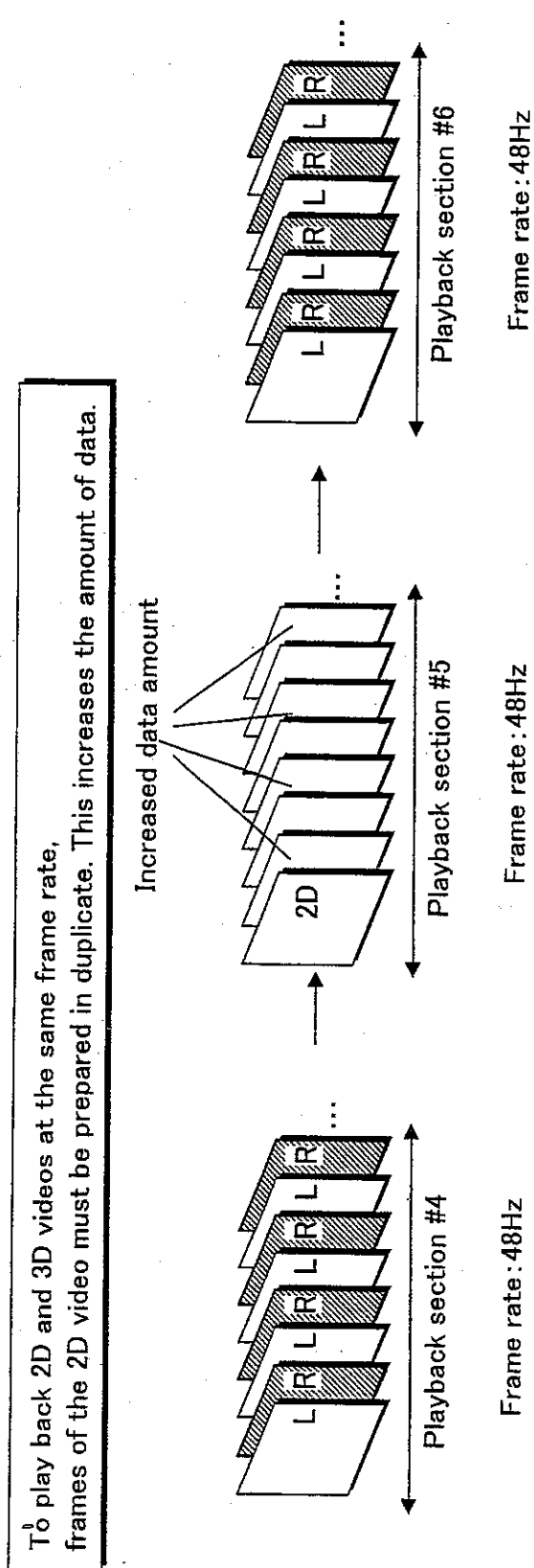


FIG.23

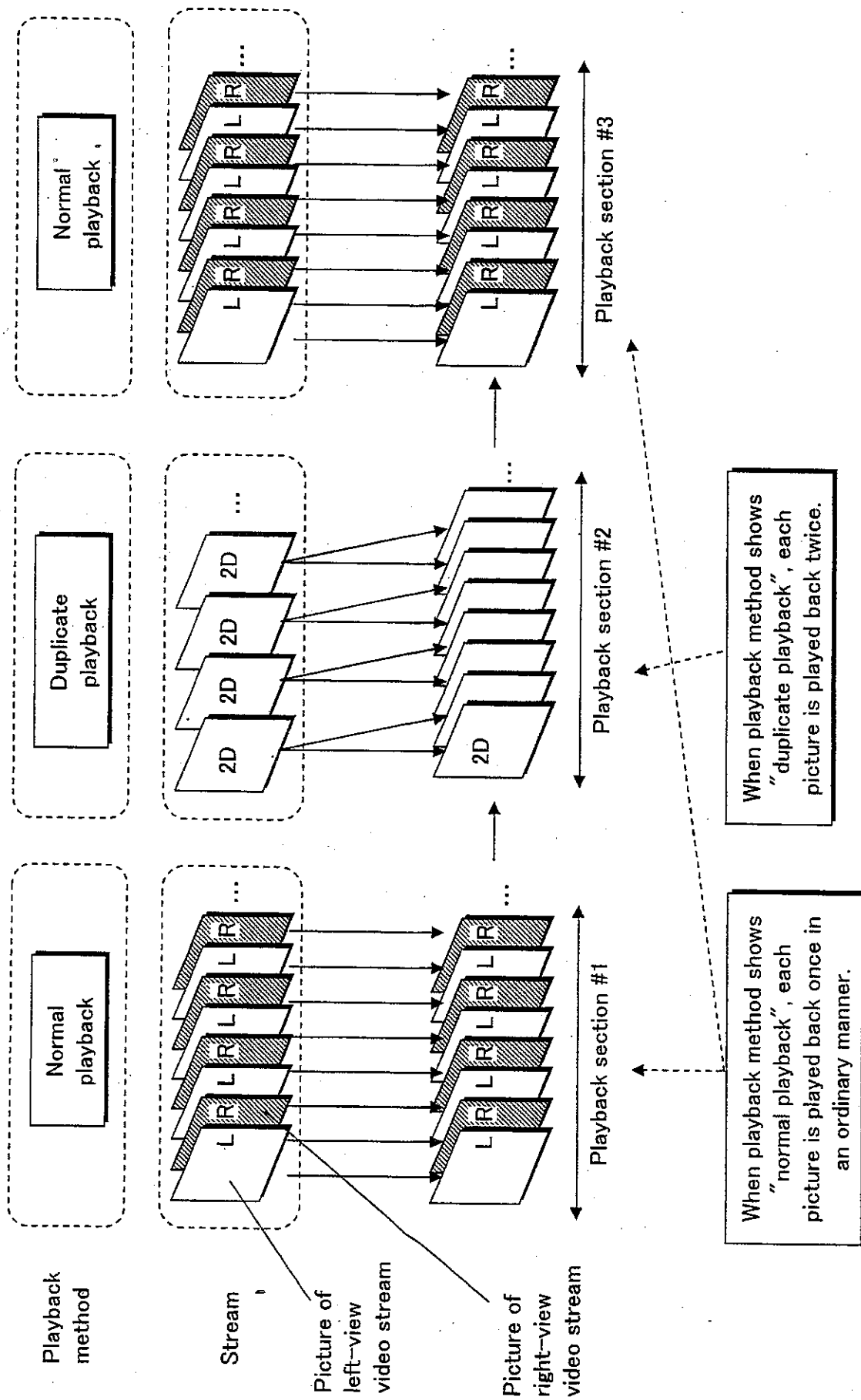


FIG.24

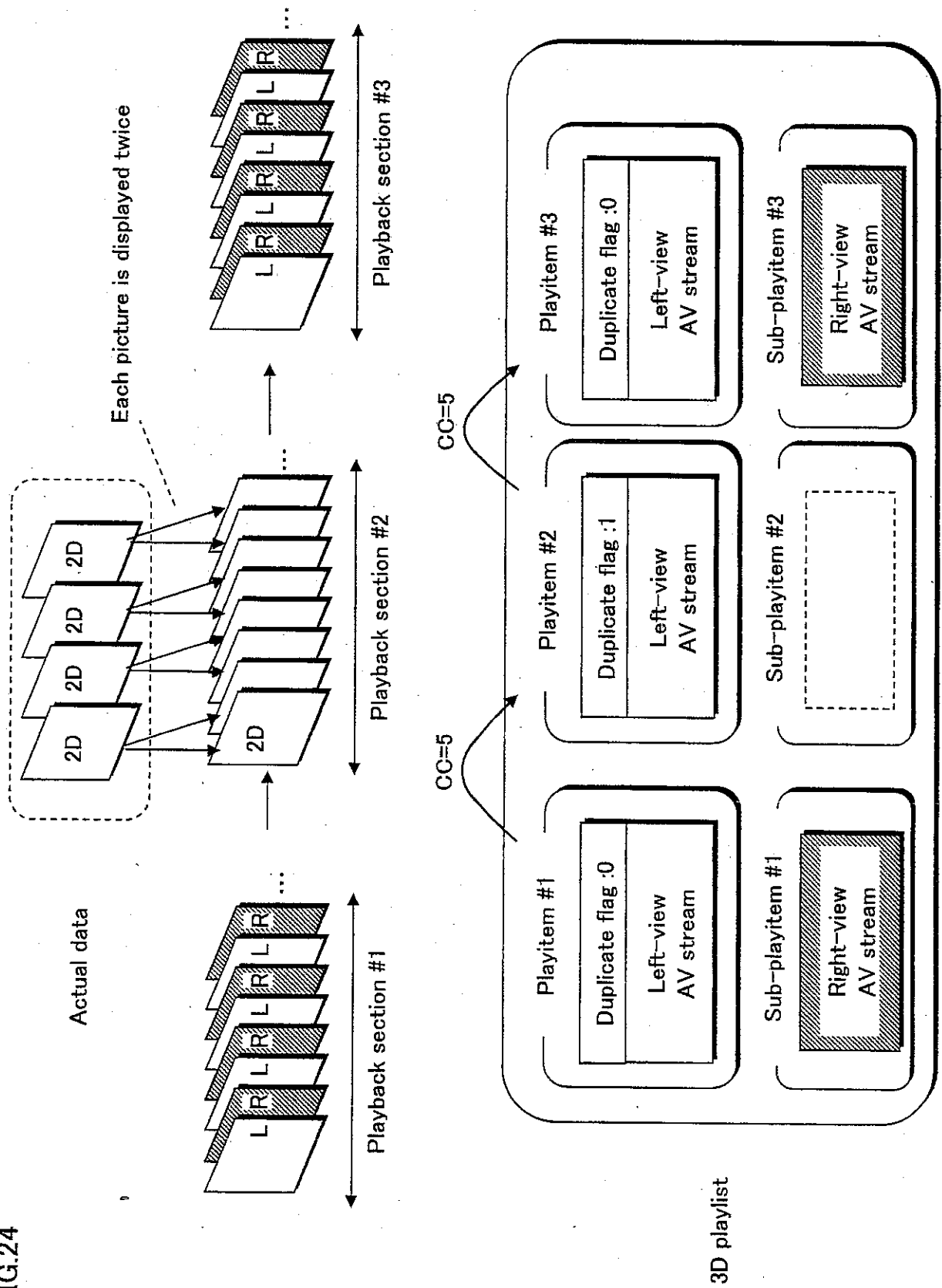


FIG. 25

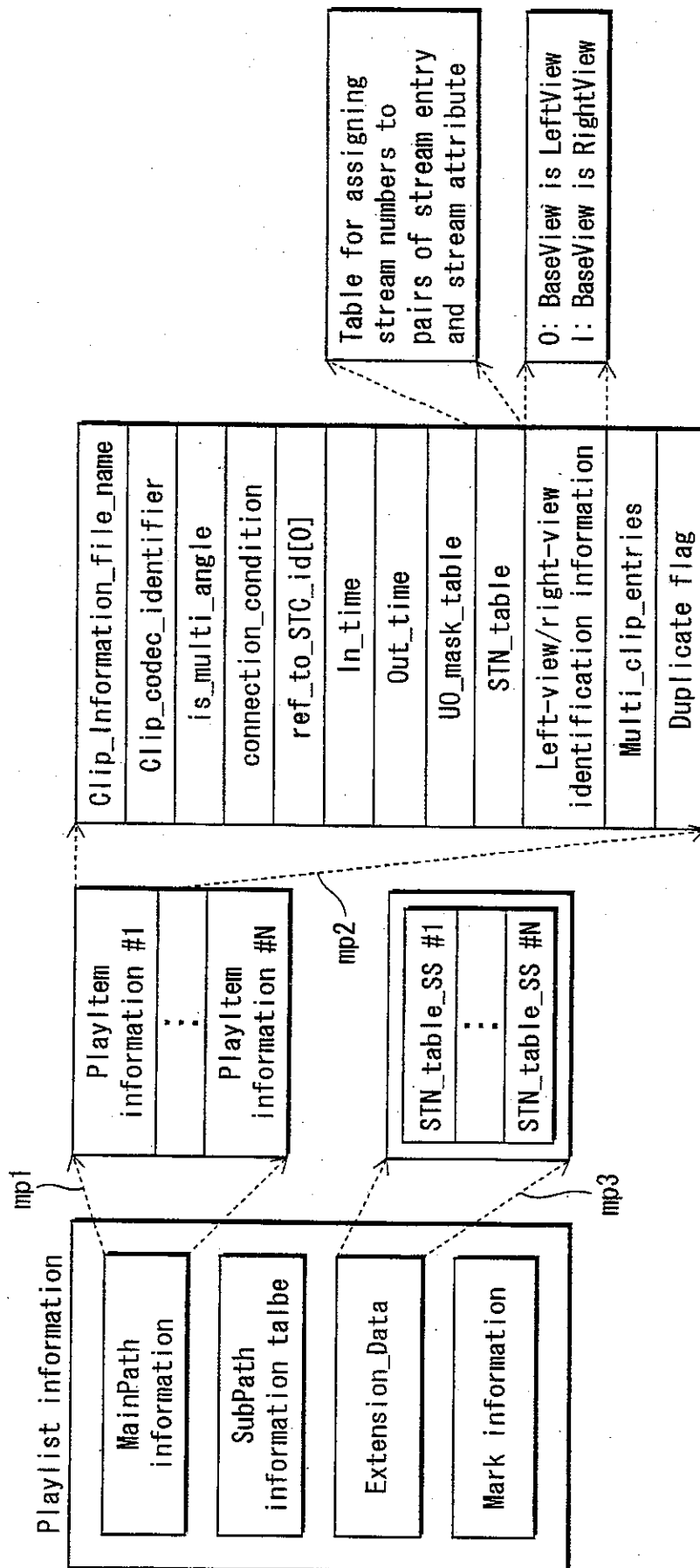


FIG. 26

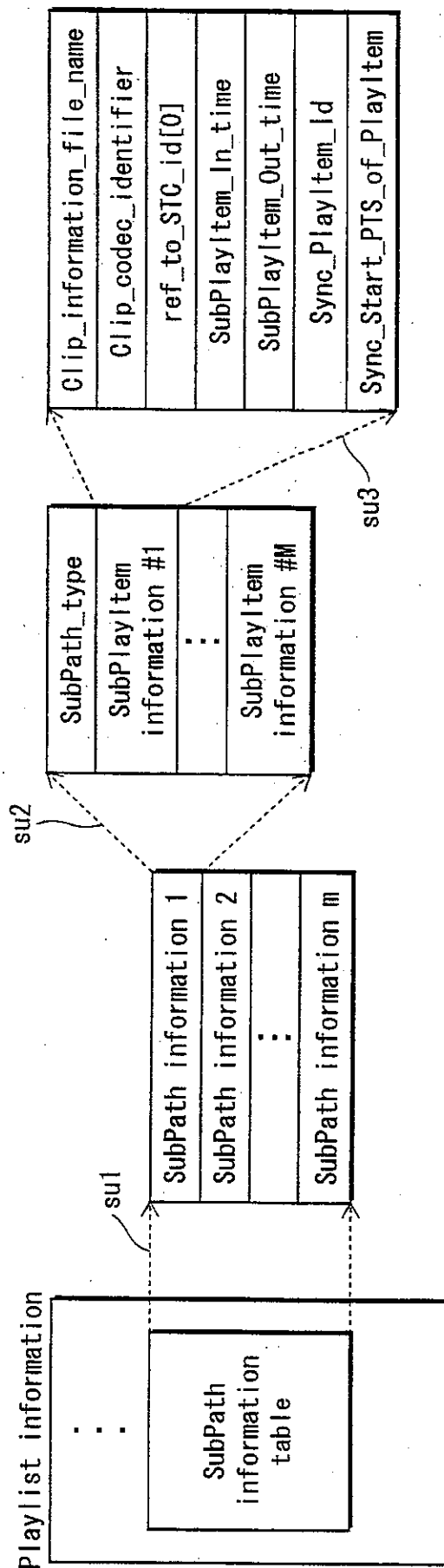


FIG. 27

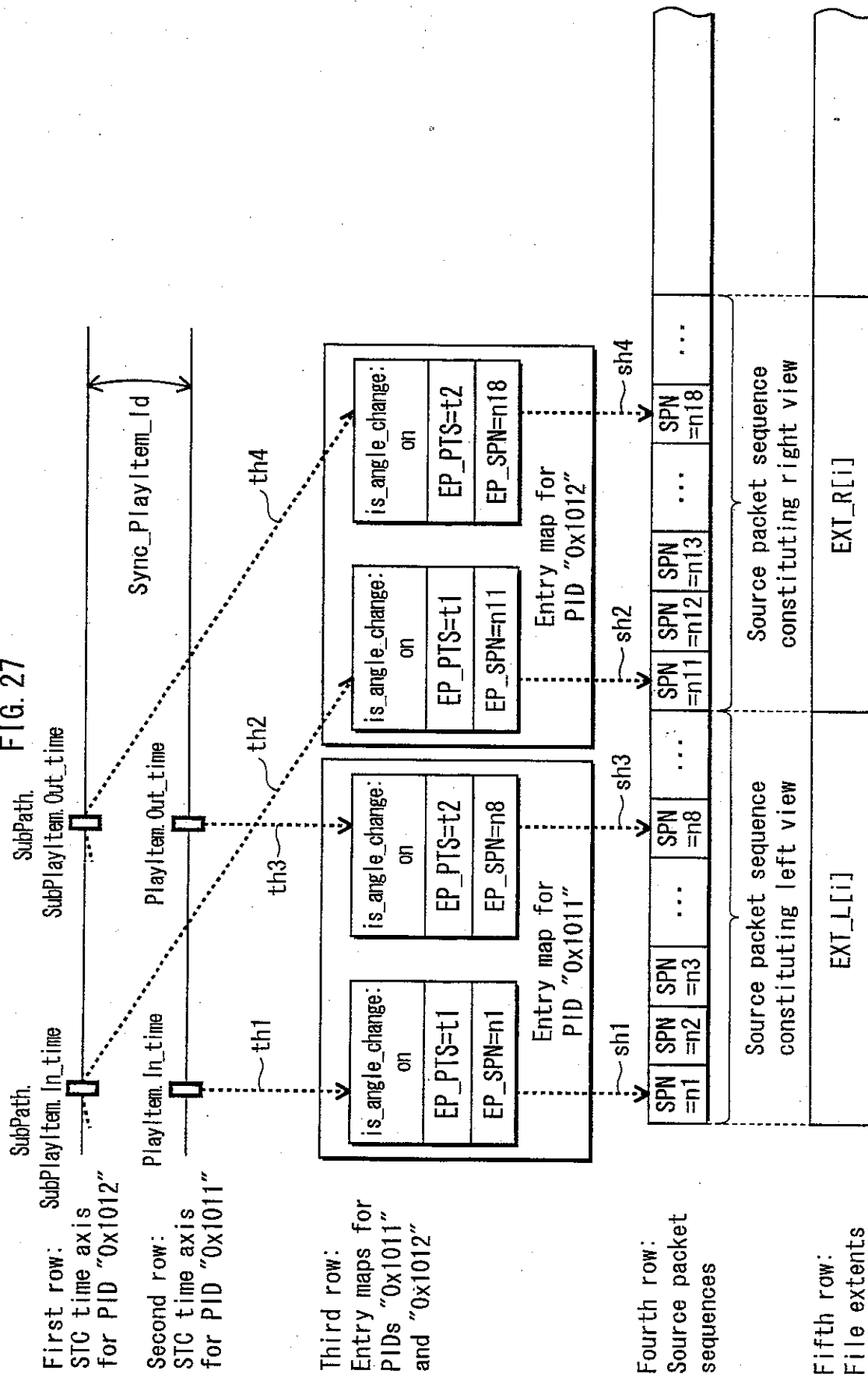


FIG. 28A

Stream selection table	
2D video stream entry group	STN_table: Has entries of audio/PG/IG for 2D that are playable with setting of 2D output mode
2D audio stream entry group	
2D PG stream entry group	
2D IG stream entry group	
3D video stream entry group	STN_table_SS (stereoscopic): Has entries of audio/PG/IG for 3D that are playable with setting of stereoscopic output mode
3D audio stream entry group	
3D PG stream entry group	
3D IG stream entry group	
Stream combination information	

FIG. 28B

Structural elements common to stream entries		
Stream selection no.	Stream path info	Stream ID info

FIG. 28C

STN_table		
Stream selection no.	Stream path info	Stream ID info
1	Main path	Video
2	Main path	Audio 1
3	Subpath ID "1"	Audio 2
4	Main path	Presentation graphics 1
5	Main path	Presentation graphics 2
6	Main path	Interactive graphics 1
7	Main path	Interactive graphics 2

STN_table_SS		
Stream selection no.	Stream path info	Stream ID info
1	Main path	Left-view video
2	Subpath	Right-view video
3	Main path	Audio 1
4	Subpath ID "1"	Audio 2
5	Main path	Presentation graphics 1
6	Main path	Presentation graphics 2
7	Subpath ID "2"	Presentation graphics 3
8	Subpath ID "3"	Presentation graphics 4
9	Main path	Interactive graphics 1

FIG.29

This indicates stream to be referenced by main (playitem), where 0 indicates stream is left-view; 1 indicates right-view

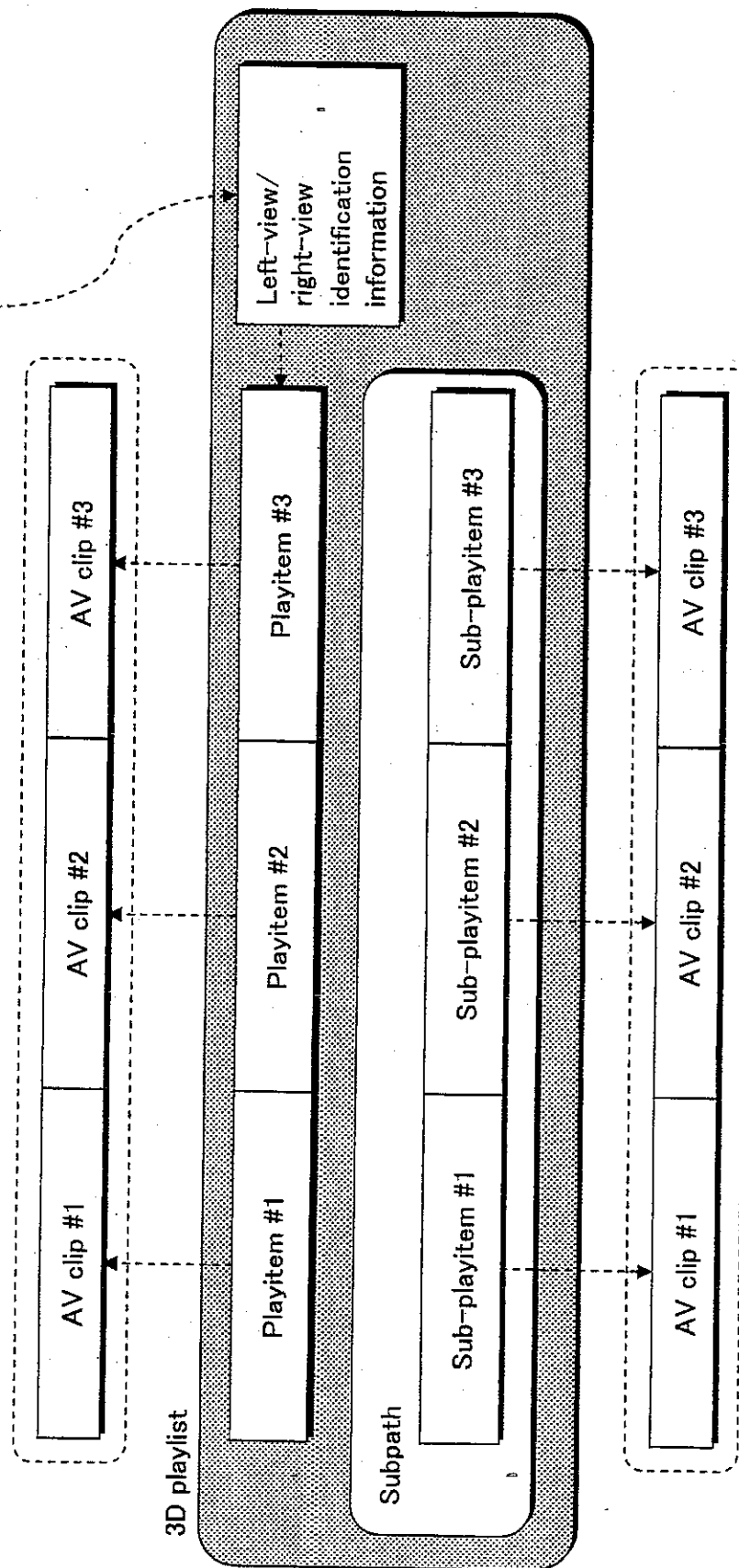


FIG. 30

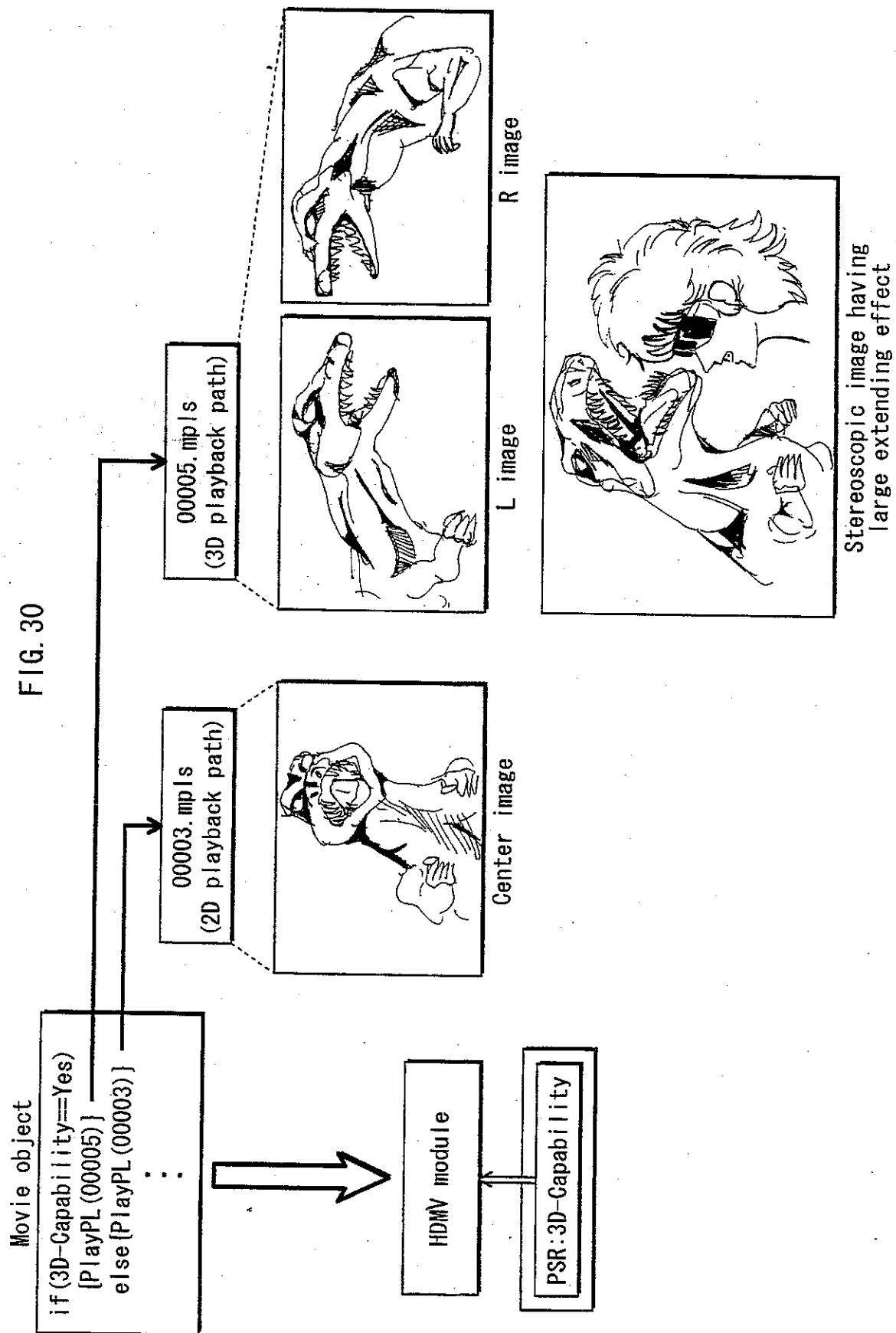


FIG. 31

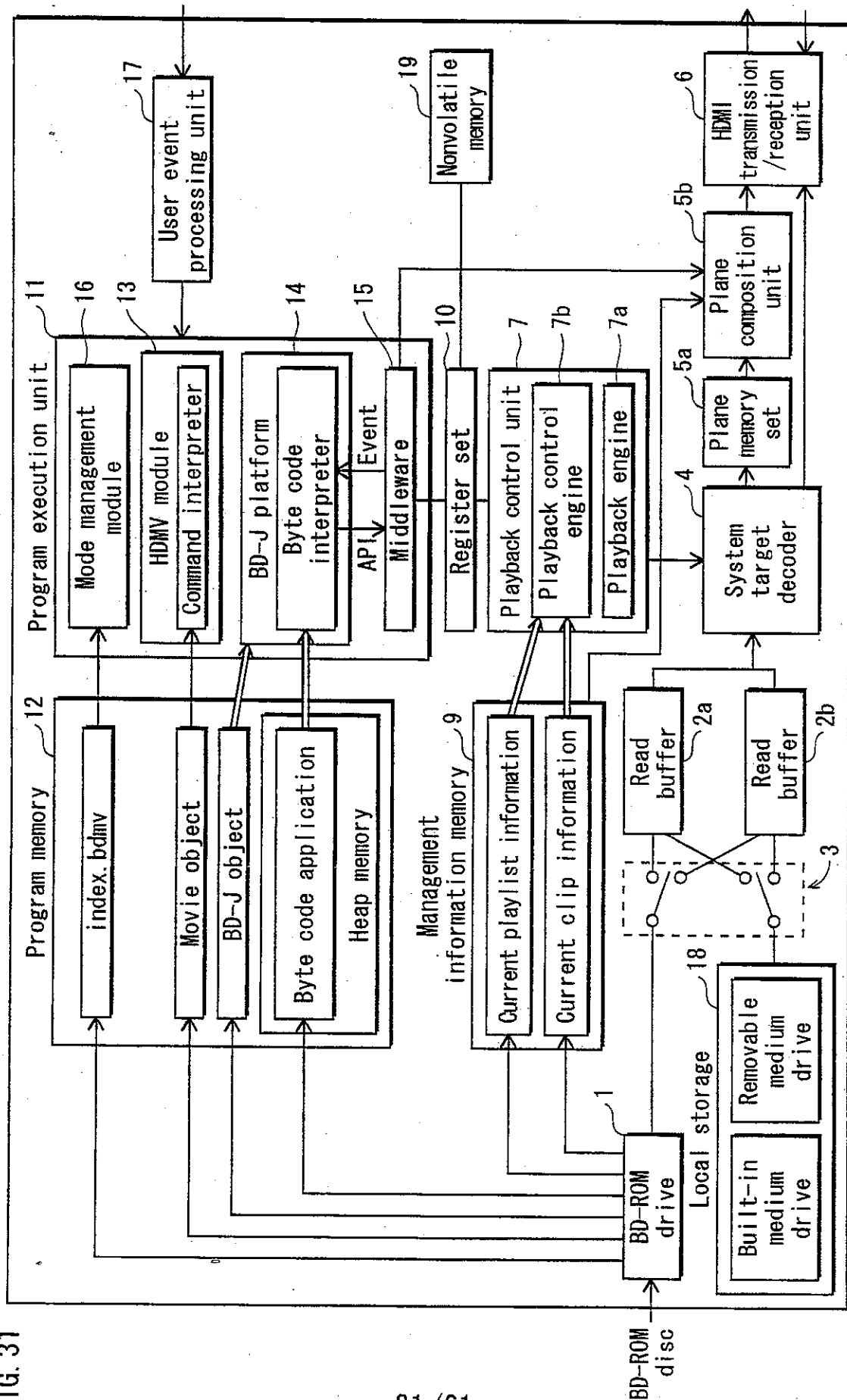


FIG.32

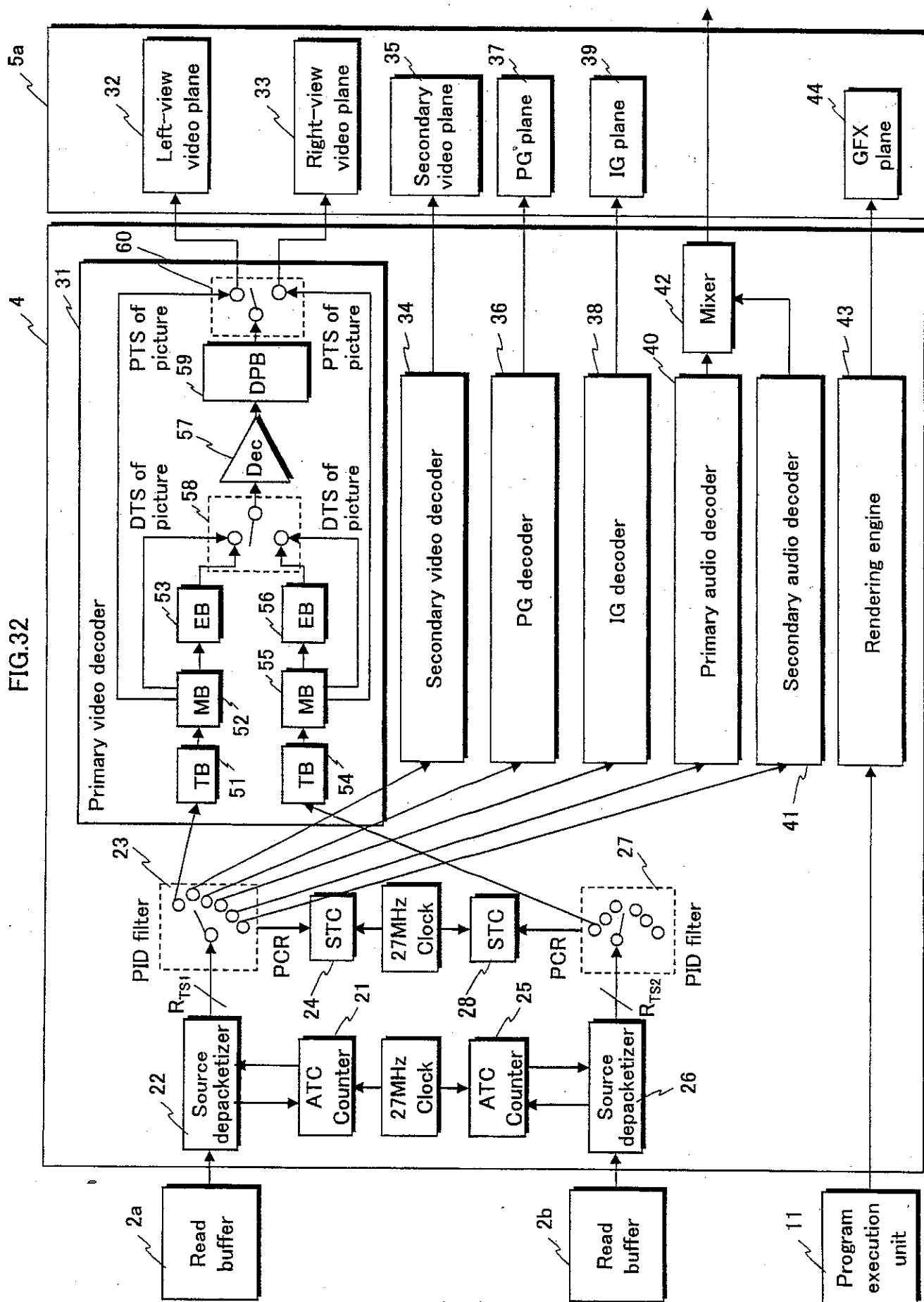


FIG.33

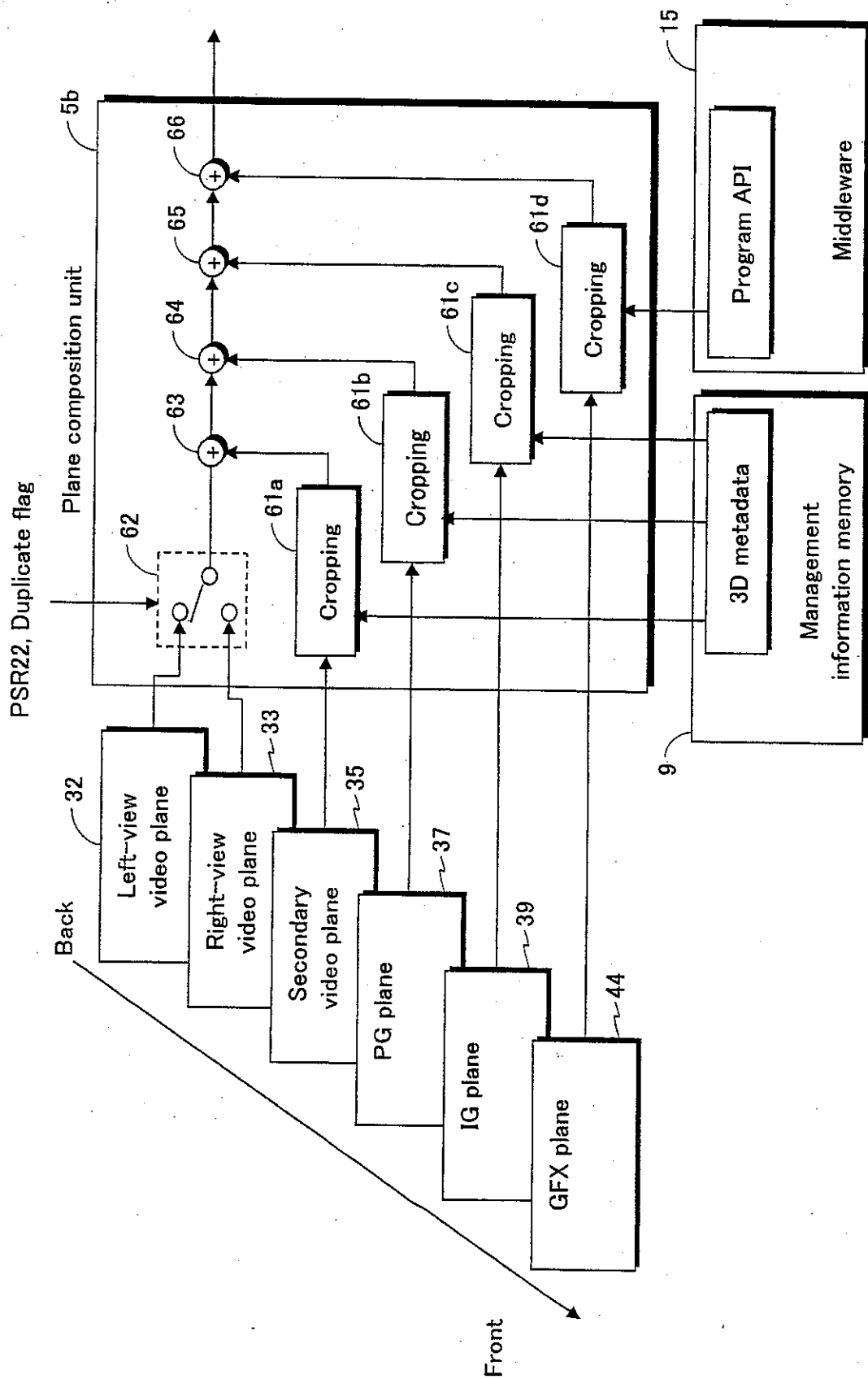


FIG.34

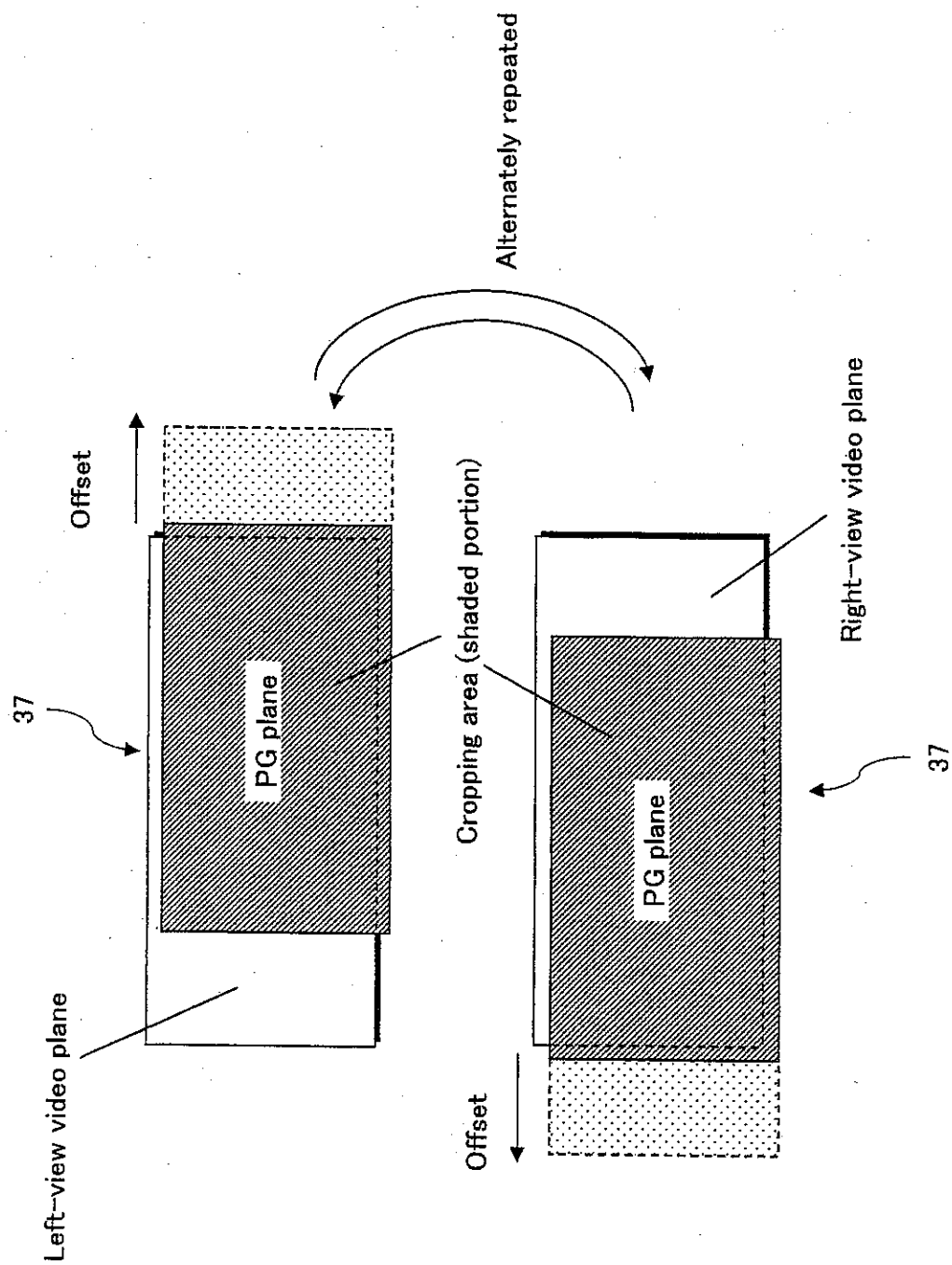


FIG.35

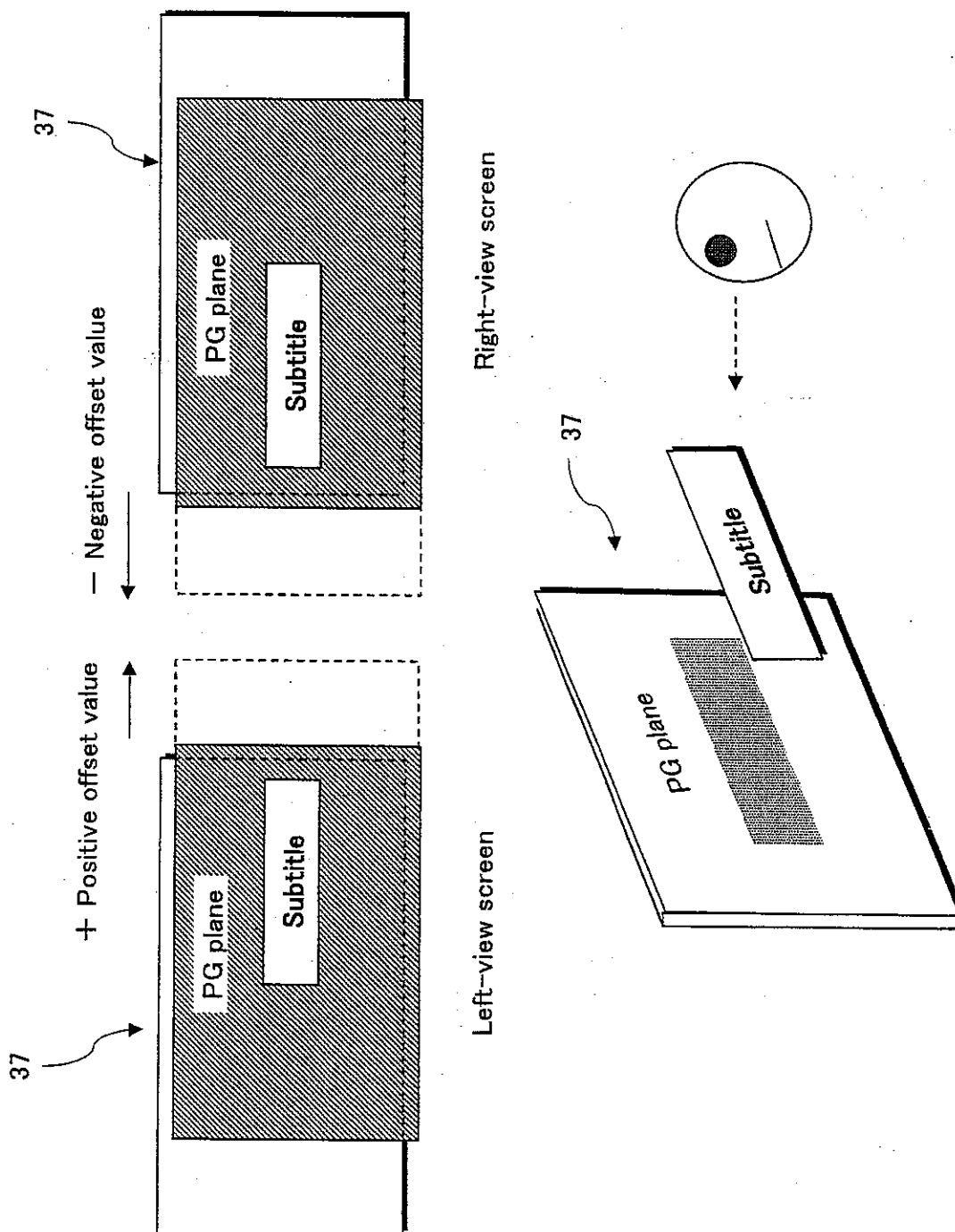


FIG. 36

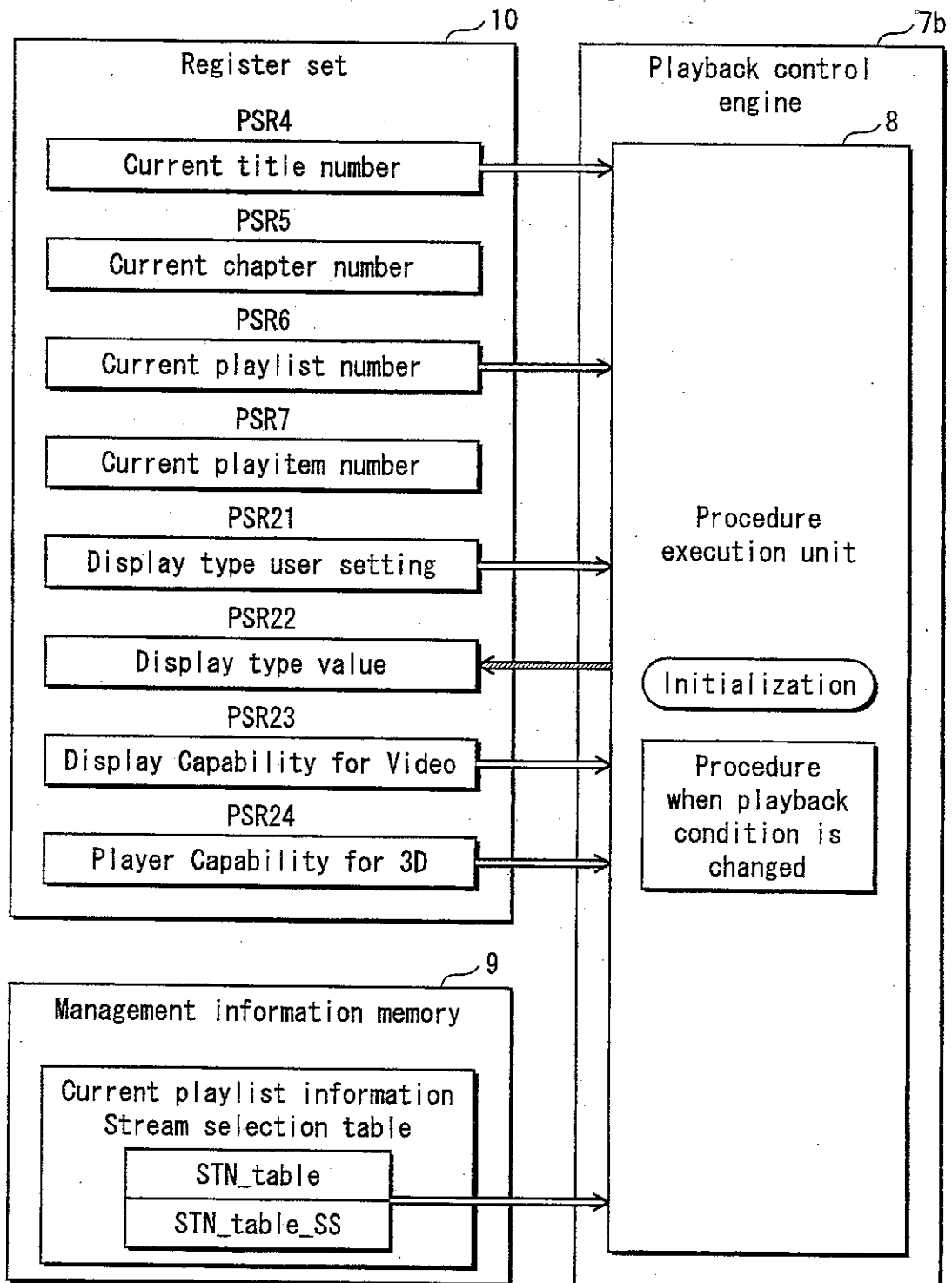


FIG.37

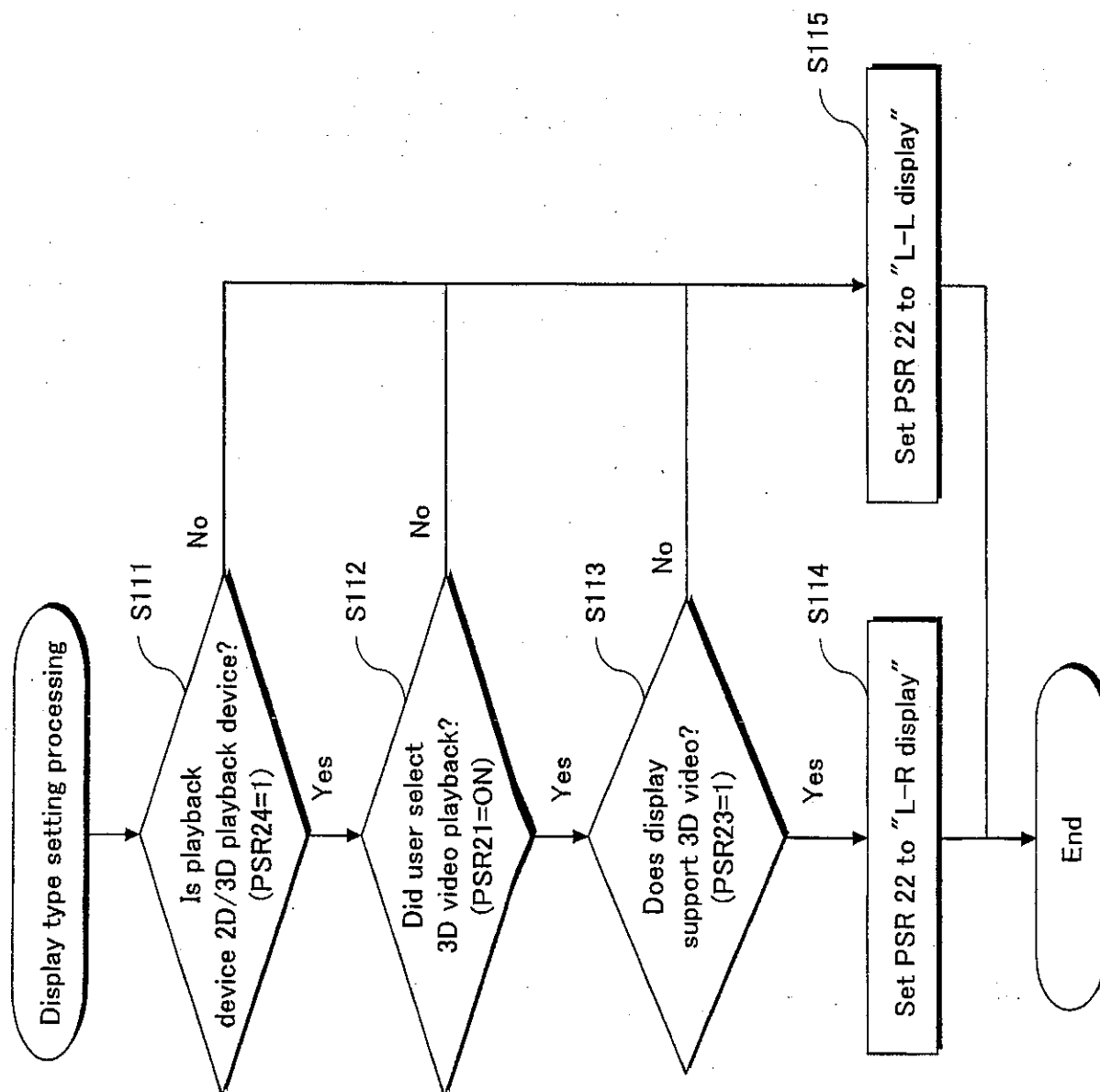


FIG.38

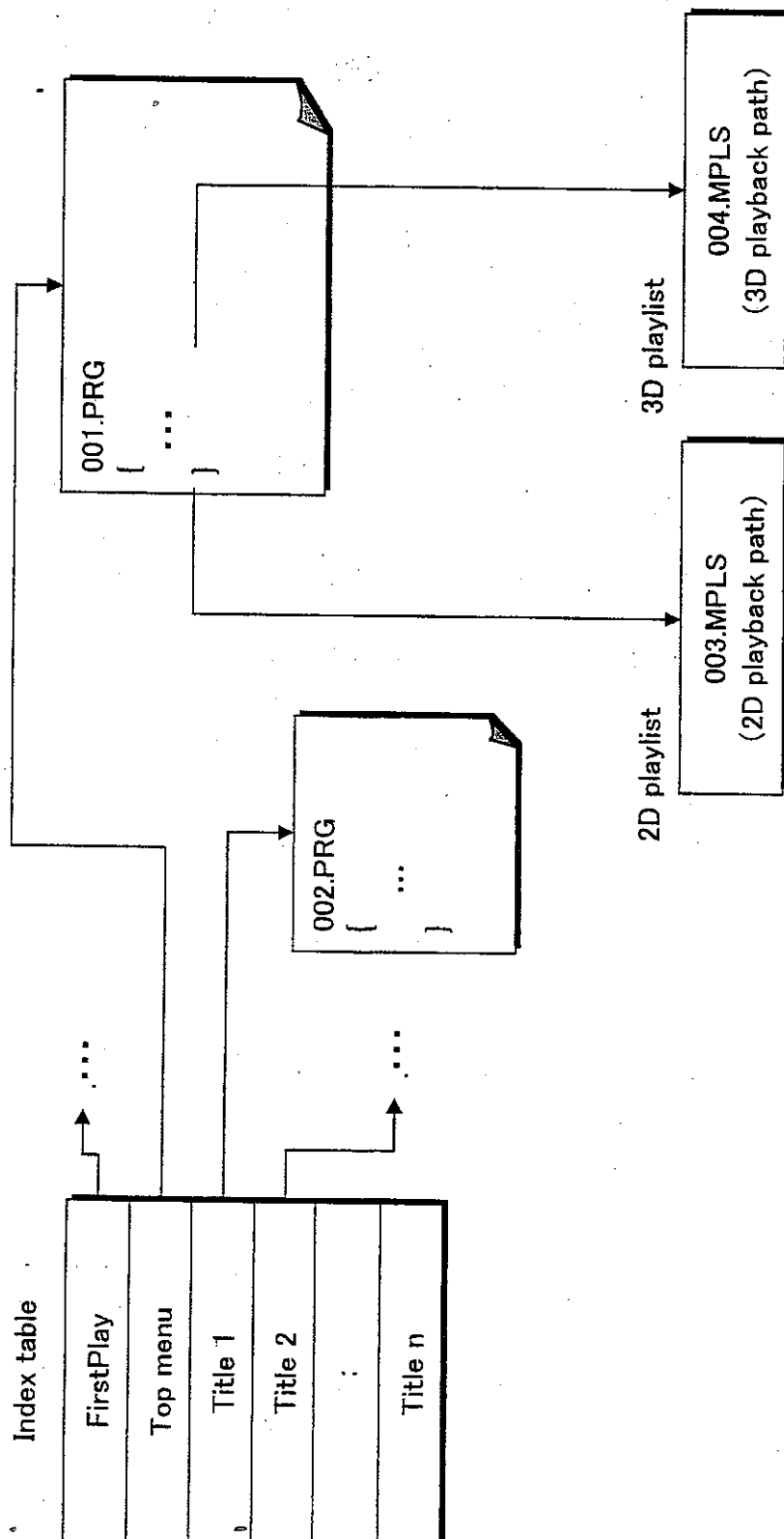
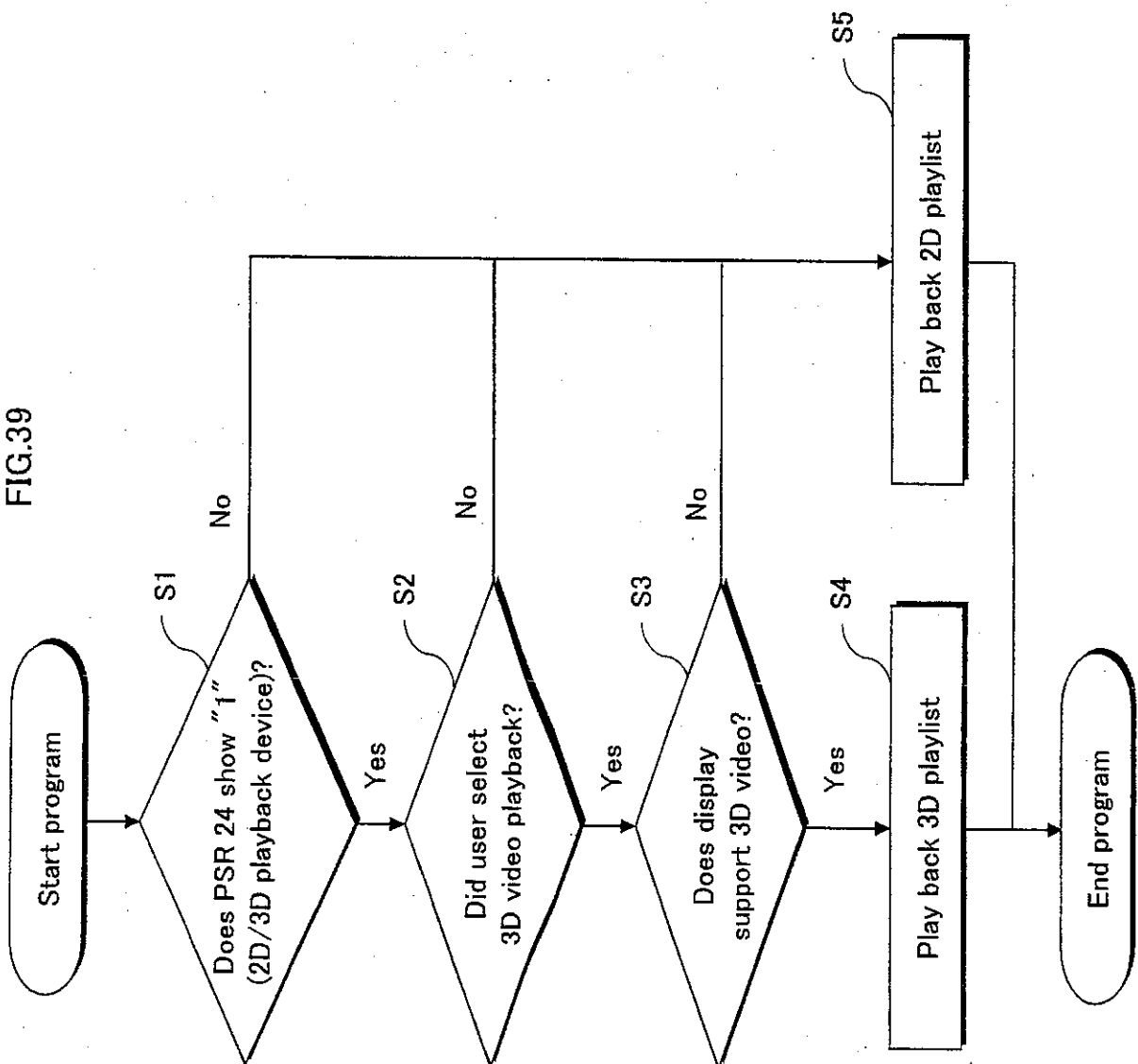


FIG.39



Playback of 3D playlist

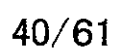


FIG. 41

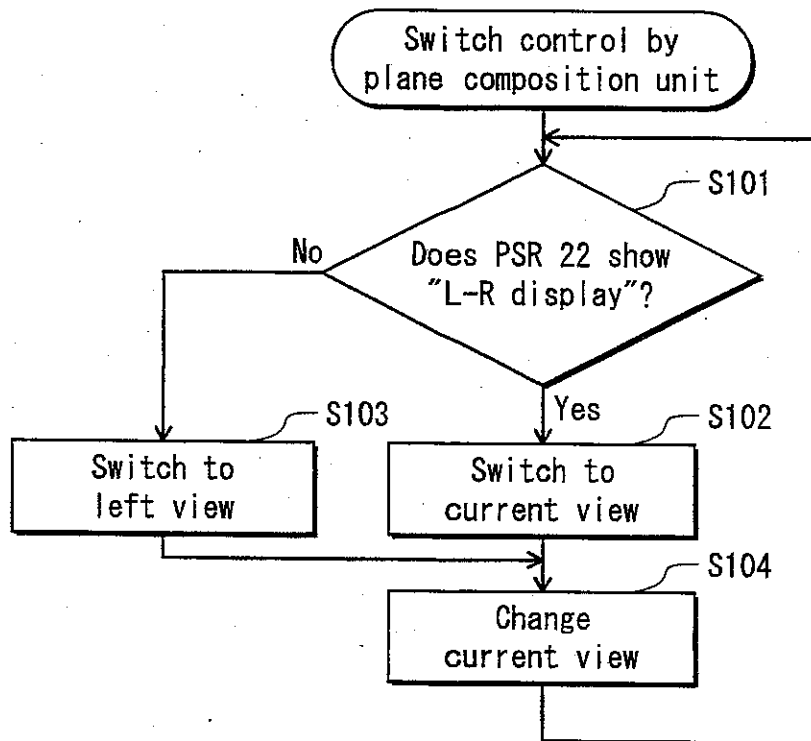


FIG.42

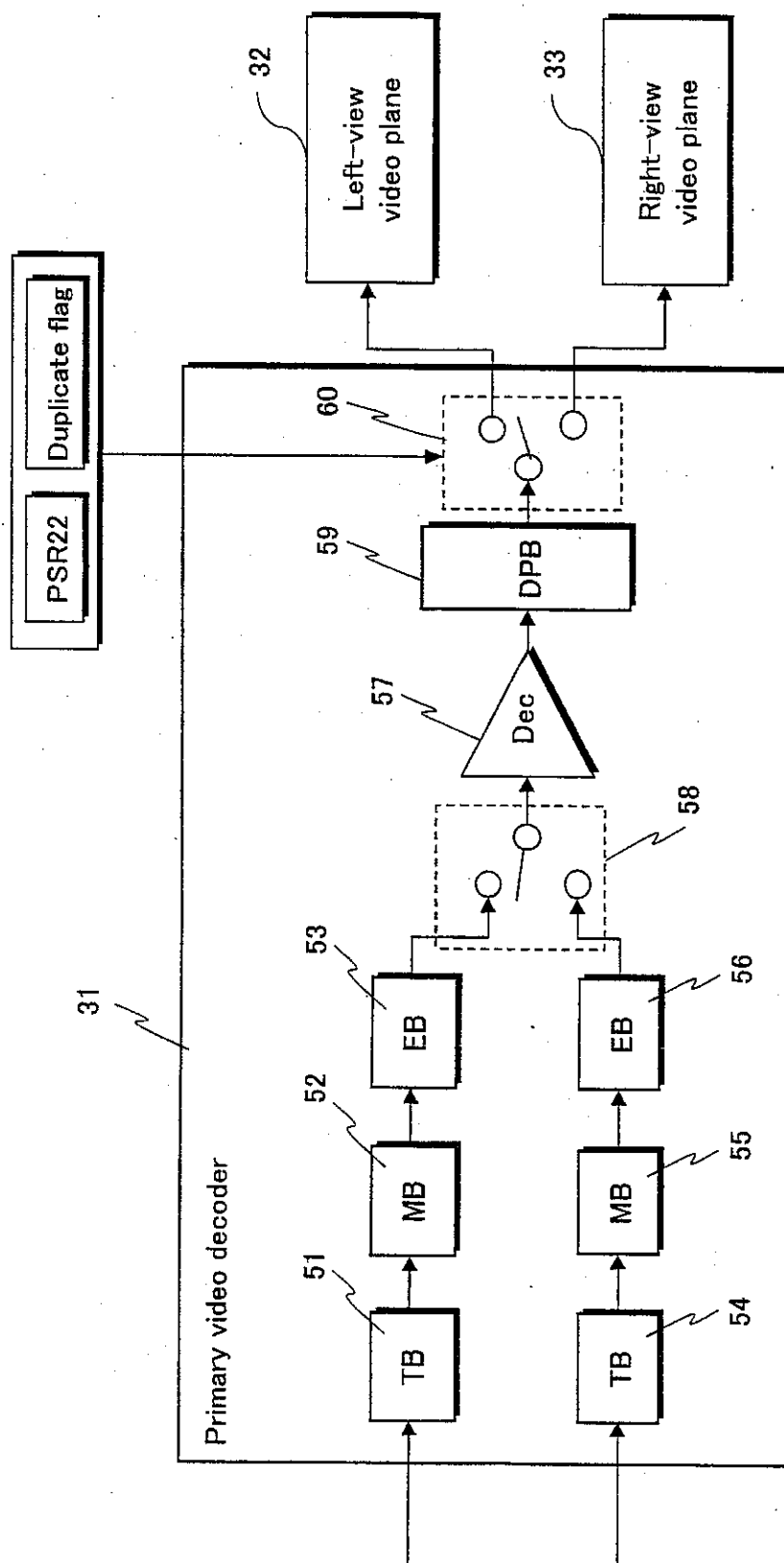


FIG.43

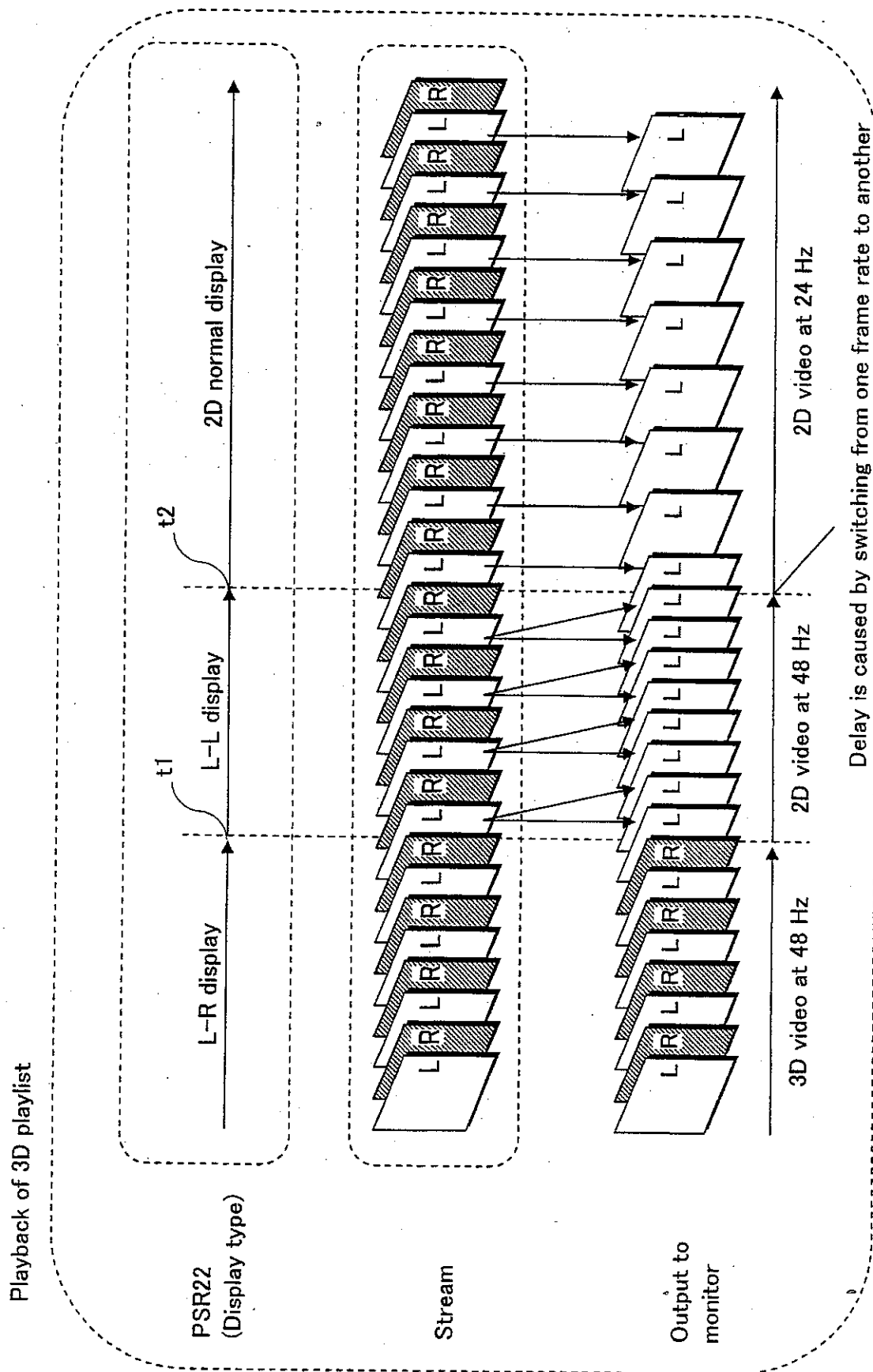


FIG.44

Playback of 3D playlist

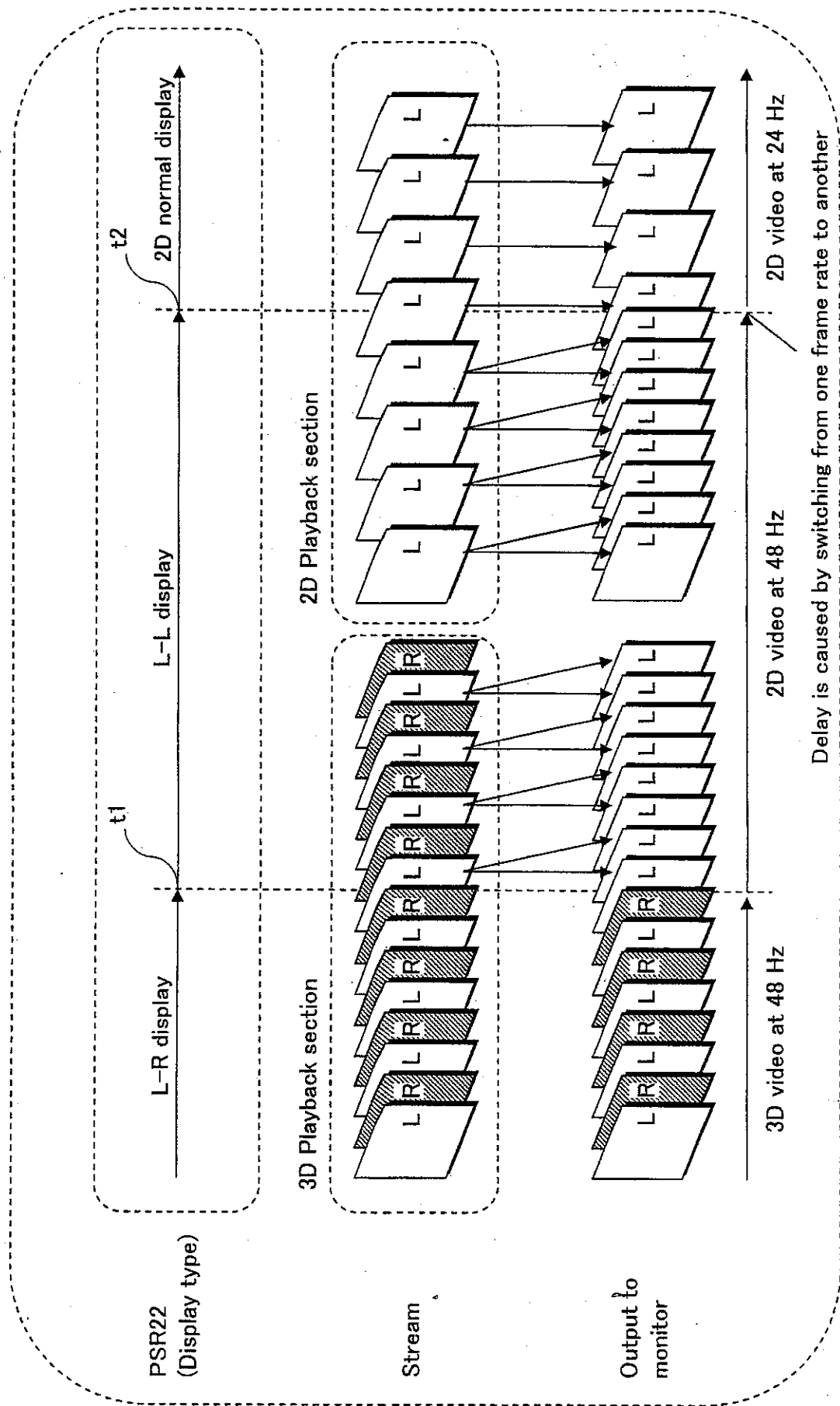


FIG.45

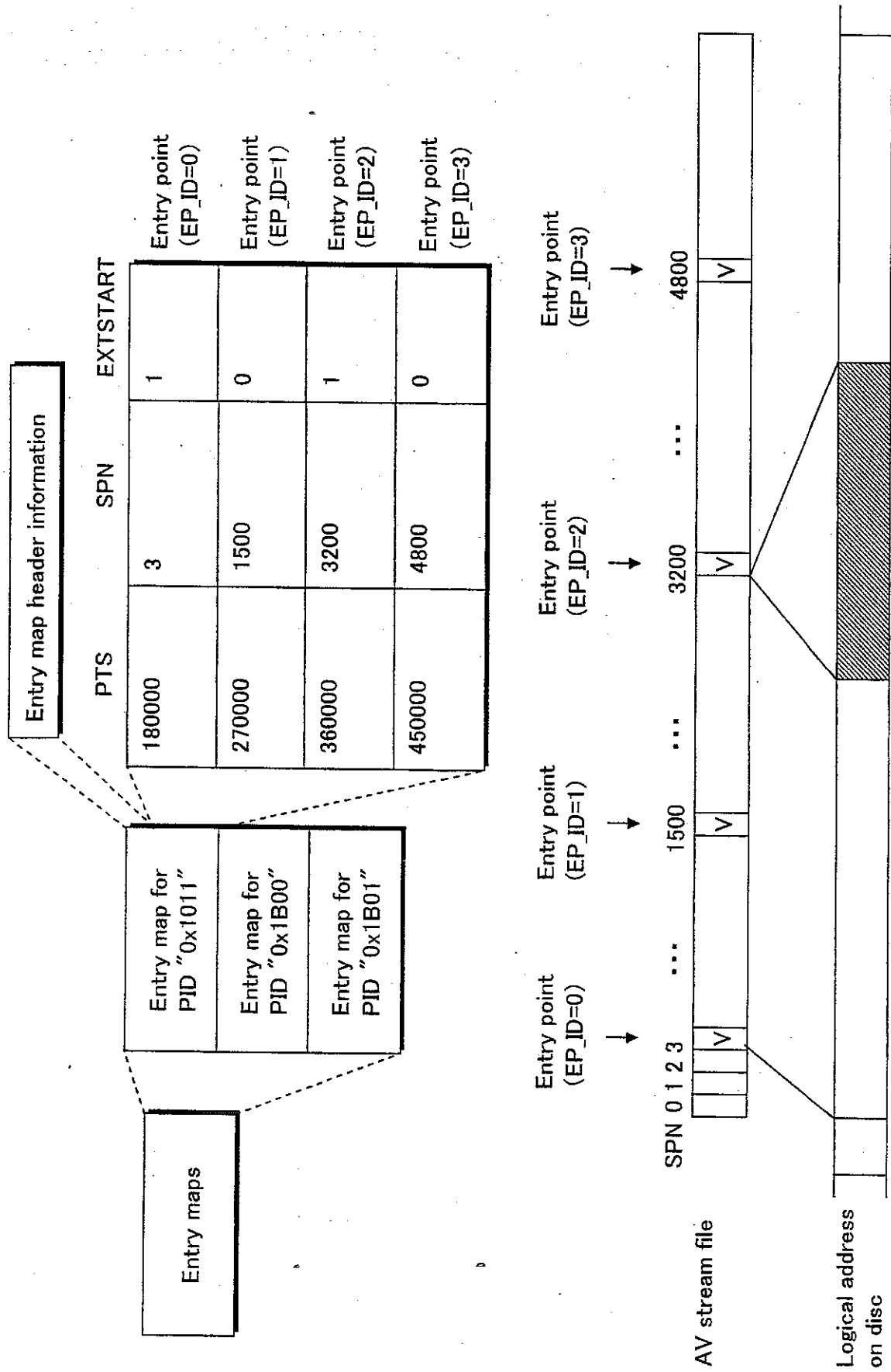


FIG.46

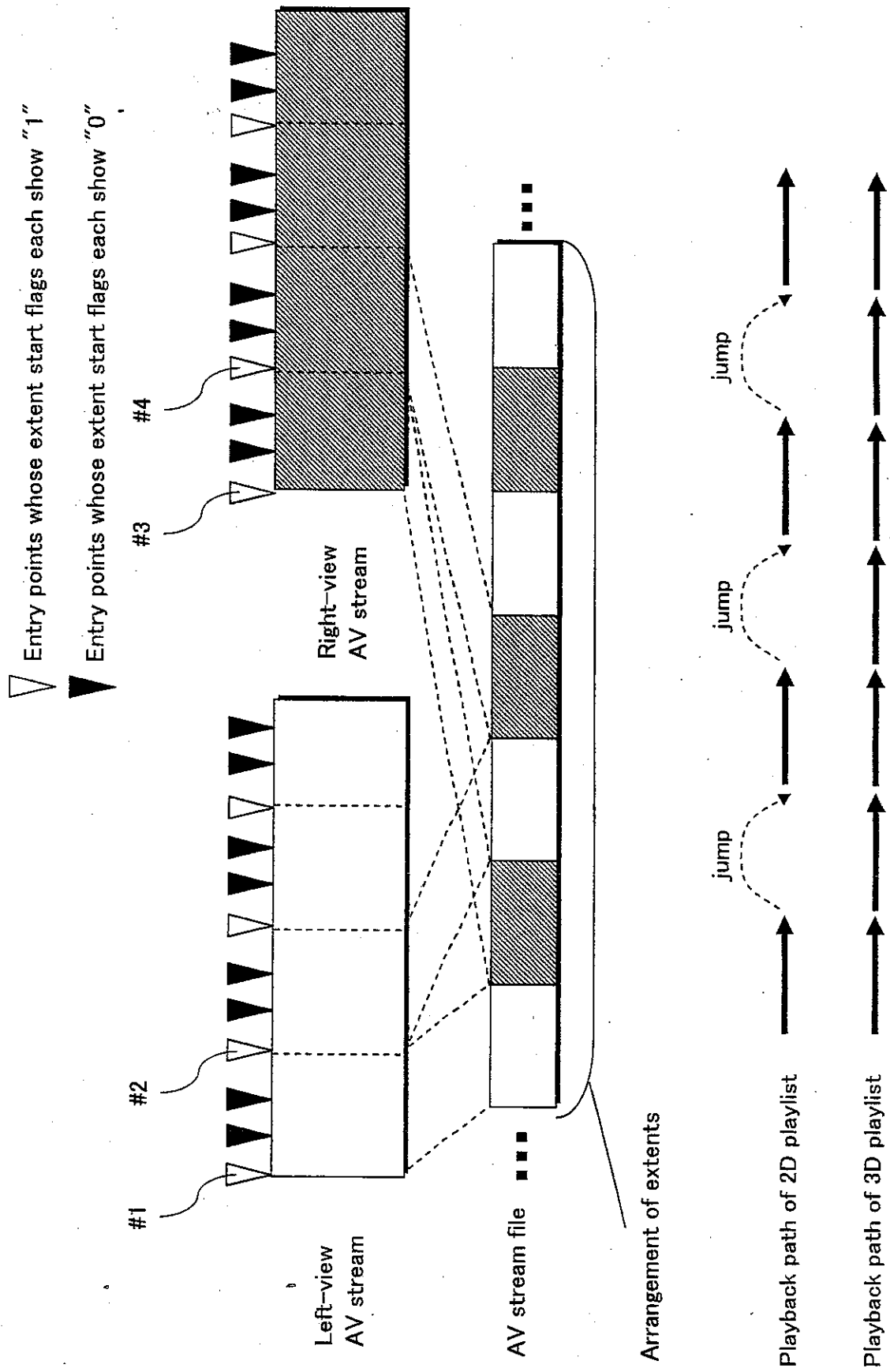


FIG.47

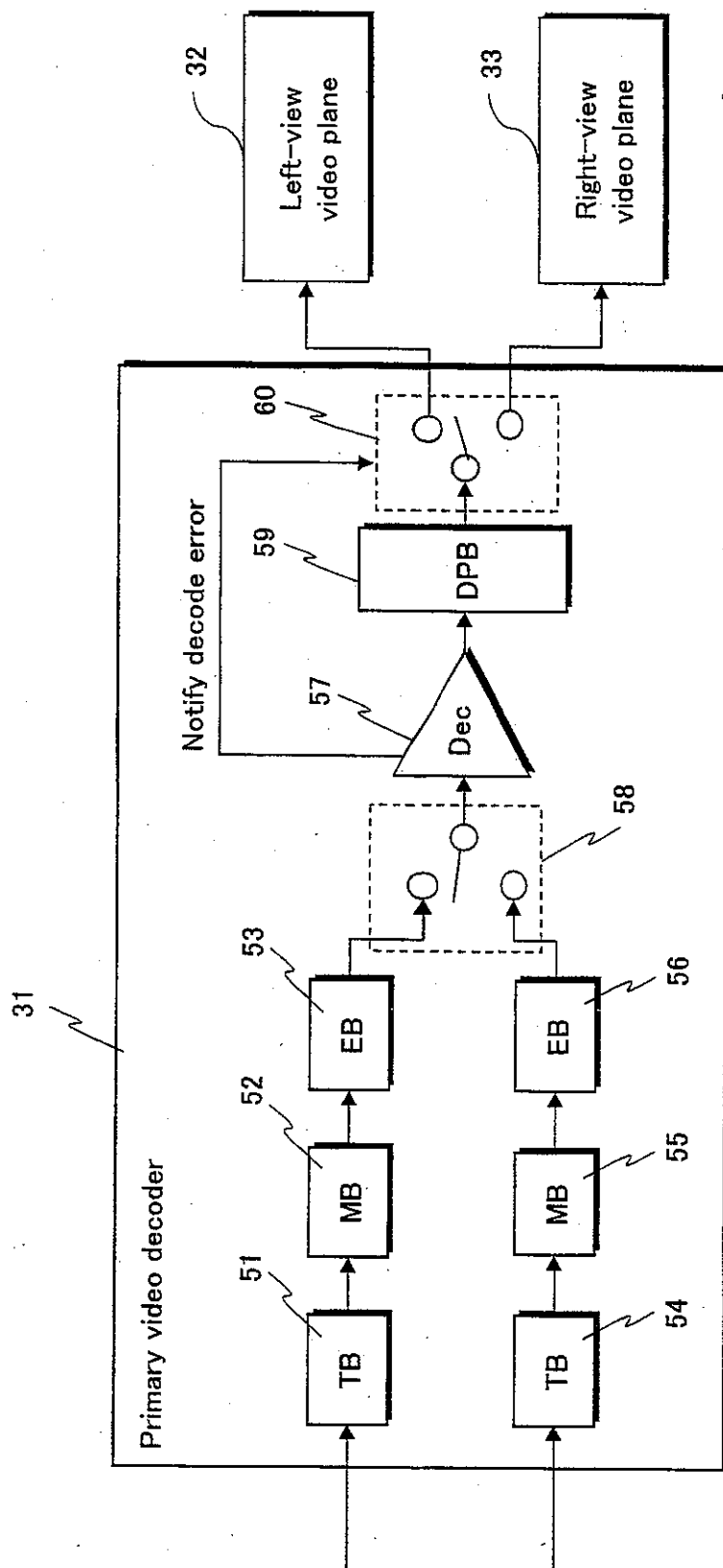


FIG.48

When picture of right-eye video is damaged, corresponding picture of left-eye video is output in replacement of the damaged picture.

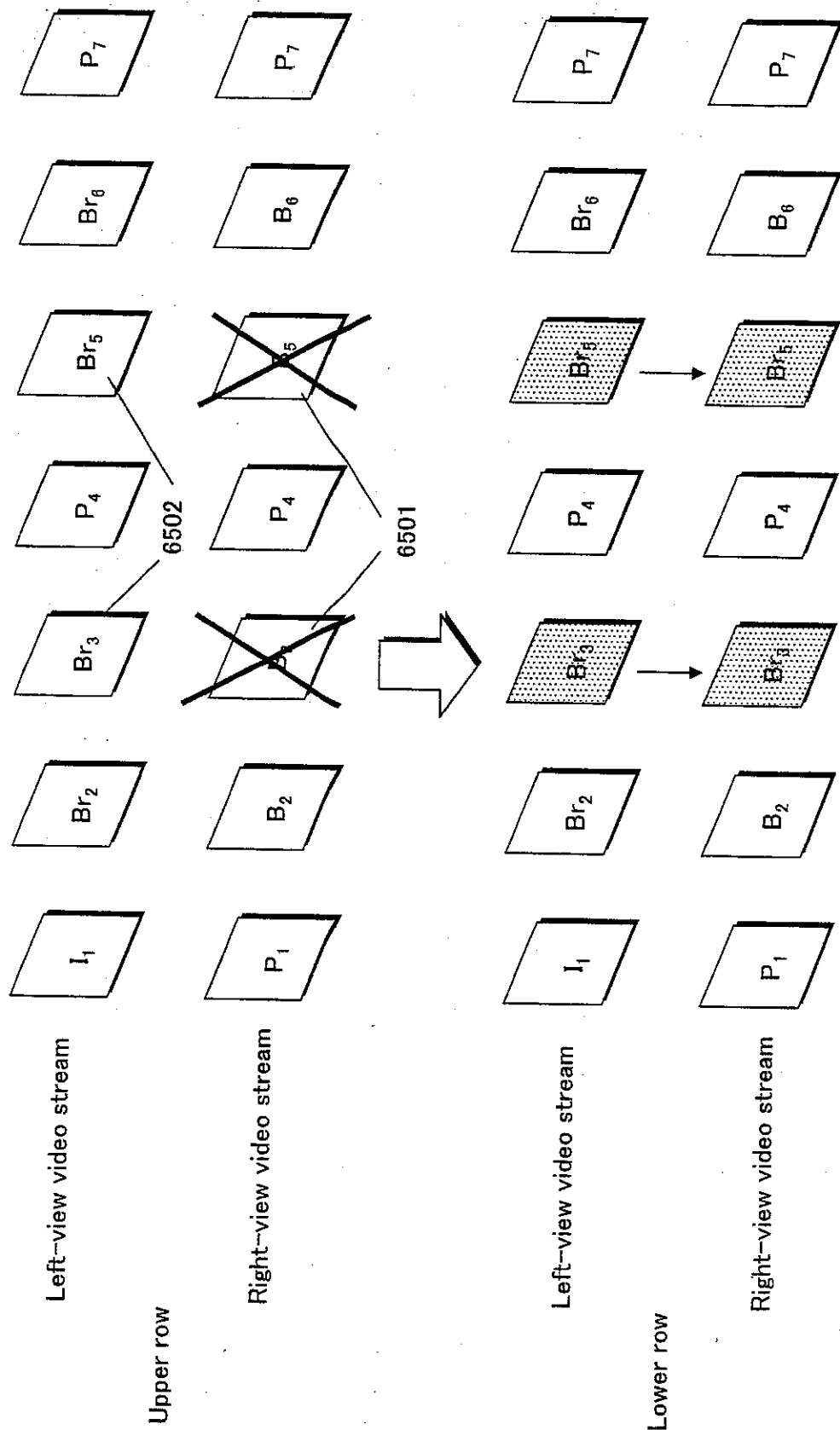


FIG.49

When picture of right-eye video is damaged, picture of right-eye video that immediately precedes the damaged picture is output in replacement of the damaged picture.

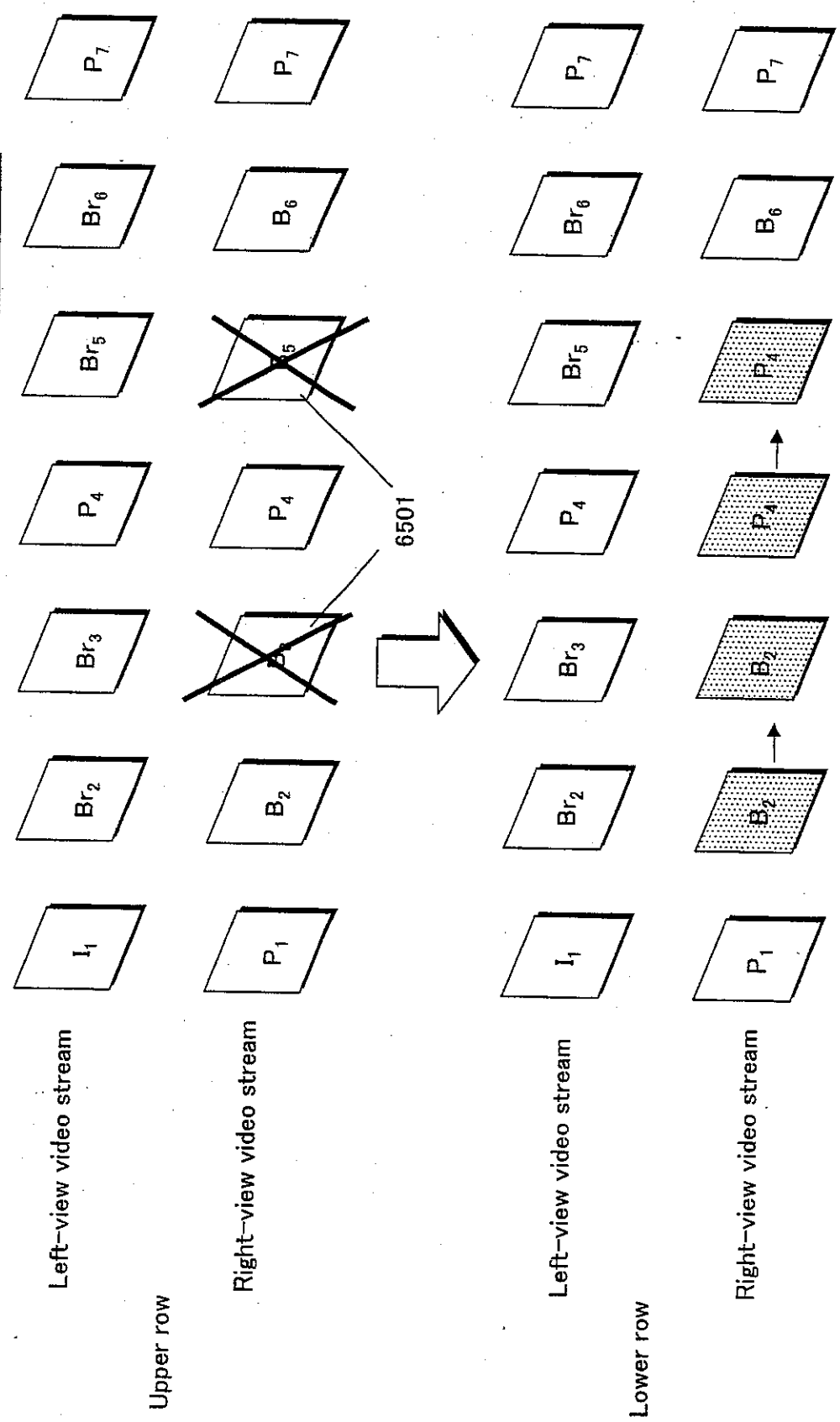


FIG.50

When picture of right-eye video is damaged, picture of right-eye video that immediately precedes the damaged picture is played back, paired with picture of left-view video stream that corresponds to the preceding picture of the right-eye video.

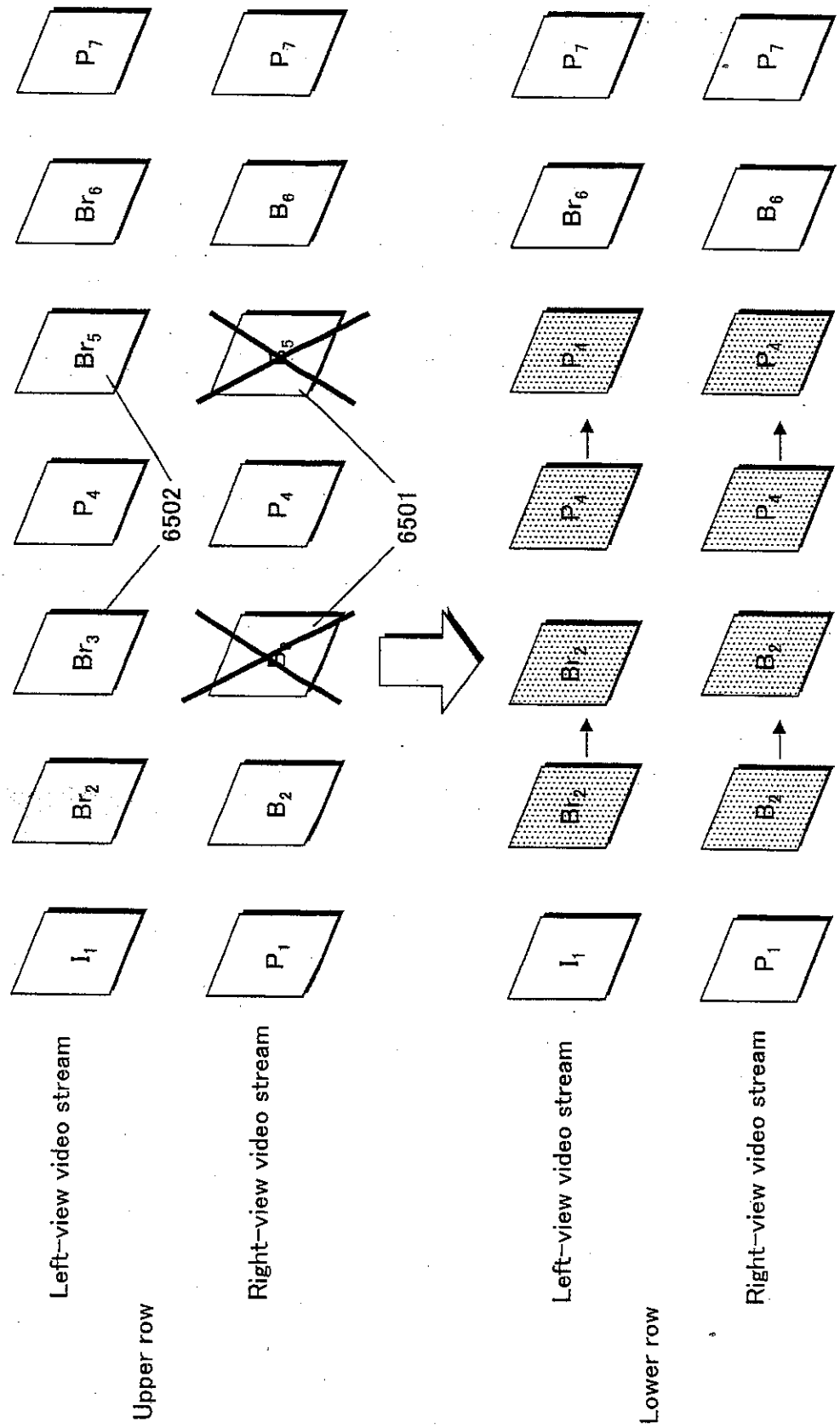


FIG.51

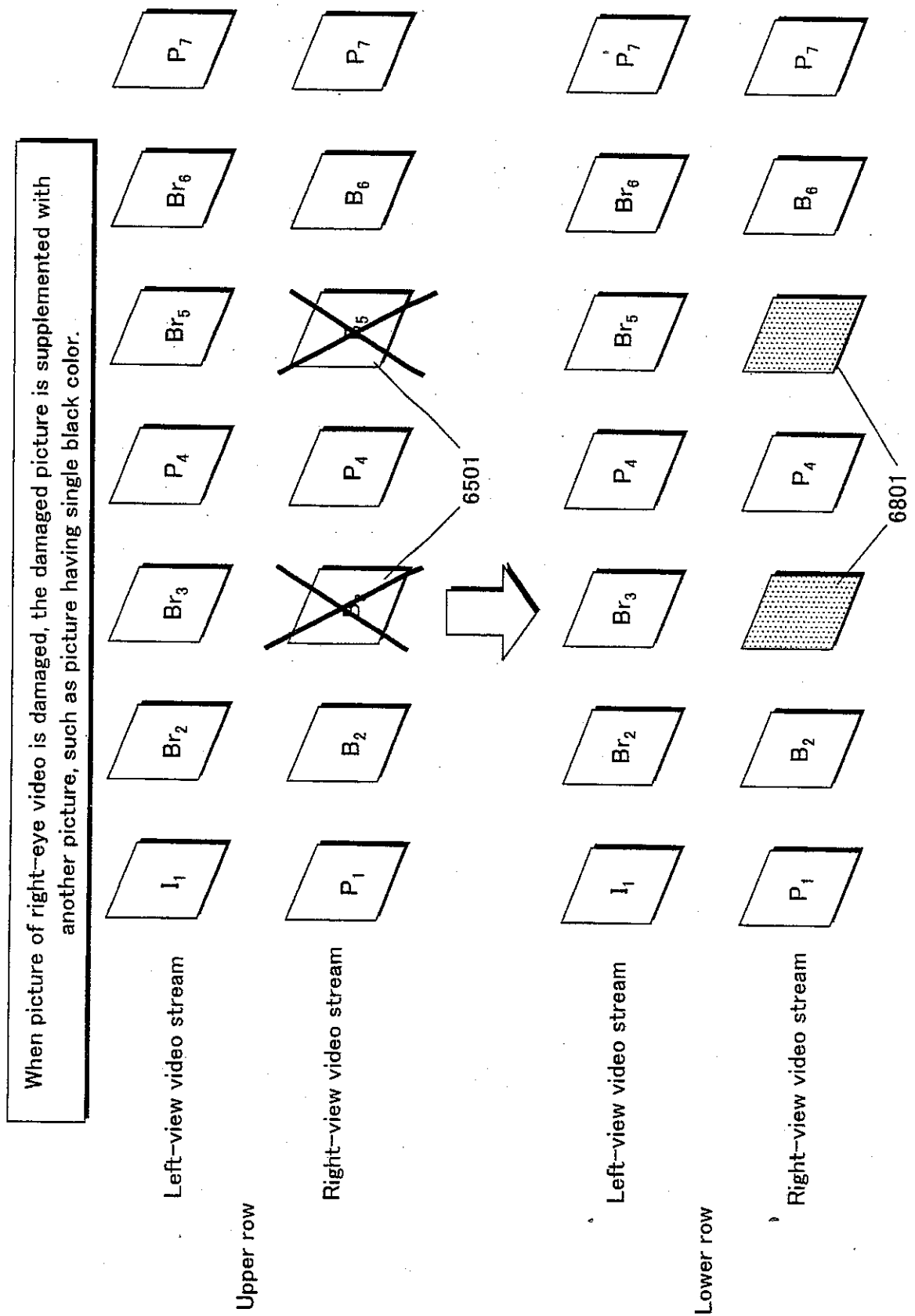


FIG.52

When picture of right-eye video is damaged, the damaged picture, as well as corresponding picture of left-eye video, are supplemented with other pictures, such as pictures having single black color.

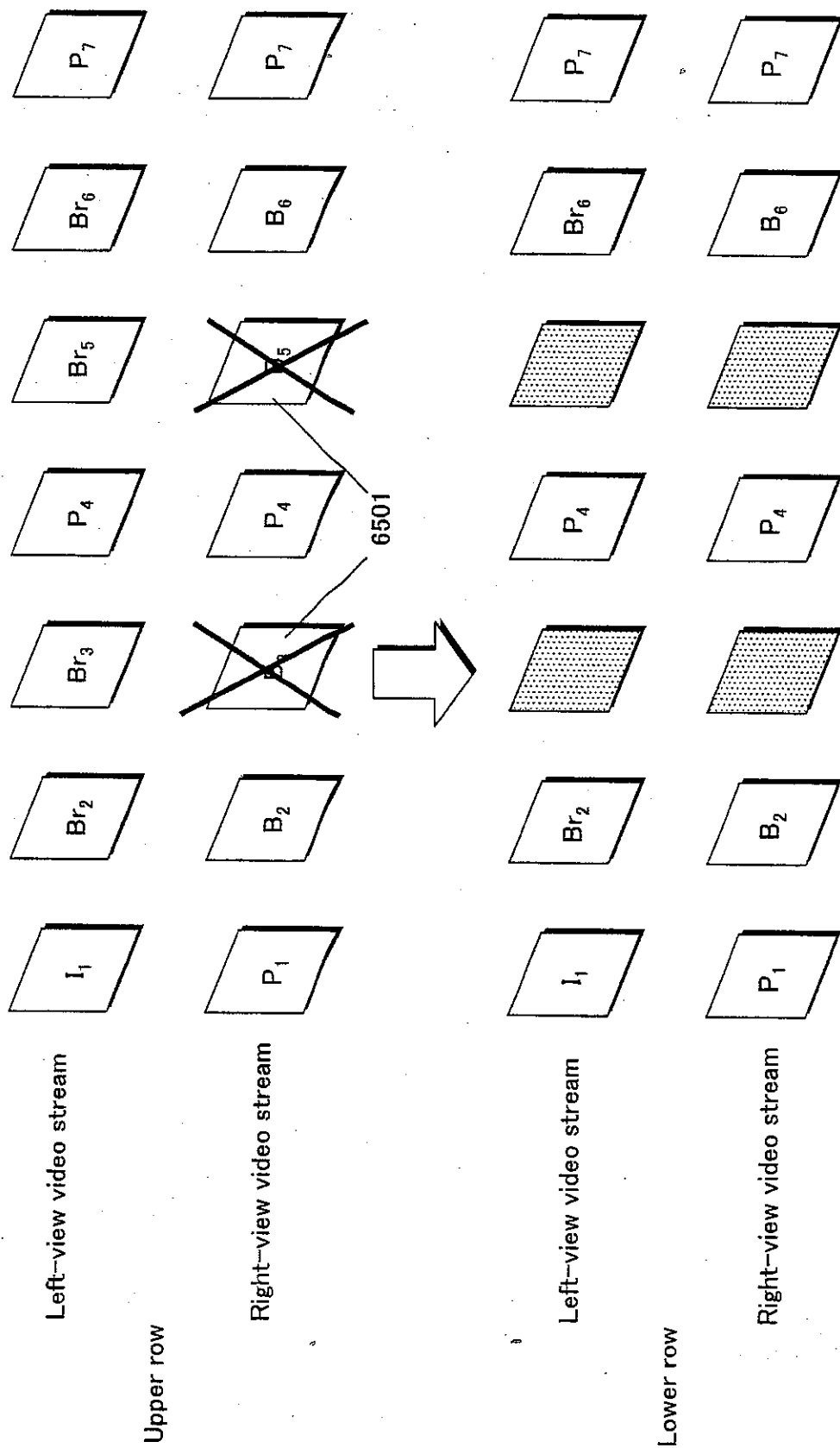


FIG.53

When picture of right-eye video is damaged, the damaged picture is supplemented with another picture generated from (i) corresponding picture of left-view video stream and (ii) picture of right-view video stream that immediately precedes the damaged picture.

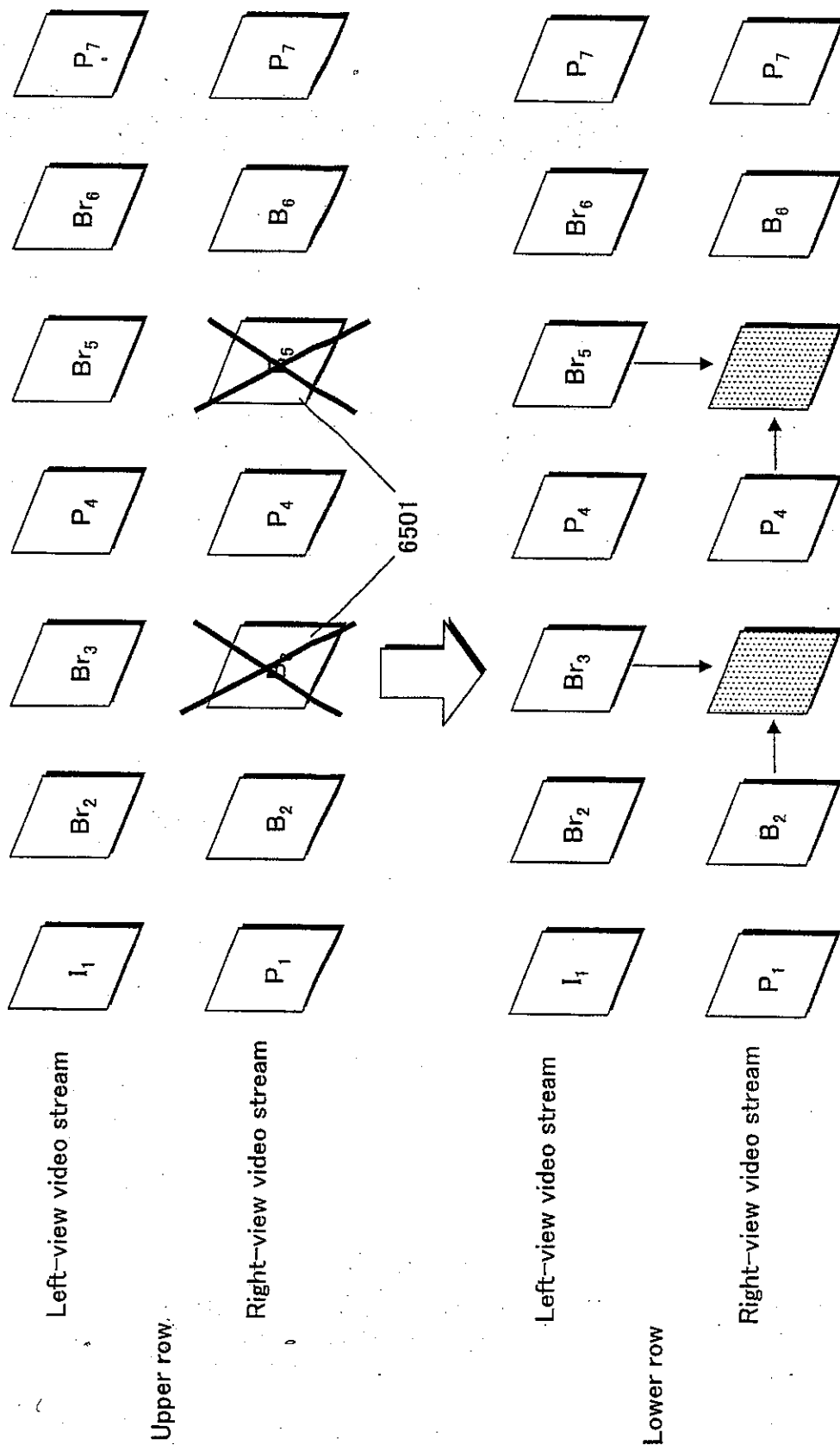


FIG.54

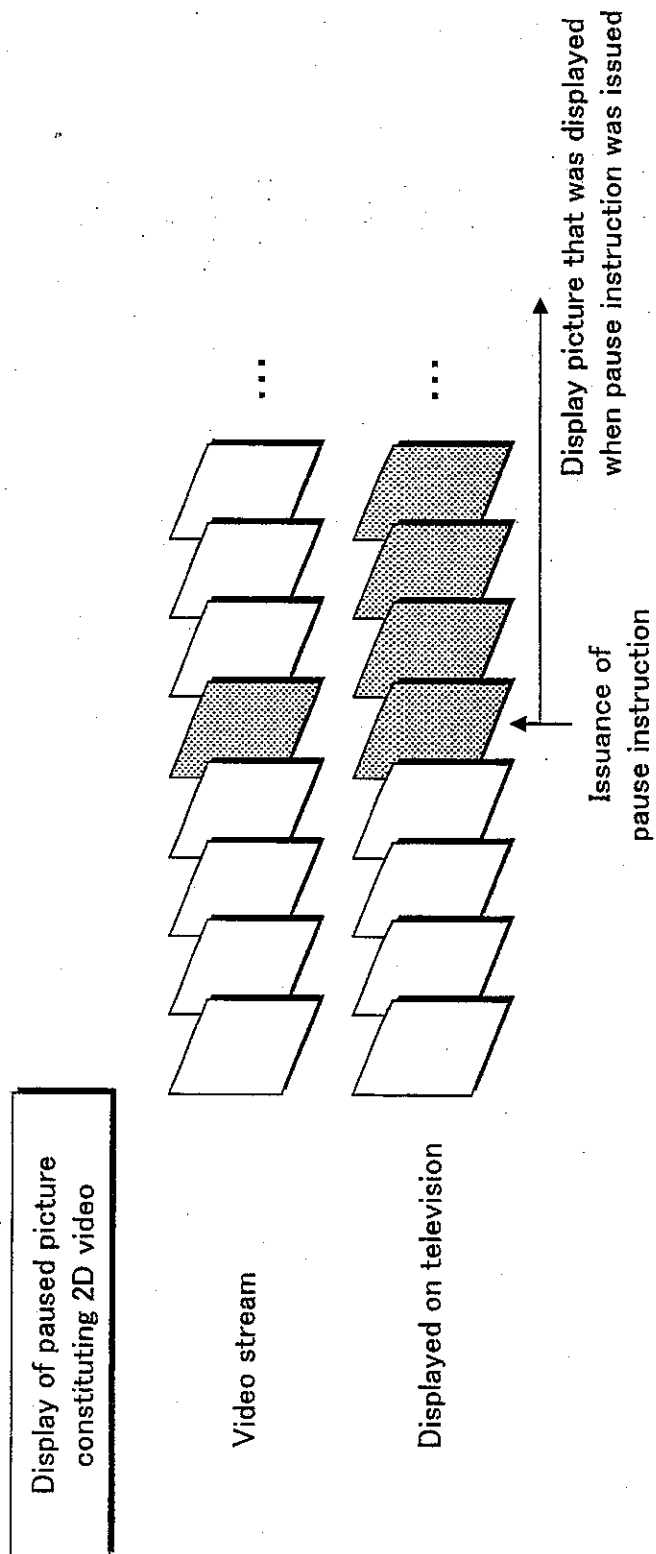


FIG.55A

Display of paused picture constituting
3D video in 2D

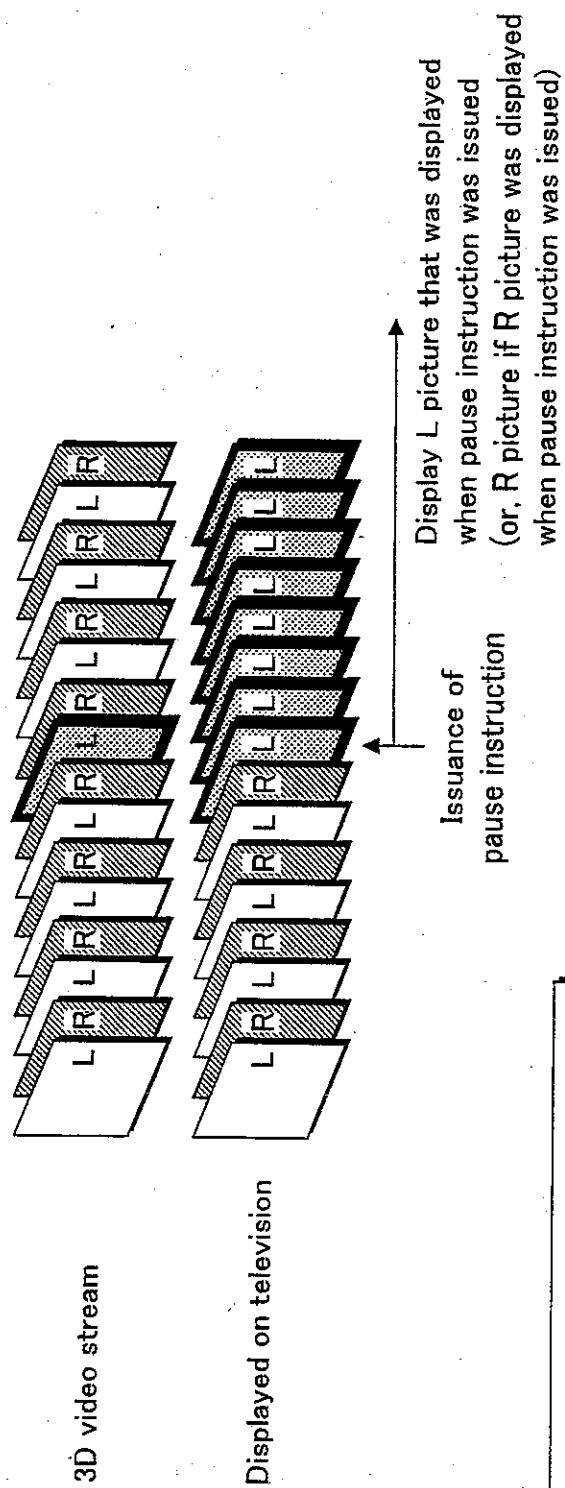


FIG.55B

Display of paused pictures constituting
3D video in 3D

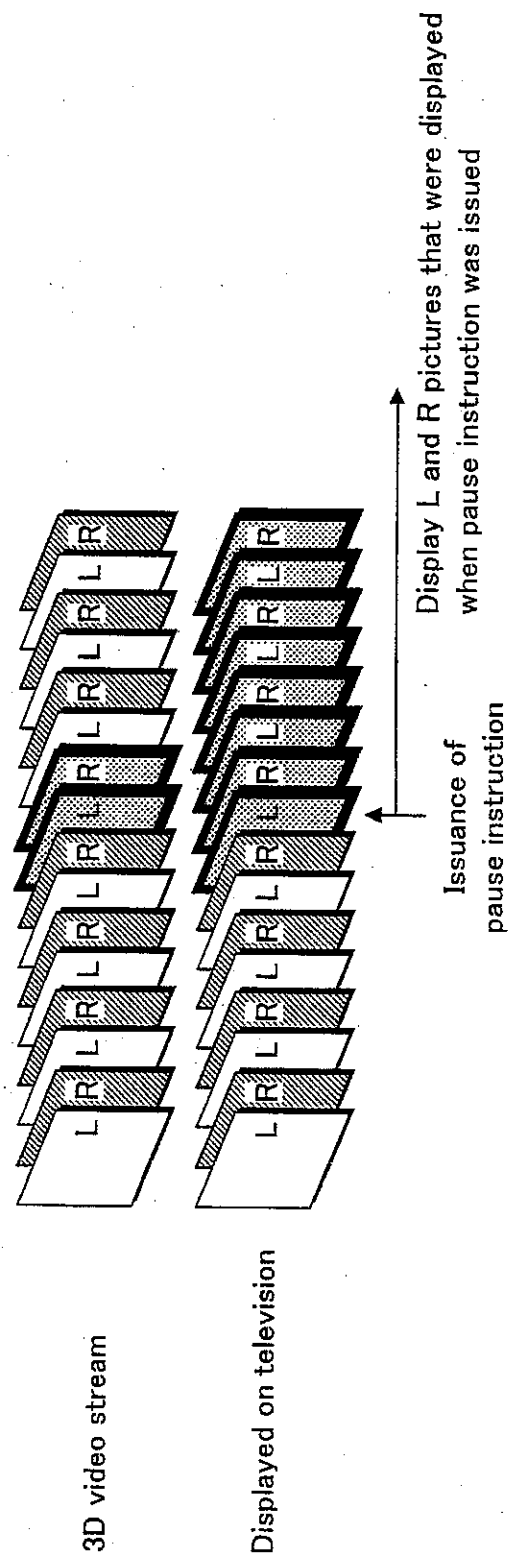


FIG.56

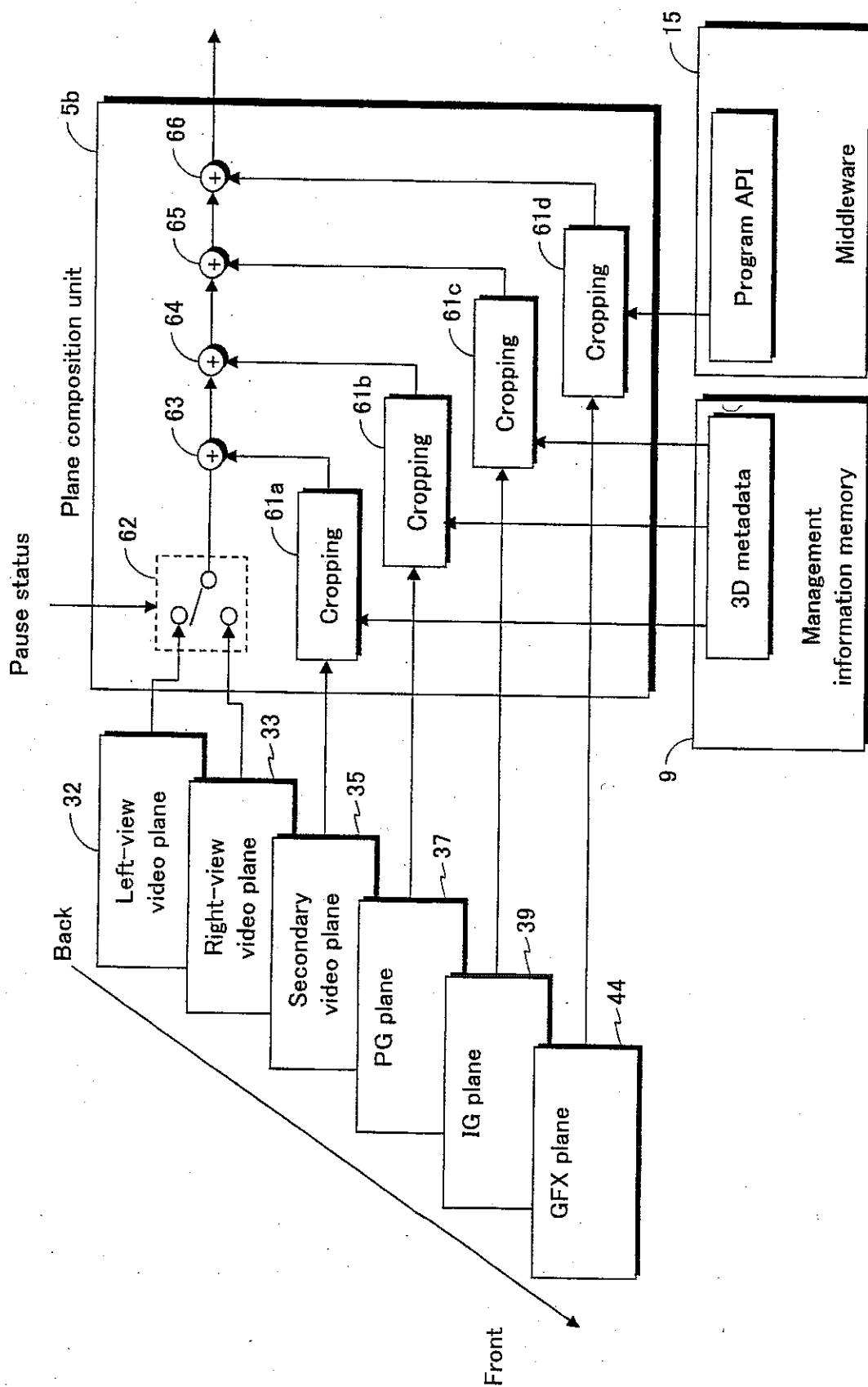


FIG.57

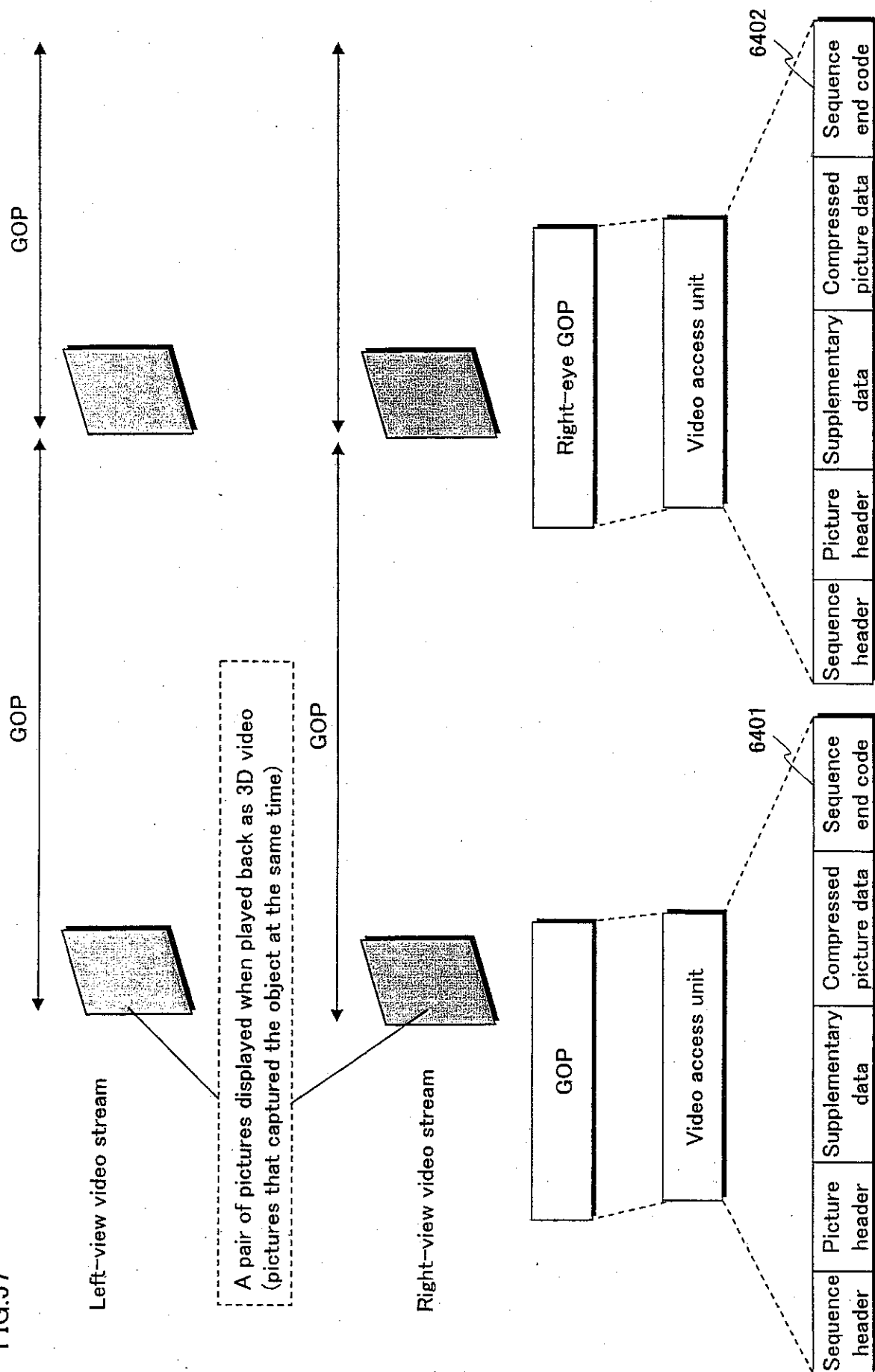


FIG.58A

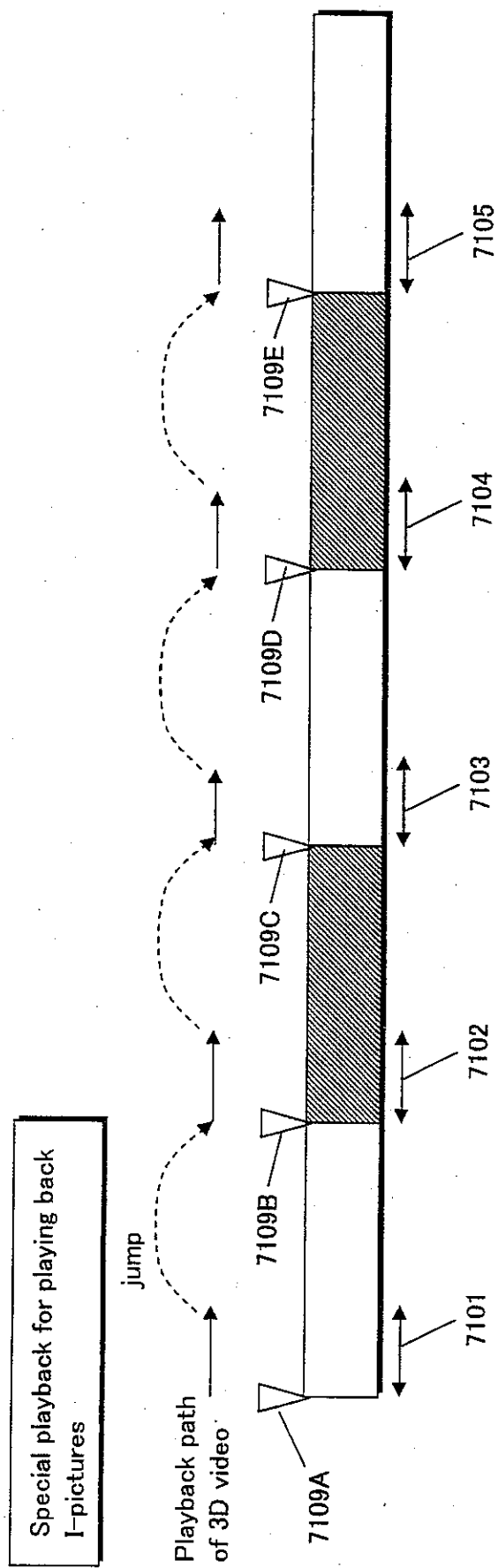


FIG.58B

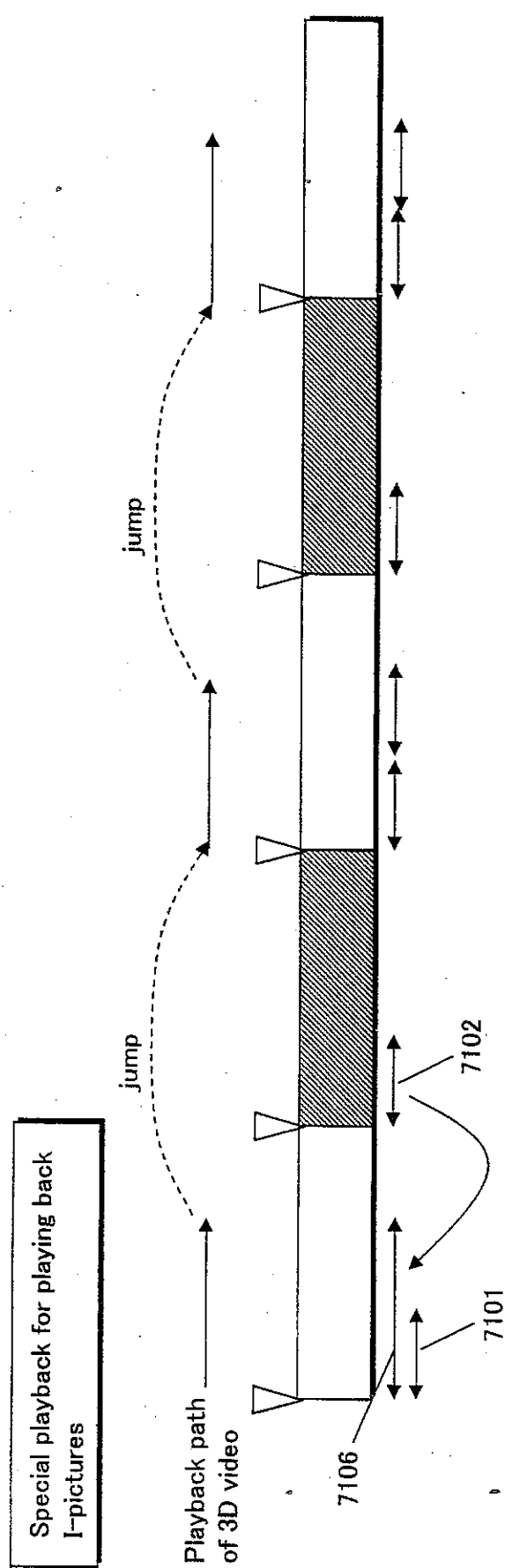


FIG.59A

2D/left-view AV stream

Video stream (PID "0x1011", primary video)
Video stream (PID "0x1012", primary video) for special playback
Audio stream (PID "0x1100")

Right-view AV stream

Video stream (PID "0x1012", primary video)

FIG.59B

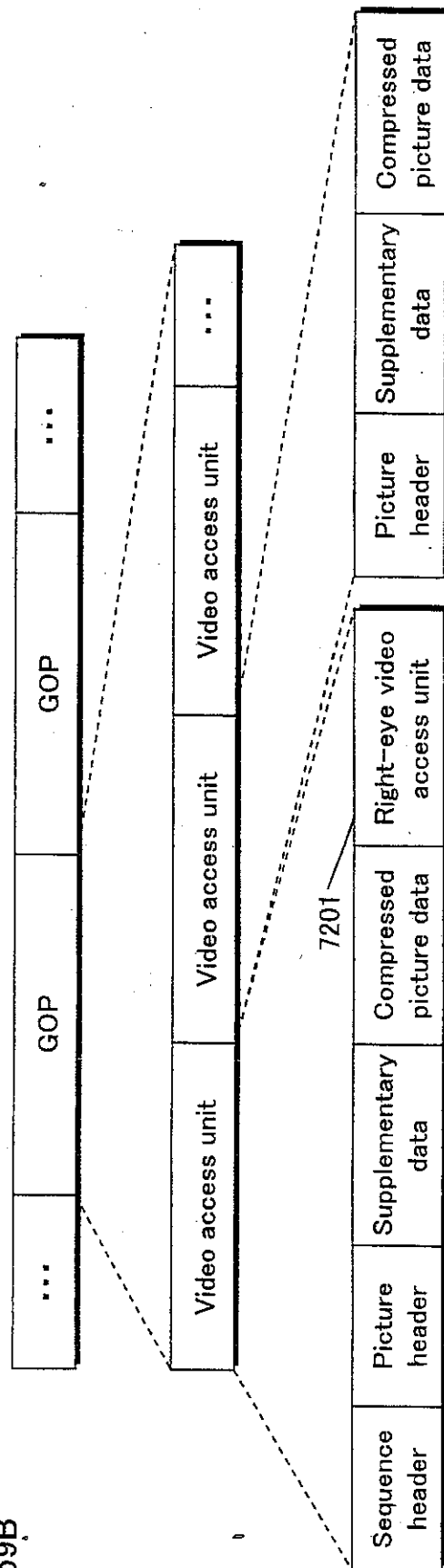


FIG.60

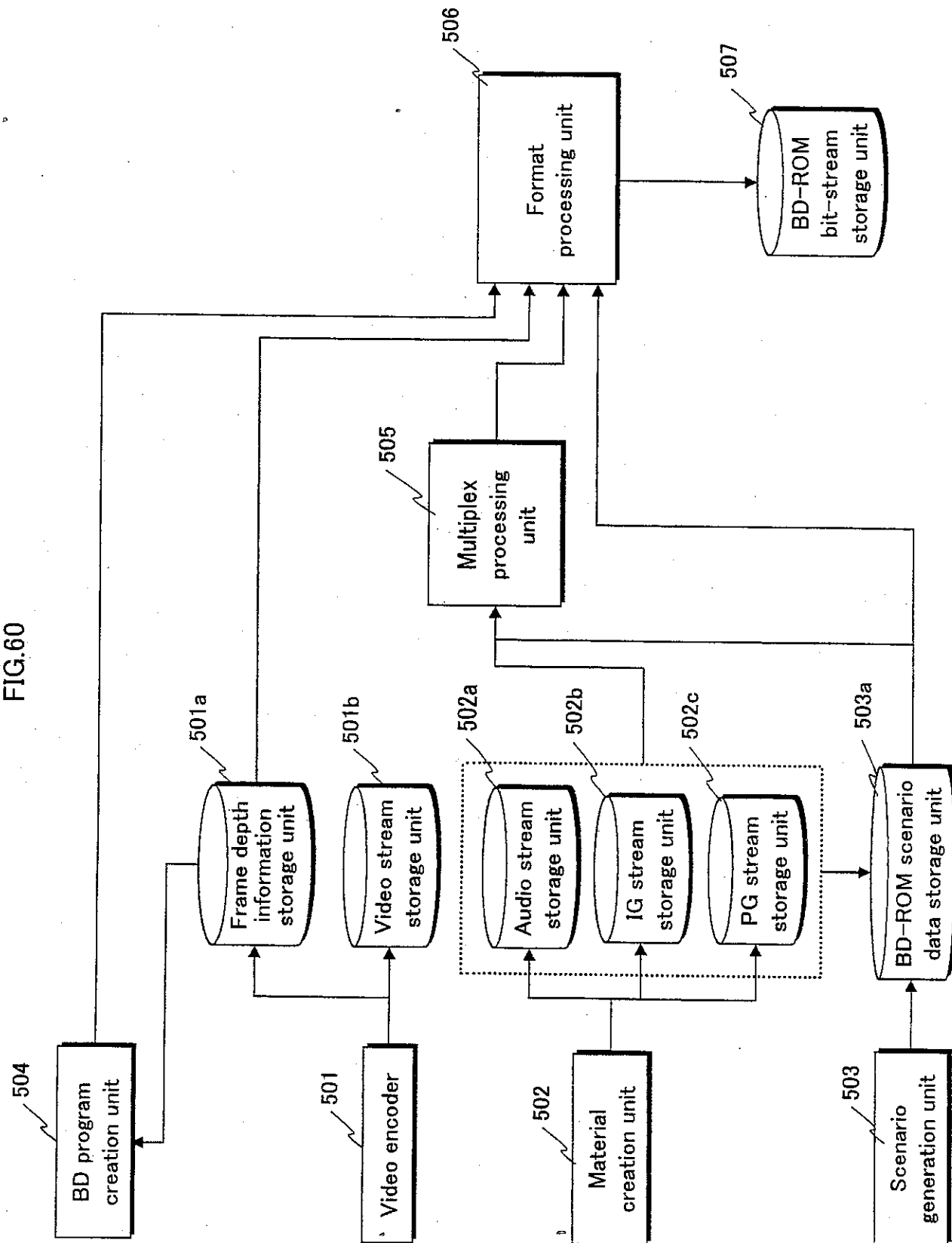
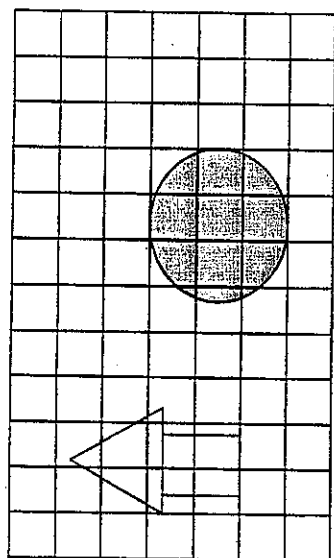
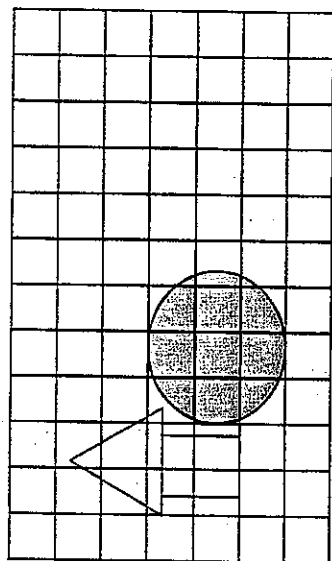


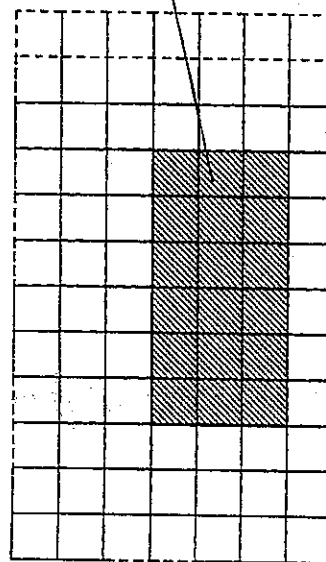
FIG.61



Left-eye image



Right-eye image



Depth information

Large depth
(images shown by these blocks
look as if they are extending out of
front of screen toward viewer)