

ABSTRACT**PREDICTION PARAMETER INHERITANCE FOR 3D VIDEO CODING**

A three-dimensional (3D) video codec encodes multiple views of a 3D video, each including texture and depth components. The encoders of the codec encode video blocks of their respective views based on a set of prediction parameters, such as quad-tree split flags, prediction modes, partition sizes, motion fields, inter directions, reference indices, luma intra modes, and chroma intra modes. The prediction parameters may be inherited across different views and different ones of the texture and depth components.

Fig. 1