

**Experimental live 3D transmissions  
of two classical bicycle races in Belgium:  
Screening of S-3D clips, analysis of images,  
lessons learned, and the dos and don'ts**

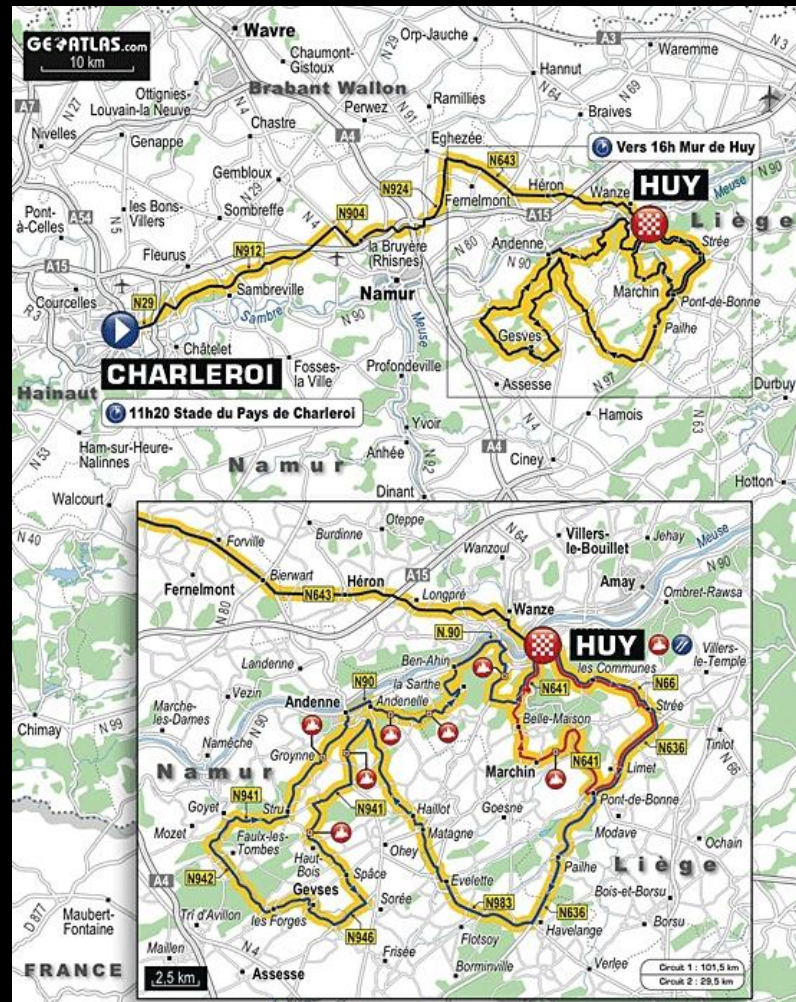
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# Flèche Wallonne bicycle race

20 Avril 2011



# OB van at arrival line



# 3D motorcycle & 3D Panasonic camera



# Receive antennas



# HF truck



# 3D visualization



# Inside of OB van





# Liège – Bastogne – Liège bicycle race

24 Avril 2011



# Last check of equipments



# Shooting with opportunity bicycle racers



# HF truck & antennas



# OB van



# Arrival



# 1. Philippe Gilbert

2. Andy  
Schleck



3. Frank  
Schleck

3D movie  
of  
Flèche Wallonne bicycle race



# *Three examples of problems*

- Foreground objects coming unexpectedly into the field of view
- Horizon line moving around
- Zoom producing unnatural effects

# *Different ways of shooting*

- Forward (far)
- Forward (close)
- Backward (far)
- Backward while being overtaken by racers
- Backward (close)
- While overtaking racers (« panning »)
- Forward close to the ground
- At a fixed position and a fixed orientation



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