

*Andrea Eichenseer and André Kaup*

## **A Data Set Providing Synthetic and Real-World Fisheye Video Sequences**

Proc. IEEE International Conference on Acoustics, Speech and Signal Processing (ICASSP), Shanghai, China, March 2016

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All scenes are assembled and customized by Andrea Eichenseer and Michael Ortner for the Chair of Multimedia Communications and Signal Processing (LMS), Friedrich-Alexander University Erlangen-Nürnberg (FAU), Erlangen, Germany.

The final sequences are freely available for research purposes via [www.lms.lnt.de/fisheyedataset](http://www.lms.lnt.de/fisheyedataset).

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**Andrea Eichenseer and André Kaup,**  
**“A Data Set Providing Synthetic and Real-World Fisheye Video Sequences”,**  
**in *Proc. IEEE International Conference on Acoustics, Speech and Signal Processing (ICASSP)*,**  
**pp. 1541-1545, Shanghai, China, March 2016.**

## **Images taken from the Tecnick Libraries (retrieved on 14 Jan 2016)**

### **Sequences *CheckercubeC*, *CheckercubeD*, *Rays*, *Stars*, and *Lorem***

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N. Asuni and A. Giachetti,

“TESTIMAGES: A Large-Scale Archive for Testing Visual Devices and Basic Image Processing Algorithms”,

in *Proc. Smart Tools and Apps for Graphics Conference (STAG)*, pp. 63-70,

Cagliari, Italy, September 2014,

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### **Sequences *CheckercubeA*, *CheckercubeB*, *Gradient*, and *Alphabet***

The images used for these sequences have been created by Michael Ortner (*Gradient*) and Andrea Eichenseer (*Alphabet*) or were created with the settings available in Blender (<http://www.blender.org>).

All synthetic sequences have been created using Blender version 2.71.

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## Sequences *Street*, *CarsA*, and *CarsB*



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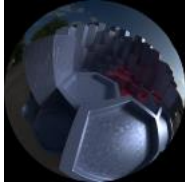
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## Sequences *PillarsA*, *PillarsB*, and *PillarsC*



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## Sequences *PoolA*, *PoolB*, *PoolNightA*, and *PoolNightB*



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## **Sequences *Room, LivingroomA, LivingroomB, and LivingroomC***



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