

Color on the web CG teleconference

2021-10-25 @ 21:00 UTC

Attendees

- Chris Needham
- Simon Thompson
- Pierre-Anthony Lemieux (meeting chair, CG co-chair)
- Imane Filali
- Timo Kunkel
- Ken Russell
- Chris Cameron
- Max Derhak
- Rafael Cintron
- Chris Seeger

Administrative

Please carefully review CG rules/policies (<https://www.w3.org/community/about/>)

Please add your name to your GitHub user profile (<https://github.com/settings/profile>)

Calendar at:

- https://calendar.google.com/calendar/embed?src=nr9r5ibs0f4jcuebisd2lvie1s%40group.calendar.google.com&ctz=America%2FLos_Angeles
- <https://calendar.google.com/calendar/ical/nr9r5ibs0f4jcuebisd2lvie1s%40group.calendar.google.com/public/basic.ics>

Action items

Action item: Chair to publish 2021-07-19 notes

Action item: Chair to encourage participation from Android, Apple (Simon Fraser), Sam Weinig (Webkit) folks to better understand platform capabilities and roadmap.

Action item: Jeff Gilbert to open an issue to define an API to extract ST 2086 and MaxCLL/FALL metadata from and <video> elements

Action item: Simon Thompson to suggest a list of appropriate hardware and software to evaluate HDR images.

HDR in Canvas

Chris Cameron reported that refactoring related to implementing HDR in WebGL, WebGPU, and high-bit-depth canvas has started:

crbug.com/1260558

Very slight preference expressed for Canvas 2D support first.

Locate a tutorial on PQ images

Action item: Timo Kunkel and Chris Seeger to each present background information on PQ images.

The objective is to better understand:

- the history/motivation behind PQ
- the challenges with and strategies for mapping PQ images to (a) SDR displays and (b) the connection space defined by the strawman HDR Canvas API.

Background materials:

<https://www.sid.org/Standards/ICDM#8271483-idms-download>

<https://www.dropbox.com/sh/kij6u62f3rr1wzf/AADBCBwv58pXmqes4kxuOSXBa?dl=1>

<https://www.dropbox.com/s/u06oqzyo4nnhiu1/SDR-PQ-SDR.jpg?dl=0>

WebCodecs

WebCodecs currently are SDR-only and HDR support is dependent on support for HDR in Canvas:

<https://github.com/w3c/webcodecs/issues/384>

It would be ideal to have a proof-of-concept available before engaging directly with the WebCodecs community.

Is there any HDR metadata at the bitstream level -- other than color space signaling? If so, should the WebCodecs API expose that information?

Next meeting

Recurring meeting on Monday 21:00-22:30 UTC every two weeks, starting on April 12.

Next meeting: November 22, 2021