Color on the web CG teleconference

2021-12-20 @ 22:00 UTC

Attendees

- Chris Needham
- Simon Thompson
- Chris Cameron
- Pierre-Anthony Lemieux (meeting chair, CG co-chair)
- Ken Russell
- 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.c alendar.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

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

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

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

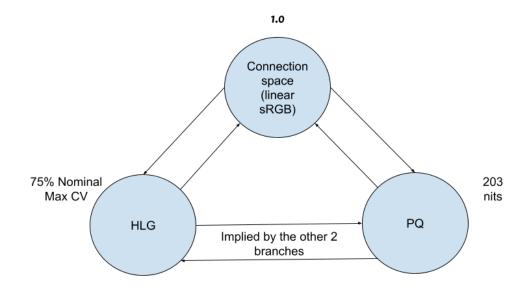
Status of HDR canvas implementation

HDR Canvas available in Chrome canary via --enable-experimental-web-platform-features.

Mapping between PQ pixels and the HDR Canvas connection space

Mapping from HLG to the connection space is already specified in the HDR Canvas strawman Need to define a corresponding mapping for PQ

- The mapping should ideally be consistent with other specifications and practices, e.g.
 ITU BT.2408-4 recommendation? (<u>REPORT ITU-R BT.2408-4 Guidance for operational practices in HDR television production</u>, table 1, page 6)
- If reversible, the mapping from PQ to/from the connection will imply a mapping from/to HLG



Action item: Chris Cameron to propose equations for mapping from PQ to the HDR canvas connection space

Next meeting

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

Next meeting: January 24, 2022 - changing cadence due to conflicts.