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**English only**

Subject: Revision to Report ITU-R BT.2408-5

## **North American Broadcasters Association (NABA)**

### **PROPOSED TEXT FOR THE REVISION OF REPORT ITU-R BT.2408-5**

#### **Documenting multiple tone-mapping methods**

##### **Overview**

The working document towards a preliminary draft revision of Report ITU-R BT.2408-5 from the March 2022 Working Party (WP) 6C meeting included language adding a new, non-linear scaling method for converting SDR BT.709 content to HDR BT.2100 and deprecating a linear (2x) scaling method. This contribution proposes language indicating that the choice of mapping method should be made by implementers based on their needs and on the documented behaviours of each method.

##### **Background**

The MovieLabs 2x linear scaling method is widely used in UHD live-linear productions when converting from SDR BT.709 to HDR BT.2100. This method mimics the linear luminance scaling behaviour of BT.1886 in consumer TVs, reference displays and many consumer devices. The method was documented in Report ITU-R BT.2390-4 (4/2018) and subsequent versions. In a 2021 restructuring of the Reports, this documentation was moved to Report ITU-R BT.2408-4 (3/2021).

In March 2022, the working document towards a preliminary draft revision of Report ITU-R BT.2408-5, (Annex 3.1 to Working Party 6C Chairman's Report) proposed deprecating this method in favour of a new, non-linear method.

##### **Proposal**

This contribution proposes that the MovieLabs 2x linear scaling method not be deprecated. Instead, this contribution proposes that in the main body of BT.2408, the goals and characteristics of each tone mapping method be documented, that neither method be described as generally preferred, and that further research is needed regarding the use of each tone mapping method in program exchange.

**Attachment:** Proposed text for revision of Report ITU-R BT.2408-5

## ATTACHMENT

### PROPOSED TEXT FOR THE REVISION OF REPORT ITU-R BT.2408-5

Addition to the end of section 5.1, “Inclusion of standard dynamic range content in high dynamic range,” before section 5.1.1:

The following subsections describe several different methods for mapping SDR into HDR. The choice of mapping method depends on the application and should be made by implementers based on their needs and on the documented goals and characteristics of each method. None are considered as generally preferred or as a default for a broad set of use cases. Further research regarding the use of these methods in programme exchange is needed.

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