




# Comments and Corrections

## Corrections to “Study of 3D Virtual Reality Picture Quality”

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In [1], the following changes should have been made.  
Equation (3) is corrected as follows:

$$f(x) = \beta_1 \left( \frac{1}{2} - \frac{1}{(1 + e^{\beta_2(x-\beta_3)})} \right) + \beta_4 x + \beta_5$$

In Table III, the value for BRISQUE in the OVERALL column should be bold, as shown here.

### REFERENCE

- [1] M. Chen, Y. Jin, T. Goodall, X. Yu, and A. C. Bovik, “Study of 3D virtual reality picture quality,” *IEEE J. Sel. Topics Signal Process.*, vol. 14, no. 1, pp. 89–102, Jan. 2020.

TABLE III  
SROCC OF IQA METHODS

	OVERALL	GAUSSIAN BLUR	GAUSSIAN NOISE	DOWNSAMPLING	STITCHING	VP9	H.265
PSNR	0.5755	0.7893	0.8929	0.8179	0.7321	<b>0.5036</b>	0.7714
WS-PSNR	0.6350	0.7911	<b>0.8875</b>	0.8286	0.7857	0.6304	0.8536
SSIM	0.6289	<b>0.7821</b>	0.9107	0.8321	0.5143	0.7643	0.7857
MS-SSIM	0.7187	0.8571	0.9107	0.8036	0.7250	0.8179	0.9250
S-SSIM	0.6420	0.8036	0.9143	0.8607	0.5857	0.7536	0.8214
FSIM	0.7007	0.9179	0.9143	<b>0.7893</b>	<b>0.8179</b>	<b>0.8821</b>	0.9357
VSI	0.6805	0.9143	0.9143	0.7929	0.7982	0.8464	0.9357
GMSD	0.7963	0.9000	0.9036	0.8179	0.7893	0.8429	0.9321
MDSI	0.6970	0.9179	0.9143	0.7964	0.8161	0.8714	<b>0.9429</b>
BRISQUE	<b>0.8332</b>	<b>0.9357</b>	0.9036	<b>0.9500</b>	0.4714	0.5750	0.7643
NIQE	<b>0.4635</b>	0.9321	0.8893	0.8714	<b>0.1357</b>	0.5411	<b>0.6946</b>

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