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# Introduction

This document summarizes a workshop to be hosted by the MPEG-I Scene Description AHG for exchanging thoughts on streamed media in Immersive Scene Descriptions. It is expected to be run jointly with Khronos and possibly 3GPP. The intended audience includes experts from MPEG, Khronos, 3GPP, but it is generally open to public.

# Main Purpose

The main purpose of the workshop is the exchange of information on the developments in MPEG that relate to Khronos specifications and to get feedback on the approaches taken. We also consider that the developed decomposition of rendering and XR run time (Khronos), digital representation of digital media (MPEG) and advanced delivery of media (3GPP) may be established and additional synergies and complementary work can be exploited.

# Logistics

The webinar will be done under the umbrella of the MPEG-I Scene description AHG. The webinar would run over two days, each day for 150 min with 15 min break.

The session is organized by MPEG using Zoom.

The sessions from 13 UTC to 15:30 UTC to permit broad attendance.

The potential dates

* Sep 21/22 2021
* Sep 22/23 2021
* Sep 28/29 2021
* Sep 29/30 2021

The workshop is part of the AHG and is hence open to the public.

A detailed program is available by August 15, 2021.

# Program Committee

MPEG-I Scene Description AHG Chairs

MPEG-I VDI AHG Chairs

Selected Khronos members

# Topics and Program

Scope and purpose

MPEG-I

* Extensions to Khronos technologies
  + glTF extensions
  + OpenMAX extensions
  + Vulkan Video extensions
* Expected phase 2 work in MPEG-I Scene Description
  + AR
  + Interactivity
  + Haptics
  + Extended audio
* 3DG work
  + V3C
  + Mesh compression
* Others

Khronos

* Latest development in Khronos on gltf, openXR, OpenMAX, Vulkan and other immersive media centric topics
* Expected future work in Khronos

3GPP

* Immersive media and 5G
* The role of Khronos and MPEG-I in 5G

Open source and reference tools

Test material

Collaboration opportunities