**INTERNATIONAL ORGANIZATION FOR STANDARDIZATION**

**ORGANISATION INTERNATIONALE DE NORMALISATION**

**ISO/IEC JTC 1/SC 29/WG 03 MPEG SYSTEMS**

**ISO/IEC JTC 1/SC 29/WG 03 N0530**

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| **Title** | **Technologies under Consideration on Scene Description for MPEG Media** |
| **Source** | **WG 03, MPEG Systems** |
| **Status** | **Approved** |
| **Serial Number** | **21423** |

More detailed TuC is provided in the attached PDF. The PDF is created based on the project <http://mpegx.int-evry.fr/software/kondrad/sd-tuc>

The source of TuC are:

# Interactivity

**= General**

Source: http://mpegx.int-evry.fr/software/MPEG/Systems/SceneDescription/MPEG-Contributions/-/issues/147[m57409]

**= On camera constraint related to user and content aspects**

Source: http://mpegx.int-evry.fr/software/MPEG/Systems/SceneDescription/MPEG-Contributions/-/issues/247[m58868]

# Extensions

**= MPEG\_audio\_spatial**

Source: http://mpegx.int-evry.fr/software/MPEG/Systems/SceneDescription/MPEG-Contributions/-/issues/63[m55132]

**= MPEG\_media**

Source: http://mpegx.int-evry.fr/software/MPEG/Systems/SceneDescription/MPEG-Contributions/-/issues/90[m56047]

**= MPEG\_camera\_control**

Source: http://mpegx.int-evry.fr/software/MPEG/Systems/SceneDescription/MPEG-Contributions/-/issues/12[m56337], http://mpegx.int-evry.fr/software/MPEG/Systems/SceneDescription/MPEG-Contributions/-/issues/147[m57409]

**= MPEG\_mesh\_collision**

Source: http://mpegx.int-evry.fr/software/MPEG/Systems/SceneDescription/MPEG-Contributions/-/issues/106[m56337], http://mpegx.int-evry.fr/software/MPEG/Systems/SceneDescription/MPEG-Contributions/-/issues/147[m57409], http://mpegx.int-evry.fr/software/MPEG/Systems/SceneDescription/MPEG-Contributions/-/issues/234[m58486]

**= MPEG\_node\_transformation\_external**

Source: http://mpegx.int-evry.fr/software/MPEG/Systems/SceneDescription/MPEG-Contributions/-/issues/109[m56440]

**= MPEG\_buffer\_circular**

Source: http://mpegx.int-evry.fr/software/MPEG/Systems/SceneDescription/MPEG-Contributions/-/issues/199[m58186]

# ISOBMFF

**= Carriage Format for animation timing**

Source: http://mpegx.int-evry.fr/software/MPEG/Systems/SceneDescription/MPEG-Contributions/-/issues/88[m56039]

**= Improvements for MPEG-I SD random access description**

Source: http://mpegx.int-evry.fr/software/MPEG/Systems/SceneDescription/MPEG-Contributions/-/issues/246[m58853]

# Codec Support

**= On V3C Support in Scene Description**

Source: http://mpegx.int-evry.fr/software/MPEG/Systems/SceneDescription/MPEG-Contributions/-/issues/96[m56240]

**= Clarification of type of V-PCC track referenced from MPEG\_media**

Source: http://mpegx.int-evry.fr/software/MPEG/Systems/SceneDescription/MPEG-Contributions/-/issues/144[m57336]

**= Dynamic mesh support in scene description**

Source: http://mpegx.int-evry.fr/software/MPEG/Systems/SceneDescription/MPEG-Contributions/-/issues/148[m57410]

# Data Formats

**= Support of glTF CBOR binary format**

Source: http://mpegx.int-evry.fr/software/MPEG/Systems/SceneDescription/MPEG-Contributions/-/issues/95[m56102]

# Interfaces

**= On DASH Dynamic Bitrate Adaption with Viewpoint Update**

Source: http://mpegx.int-evry.fr/software/MPEG/Systems/SceneDescription/MPEG-Contributions/-/issues/94[m56094]

**= Supporting Multiple Viewers in the Media Access Function**

Source: http://mpegx.int-evry.fr/software/MPEG/Systems/SceneDescription/MPEG-Contributions/-/issues/242[m58510]

**= CoAP API support in MAF**

Source: http://mpegx.int-evry.fr/software/MPEG/Systems/SceneDescription/MPEG-Contributions/-/issues/116[m56739]