**INTERNATIONAL ORGANIZATION FOR STANDARDIZATION**

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

**ISO/IEC JTC 1/SC 29/WG 03 N0759**

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| **Title** | **Technologies under Consideration on Scene Description** |
| **Source** | **WG 03, MPEG Systems** |
| **Status** | **Approved** |
| **Serial Number** | **22283** |

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:

# Extensions

**= MPEG\_media**

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

**= MPEG\_audio\_spatial**

Source: http://mpegx.int-evry.fr/software/MPEG/Systems/SceneDescription/MPEG-Contributions/-/issues/413[m61267]

**= 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\_buffer\_circular**

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

**= MPEG\_node\_avatar**

Source: http://mpegx.int-evry.fr/software/MPEG/Systems/SceneDescription/MPEG-Contributions/-/issues/446[m61818]

**= Shadow Scenes**

Source: http://mpegx.int-evry.fr/software/MPEG/Systems/SceneDescription/MPEG-Contributions/-/issues/459[m62227]

# 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

**= 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]

**= Support for multiple atlases for MIV applications**

Source: http://mpegx.int-evry.fr/software/MPEG/Systems/SceneDescription/MPEG-Contributions/-/issues/402[m61138]

# 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](http://mpegx.int-evry.fr/software/MPEG/Systems/SceneDescription/MPEG-Contributions/-/issues/116%5bm56739)]

# MPEG-I Audio in Scene Description

**= MPEG-I Audio in Scene Description**

Source: http://mpegx.int-evry.fr/software/MPEG/Systems/SceneDescription/MPEG-Contributions/-/issues/411[m61180]

# Reference Software

**= Thoughts on trimesh playback of AR scenes**

Source: http://mpegx.int-evry.fr/software/MPEG/Systems/SceneDescription/MPEG-Contributions/-/issues/358[m60282]

# Interactivity framework

**= On event-based scene update**

Source: http://mpegx.int-evry.fr/software/MPEG/Systems/SceneDescription/MPEG-Contributions/-/issues/445[m61812]

# Collected problem statements and industry needs

**= On the support of real environment data**

Source: http://mpegx.int-evry.fr/software/MPEG/Systems/SceneDescription/MPEG-Contributions/-/issues/444[m61811]