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**MPEG Systems   
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**ISO/IEC JTC 1/SC 29/WG 3**

**CODING OF MOVING PICTURES AND AUDIO**

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| **Source** | **WG03 (MPEG Systems)** |
| **Title** | **Draft registration of Khronos extensions 2nd edition** |
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ISO/IEC JTC 1/SC 29/WG 3 (MPEG Systems) completed the first edition of ISO/IEC 23090-14 Scene Description. MPEG Systems has decided to develop the standard using Khronos glTF 2.0 and is in the process of defining extensions to address the gaps and document solutions in ISO/IEC 23090-14. All extensions use the MPEG\_ namespace which has been registered with Khronos.

At MPEG#140, it was decided to register the extensions for the second editions early in the progress to promote the work to Khronos, after the first edition is completed.

The following branches have been created:

First amendment (2  branches, 2 extensions)

* [MPEG\_primitive\_V3C](https://github.com/haudiobe/glTF/tree/MPEG_primitive_V3C/extensions/2.0/Vendor/MPEG_primitive_V3C)
* [MPEG\_sampler\_YCbCr](https://github.com/haudiobe/glTF/tree/MPEG_sampler_YCbCr/extensions/2.0/Vendor/MPEG_sampler_YCbCr)

Second amendment (5  branches, 7 extensions)

* [MPEG\_node\_avatar](https://github.com/haudiobe/glTF/tree/MPEG_avatar/extensions/2.0/Vendor/MPEG_node_avatar)
* <https://github.com/haudiobe/glTF/tree/MPEG_haptic/extensions/2.0/Vendor>
  + [MPEG\_haptic](https://github.com/haudiobe/glTF/tree/MPEG_haptic/extensions/2.0/Vendor/MPEG_haptic)
  + [MPEG\_material\_haptic](https://github.com/haudiobe/glTF/tree/MPEG_haptic/extensions/2.0/Vendor/MPEG_material_haptic)
* [MPEG\_lights\_texture\_based](https://github.com/haudiobe/glTF/tree/MPEG_lights_texture_based/extensions/2.0/Vendor/MPEG_lights_texture_based)
* <https://github.com/haudiobe/glTF/tree/MPEG_interactivity/extensions/2.0/Vendor>
  + [MPEG\_scene\_interactivity](https://github.com/haudiobe/glTF/tree/MPEG_interactivity/extensions/2.0/Vendor/MPEG_scene_interactivity)
  + [MPEG\_node\_interactivity](https://github.com/haudiobe/glTF/tree/MPEG_interactivity/extensions/2.0/Vendor/MPEG_node_interactivity)
* <https://github.com/haudiobe/glTF/tree/MPEG_anchor/extensions/2.0/Vendor>
  + [MPEG\_scene\_anchor](https://github.com/haudiobe/glTF/tree/MPEG_anchor/extensions/2.0/Vendor/MPEG_scene_anchor)
  + [MPEG\_node\_anchor](https://github.com/haudiobe/glTF/tree/MPEG_anchor/extensions/2.0/Vendor/MPEG_node_anchor)

The extensions are also attached.