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Information technology — Coded representation of immersive media — Part 6: Immersive media metrics — Amendment 2: Additional latency metrics and other improvements

*Clause 7*

Add the following subclauses at the end of the clause:

## 7.7 V3C viewpoint switching latency

The V3C viewpoint switching latency metric is specified in Table 9.

Table 9 V3C viewpoint switching latency

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Key** | | | **Type** | **Description** |
| V3CViewpointSwitchingLatency | | | List | List of V3C viewpoint switching latencies |
|  | *Entry* | | Object |  |
|  |  | originViewpoint | V3cViewportDataType | Specifies the spatial region corresponding to a viewport of the origin viewpoint (i.e., before switching). |
|  |  | targetViewpoint | V3cViewportDataType | Specifies the spatial region corresponding to a viewport of target viewpoint (i.e., after the switching). |
|  |  | t | Real-Time | Specifies the measurement time of the viewpoint switching latency in wall-clock time. |
|  |  | latency | Integer | Specifies the delay in milliseconds between the time when switching from a source viewpoint to the target viewpoint is initiated, as specified in clause 8.4, and the time when content corresponding to the target viewpoint is reflected on the display. |

## 7.8 Viewpoint switching latency

The viewpoint switching latency metric is specified in Table 10.

Table 10 Viewpoint switching latency

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Key** | | | **Type** | **Description** |
| ViewpointSwitchingLatency | | | List | List of immersive viewpoint switching latencies |
|  | *Entry* | | Object |  |
|  |  | originViewpoint | ViewportDataType | Specifies the spatial region corresponding to a viewport of the origin viewpoint (i.e., before switching). |
|  |  | targetViewpoint | ViewportDataType | Specifies the spatial region corresponding to a viewport of target viewpoint (i.e., after the switching). |
|  |  | t | Real-Time | Specifies the measurement time of the viewpoint switching latency in wall-clock time. |
|  |  | latency | Integer | Specifies the delay in milliseconds between the time when switching from a source viewpoint to the target viewpoint is initiated, as specified in clause 8.4, and the time when content corresponding to the target viewpoint is reflected on the display. |