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**ISO/IEC JTC 1/SC 29/WG 7 MPEG Coding for 3D Graphics and haptics**

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1. **Introduction**

When defining the representation, coding and distribution of Haptics it is necessary to agree on the context, the use cases and the applications. It means also that a common definition of what is Haptics is required, or more specifically what Haptics is in this context.

Based on the use cases and requirements defined in N00139 and N19511, this document provides the definitions for Haptics as a media and as it is considered in MPEG.

1. **Definition of Haptic Media**

Haptics relates to the sense of touch. As a media, Haptics represents information describing physical feedback rendered for a specific user device and body location. This information is defined as a new media type and is described by a time-based signal (a haptic effect) or a spatial signal (a physical property of an object). The rendering is triggered by a timing information or an interaction. Different Haptic modalities are considered, targeting different human mechanoreceptors (tactile, kinesthetic, proprioception) and thermoreceptors.