ISO/IEC JTC 1/SC 29/WG 03 N1658

**ISO/IEC JTC 1/SC 29/WG 03  
MPEG Systems   
Convenorship: KATS (Korea, Republic of)**

**Document type:** Output Document

**Title:** Exploration Experiments for MPEG-I Scene Description

**Status:** Approved

**Date of document:** 2026-01-18

**Source:** ISO/IEC JTC 1/SC 29/WG 03

**No. of pages:** 5 (with cover page)

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**Committee URL:** <https://isotc.iso.org/livelink/livelink/open/jtc1sc29wg3>

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

**ISO/IEC JTC 1/SC 29/WG 03 N01658**

**October 2025, Geneva, CH**

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| **Title** | **Exploration Experiments for MPEG-I Scene Description** |
| **Source** | **WG 03, MPEG Systems** |
| **Status** | **Approved** |
| **Serial Number** | **25632** |

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1. **EE1: Carriage of Random Access Support in Scene Description (closed)**

EE closed at MPEG #137. Please see WG03 N00383 for the latest description of this EE.

1. **EE2: Dynamic Scene Update (closed)**

EE closed at MPEG #137. Please see WG03 N00383 for the latest description of this EE.

1. **EE3: Codec Support in MPEG-I SD (closed)**

EE closed at MPEG #140. Please see WG03 N00613 for the latest description of this EE.

1. **EE4: Haptics Support** **(closed)**

EE closed at MPEG #139. Please see WG03 N0540 for the latest description of this EE.

1. **EE5: Generic Interactivity Framework (closed)**

EE closed at MPEG #139. Please see WG03 N0540 for the latest description of this EE.

1. **EE6: User Representation and Avatars (closed)**

EE closed at MPEG #141. Please see WG03 N0687 for the latest description of this EE.

1. **EE7: AR Anchoring (closed)**

EE closed at MPEG #139. Please see WG03 N0540 for the latest description of this EE.

1. **EE8: Lighting (closed)**

EE closed at MPEG #144. Please see WG03 N0835 for the latest description of this EE.

1. **EE9: EE on DRM for glTF and encrypted accessors (ongoing)**
   1. **Introduction**

[**m73948 DRM Encryption in glTF as a Gaussian Splats Format for Copyright Protection of 3D Volumetric Object**](https://git.mpeg.expert/MPEG/Systems/SceneDescription/MPEG-Contributions/-/issues/934)

 We create an EE on DRM for glTF and encrypted accessors.

 Questions to be asked:

* We collect use cases
* We check what exists today using mp4/cenc
* We identify the gaps
* We need to validate with implementations
* We should early also discuss this with Khronos, but need substance first

 Participants: SKKU, KNU, Qualcomm, Interdigital

* 1. **Problem statement**
  2. **Use cases relevant for the EE**
  3. **Relation to other activities (EE, requirements, etc…)**
  4. **Mandates**
  5. **Participants**

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| --- | --- | --- | --- |
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(P = proponent, L = leader)

* 1. **Information about proposed technologies**

List of already submitted contributions on this topic.

[**m73948 DRM Encryption in glTF as a Gaussian Splats Format for Copyright Protection of 3D Volumetric Object**](https://git.mpeg.expert/MPEG/Systems/SceneDescription/MPEG-Contributions/-/issues/934)