



INTERNATIONAL STANDARD ISO/IEC 14496-16:2004
TECHNICAL CORRIGENDUM 2

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Information technology — Coding of audio-visual objects —
Part 16:
Animation Framework eXtension (AFX)

TECHNICAL CORRIGENDUM 2

Technologies de l'information — Codage des objets audiovisuels —
Partie 16: Extension du cadre d'animation (AFX)

RECTIFICATIF TECHNIQUE 2

Technical Corrigendum 2 to ISO/IEC 14496-16:2004 was prepared by Joint Technical Committee ISO/IEC JTC 1, *Information technology*, Subcommittee SC 29, *Coding of audio, picture, multimedia and hypermedia information*.

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In subclause 4.5.2.1.1, replace:

```

DepthImage { #%NDT=SF3DNode
    field      SFVec3f      position      0 0 10
    field      SFRotation   orientation   0 0 1 0
    field      SFVec2f      fieldOfView   0.785398 0.785398
    field      SFFloat      nearPlane     10
    field      SFFloat      farPlane      100
    field      SFBool       orthographic  TRUE
    field      SFDepthTextureNode  diTexture  NULL
}

```

with:

```

DepthImage { #%NDT=SF3DNode
    exposedField SFVec3f      position      0 0 10
    exposedField SFRotation   orientation   0 0 1 0
    exposedField SFVec2f      fieldOfView    $\pi/4$   $\pi/4$ 
    exposedField SFFloat      nearPlane     10
    exposedField SFFloat      farPlane      100
    exposedField SFBool       orthographic  TRUE
    field        SFDepthTextureNode  diTexture  NULL
}

```

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Add the following paragraph at the end of subclause 4.5.2.1.2:

The **position**, **orientation**, **fieldOfView**, **nearPlane**, **farPlane**, and **orthographic** fields are **exposedField** types, which are for extrinsic parameters. The **DepthImage** node supports the camera movement and the changeable view frustum corresponding to movement or deformation of a DIBR object. And reference images that are suitable to the characteristic of a DIBR model are obtained in the modeling stage. Therefore, the fields that reflect the camera movement and the the changeable view frustum and the reference images in the modeling stage are used to create a view frustum and a DIBR object in the rendering stage.