



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.