
**Information technology — Coding of
audio-visual objects**

**Part 16:
Animation Framework eXtension (AFX)**

AMENDMENT 3: 3D Multiresolution profile

Technologies de l'information — Codage des objets audiovisuels

Partie 16: Extension du cadre d'animation (AFX)

AMENDEMENT 3: Profil multirésolution en 3D



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Case postale 56 • CH-1211 Geneva 20
Tel. + 41 22 749 01 11
Fax + 41 22 749 09 47
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The main task of the joint technical committee is to prepare International Standards. Draft International Standards adopted by the joint technical committee are circulated to national bodies for voting. Publication as an International Standard requires approval by at least 75 % of the national bodies casting a vote.

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AMENDMENT 3: 3D Multiresolution profile

After 7.2.1, add the following new subclause:

7.2.2 MPEG-4 Basic AFX Graphics Profiles and Levels

7.2.2.1 List of tools/functionalities

The Basic AFX Graphics Profile represents a collection of nodes to allow progressive and adaptive transmission over networks of large 3D environments and / or complexe 3D shapes. It includes the following nodes : Appearance, Background, Color, Coordinate, DirectionalLight, ElevationGrid, IndexedFaceSet, IndexedLineSet, Material, PointLight, Shape, SpotLight, TextureCoordinate, TextureTransform, ProceduralTexture (V.5), SBVCAAnimation, SBVCSkinnedModel, SBBone, SBSegment, SubdivisionSurfaces, WaveletSubdivisionSurfaces and FootPrint.

7.2.2.2 Comparison with existing profiles

The Basic AFX Scene Graph profile represents a collection of nodes to allow progressive and adaptive transmission over networks of large 3D environments and / or complexe 3D shapes

The existing 'X3D' profile does not provide compression tools.

7.2.2.3 Basic AFX Graphics Profile @ Level 1 and 2 Definition

In Table AMD3.1, definitions for level 1 of the 3D Multiresolution Graphics profile are given.