INTERNATIONAL STANDARD

ISO/IEC 14496-27

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AMENDMENT 5
2015-11-01

Information technology — Coding of audio-visual objects —

Part 27: 3D Graphics conformance

AMENDMENT 5: Multi-resolution 3D mesh compression

Technologies de l'information — Codage des objets audiovisuels —

Partie 27: Conformité aux graphiques 3D

AMENDEMENT 5: Compression de maille en 3D à résolution multiple

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Foreword

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International Standards are drafted in accordance with the rules given in the ISO/IEC Directives, Part 2.

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 5 to ISO/IEC 14496-27:2009 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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Information technology — Coding of audio-visual objects — Part 27: 3D Graphics conformance, AMENDMENT 5: Multi-resolution 3D mesh compression

In 6.3.2 Test bitstreams, replace:

Name (for bitstream filename, add .mp4)	Attribute/Parameter	AFX codecs	X3D file (.x3d)	XMT file (.xmt)	COLLADA file (.dae)
Axe	File with simple static mesh	3DMCe	axe	Axe	axe
Cottage	File with one big mesh	3DMCe	cottage	Cottage	cottage
Xplaneh	File with more static meshes and color	3DMCe	xplaneh	xplaneh	xplaneh
basketball	File with static mesh and texture	3DMCe	basketball	basketball	basketball
Box	File with static mesh with texture	3DMCe	box	Box	box
Rabbit	File with bone-based animation and texture	3DMCe, BBA	N/A	Rabbit	rabbit
Eagle	File with bone—based animation and texture	3DMCe, BBA	N/A	eagle	eagle
Hero	File with more meshes and animation	3DMCe, BBA	Hero	hero	hero
PI_troll	File with PositionInterpolator animation and textures	3DMCe, PI	PI_Troll	PI_Troll	PI_Troll
OI_rabbit	File with OrientationInterpolator animation and textures	3DMCe, OI	OI_rabbit	OI_rabbit	OI_rabbit
CI_box	File with CoordinateInterpolator animation	3DMCe, CI	CI_box	CI_box	CI_box
eagle-fb	File with frame-based animation	3DMCe, FAMC	eagle-fb	eagle-fb	eagle-fb
shark-fb	File with frame-based animation	3DMCe, FAMC	shark-fb	shark-fb	shark-fb
wolf-fb	File with frame-based animation	3DMCe, FAMC	wolf-fb	wolf-fb	wolf-fb
dragon-fb	File with frame-based animation	3DMCe, FAMC	dragon-fb	dragon-fb	dragon-fb
tablecloth-fb	File with frame-based animation	3DMCe, FAMC	tablecloth-fb	tablecloth-fb	tablecloth-fb
AXE_Q_CD_EG	QBCR, circular prediction, Exponential Golomb entropy coding	SC3DMC	N/A	N/A	Axe

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