
Information technology — Coding of audio-visual objects —

Part 5: Reference software

AMENDMENT 36: Pattern-based 3D mesh coding reference software

*Technologies de l'information — Codage des objets audiovisuels —
Partie 5: Logiciel de référence*

*AMENDEMENT 36: Logiciel de référence d'encodage de maille en 3D
basé sur les modèles*





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