
**Information technology — Coded
representation of immersive media —**

**Part 14:
Scene description**

**AMENDMENT 1: Support for immersive
media codecs in scene description**

*Technologies de l'information — Représentation codée de média
immersifs —*

Partie 14: Description de scènes

*AMENDEMENT 1: Support pour les codecs des médias immersifs dans
la description de scènes*



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Normative references

Add the following references:

ISO/IEC 23090-5, *Information technology — Coded Representation of Immersive Media — Part 5: Visual Volumetric Video-based Coding (V3C) and Video-based Point Cloud Compression (V-PCC)*

4.2

Replace Figure 1 by the following figure

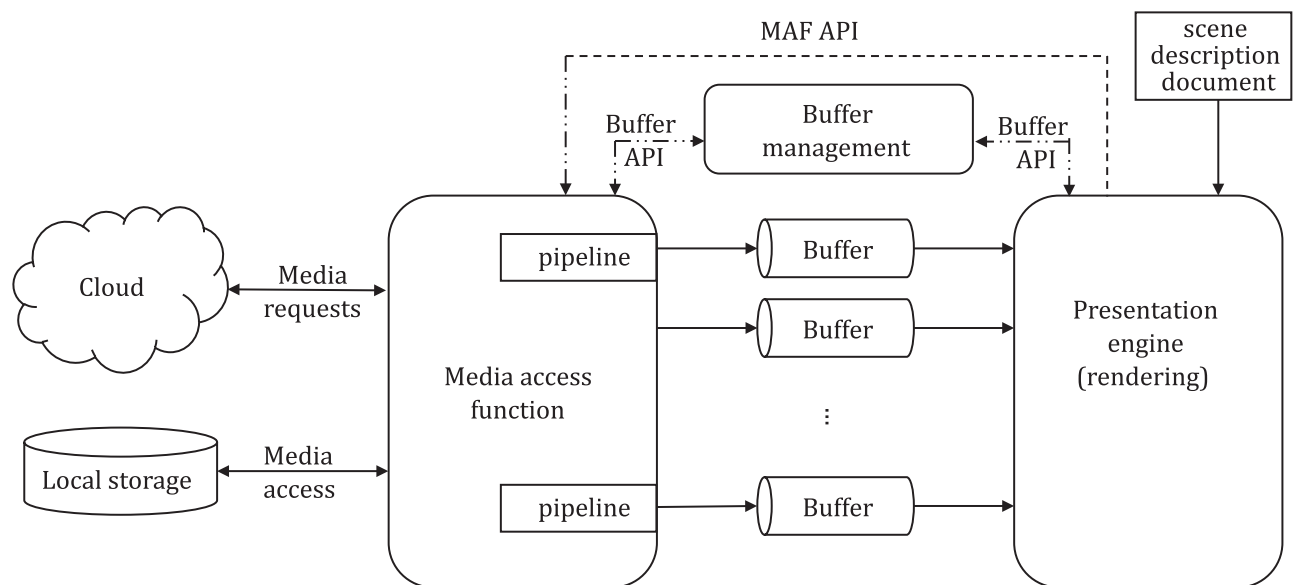


Figure 1 — Scene description reference architecture

3.2

Add the following to the list of abbreviated terms in subclause 3.2:

MIV	MPEG immersive video
ERP	Equirectangular projection
PLR	Point Local Reconstruction
EOM	Enhanced Occupancy Mode

5.1.1

Add the following sentence after Figure 3

Additional extensions and buffer formats for the support of MPEG-specified immersive media formats in MPEG-I scene description are specified in Annex G.

5.3.1.2, Table 11

Change the Description of the format attribute as follows:

format	string	RGB	0	<p>Indicates the format of the pixel data for this video texture. The allowed values are: RED, GREEN, BLUE, RG, RGB, RGBA, BGR, BGRA, DEPTH_COMPONENT. The semantics of these values are defined in Table 8.3 of OpenGL specification [2].</p> <p>Additionally, YCbCr formats are supported. The semantics for the YCbCr formats are defined in Table 76 in Vulkan specification [Vulkan 1.3]. A sampler with the <code>MPEG_sampler_YCbCr</code> extension shall be linked to a YCbCr texture.</p> <p>The number of components shall match the type indicated by the referenced accessor. Normalization of the pixel data shall be indicated by the normalized attribute of the accessor.</p>
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