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Standard**

ISO/IEC 23090-7

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

Part 7:

Immersive media metadata

**AMENDMENT 1: Common metadata
for immersive media**

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This document 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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AMENDMENT 1: Common metadata for immersive media

Normative references

Add the following reference to the end of the reference list:

IEEE 754-2019. *IEEE Standard for Floating-Point Arithmetic*

Introduction

Replace:

- Clause 5 describes common metadata applicable to immersive media. This includes reference co-ordinate system related metadata and other common metadata syntax and semantics.
- Clause 6 describes metadata that applies to video and images. This includes projection formats and region-wise packing metadata metadata which applies to video and images.

with:

- Clause 5 describes common metadata applicable to immersive media, with omnidirectional media in particular. This includes reference co-ordinate system related metadata and other common metadata syntax and semantics.
- Clause 6 describes metadata that applies to video and images, with omnidirectional media in particular. This includes projection formats and region-wise packing metadata metadata which applies to video and images.
- Clause 7 describes common metadata applicable to immersive media, with Visual Volumetric Video-based Coding (V3C) and Video-based Point Cloud Compression (V-PCC) in particular. This includes extrinsic camera information, intrinsic camera information, and other 3D common metadata syntax and semantics.
- Appendices A and B on Annotations of non-timed visual volumetric data and G-PCC data.

Add the following paragraphs after the document organization list

This document follows the following guiding principles:

- 1) Common metadata and their data structures shall be defined for both 3DoF and 6DoF immersive content, separately as well as jointly, in order to be used for applications that are either specific to separate 3DoF and 6DoF immersive content or general to mixed 3DoF and 6DoF immersive content.