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Information technology — Coding of audio-visual objects —

Part 15: Carriage of network abstraction layer (NAL) unit structured video in the ISO base media file format

Technologies de l'information — Codage des objets audiovisuels —

Partie 15: Transport de vidéo structurée en unités NAL sur la couche réseau au format ISO de base pour les fichiers médias

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Foreword

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The procedures used to develop this document and those intended for its further maintenance are described in the ISO/IEC Directives, Part 1. In particular, the different approval criteria needed for the different types of document should be noted. This document was drafted in accordance with the editorial rules of the ISO/IEC Directives, Part 2 (see www.iso.org/directives or www.iec.ch/members_experts/refdocs).

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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*.

This sixth edition cancels and replaces the fifth edition (ISO/IEC 14496-15:2019), which has been technically revised. It also incorporates the Amendment ISO/IEC 14496-15:2019/Amd 1:2020.

The main changes are as follows:

- Support for the Versatile Video Coding (ISO/IEC 23090-3) and Essential Video Coding (ISO/IEC 23094-1)

- Addition of sample entry types `'hvc3'`, `'hev3'`, `'hvt2'`, and `'hvt3'` targeted at tile-based delivery and merging of High Efficiency Video Coding (ISO/IEC 23008-2) bitstreams

A list of all parts in the ISO/IEC 14496 series can be found on the ISO and IEC websites.

Any feedback or questions on this document should be directed to the user's national standards body. A complete listing of these bodies can be found at www.iso.org/members.html and www.iec.ch/national-committees.

Introduction

This document defines a storage format based on, and compatible with, the ISO Base Media File Format (ISO/IEC 14496-12), which is used by the MP4 file format (ISO/IEC 14496-14) and the Motion JPEG 2000 file format (ISO/IEC 15444-3) among others. This document enables video streams formatted as Network Adaptation Layer Units (NAL Units) to

a) be used in conjunction with other media streams, such as audio,

b) be used in an MPEG-4 systems environment, if desired,

c) be formatted for delivery by a streaming server, using hint tracks, and

d) inherit all the use cases and features of the ISO Base Media File Format on which MP4 and MJ2 are based.

This document may be used as a standalone document; it specifies how NAL unit structured video content shall be stored in an ISO Base Media File Format compliant format. However, it is normally used in the context of a specification, such as the MP4 file format, derived from the ISO Base Media File Format, that permits the use of NAL unit structured video such as AVC (ISO/IEC 14496-10) video and High Efficiency Video Coding (HEVC, ISO/IEC 23008-2) video.

The ISO Base Media File Format is becoming increasingly common as a general-purpose media container format for the exchange of digital media, and its use in this context should accelerate both adoption and interoperability.

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1 Scope

This document specifies the storage format for streams of video that is structured as NAL Units, such as AVC (ISO/IEC 14496-10) and HEVC (ISO/IEC 23008-2) video streams. In addition, Annex E specifies parameters and sub-parameters applying when sample entries specified in this document are used as the 'codecs' parameter of a MIME type, as specified in IETF RFC 6381.

2 Normative references

The following documents, in whole or in part, are normatively referenced in this document and are indispensable for its application. For dated references, only the edition cited applies. For undated references, the latest edition of the referenced document (including any amendments) applies.

ISO/IEC 14496-12:2020, *Information technology — Coding of audio-visual objects — Part 12: ISO base media file format*

ISO/IEC 14496-10:2020, *Information technology — Coding of audio-visual objects — Part 10: Advanced Video Coding*

ISO/IEC 23008-2:2020, *Information technology — High efficiency coding and media delivery in heterogeneous environments — Part 2: High efficiency video coding*

ISO/IEC 23090-3:2021, *Information technology — Coded representation of immersive media — Part 3: Versatile video coding*

ISO/IEC 23094-1:2020, *Information technology — General video coding — Part 1: Essential video coding*

IETF RFC 4648, *The Base16, Base32, and Base64 data encodings*

IETF RFC 6381, *MIME codecs and profiles*