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Information technology — Coding of audio-visual objects —

Part 29: Web video coding

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Partie 29: Codage vidéo Web

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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).

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For an explanation on the meaning of ISO specific terms and expressions related to conformity assessment, as well as information about ISO's adherence to the WTO principles in the Technical Barriers to Trade (TBT) see the following URL: Foreword - Supplementary information

The committee responsible for this document is ISO/IEC JTC 1, *Information technology*, SC 29, *Coding of audio, picture, multimedia and hypermedia information*.

ISO/IEC 14496 consists of the following parts, under the general title *Information technology — Coding of audio-visual objects*:

— *Part 1: Systems*

— *Part 2: Visual*

— *Part 3: Audio*

— *Part 4: Conformance testing*

— *Part 5: Reference software*

— *Part 6: Delivery Multimedia Integration Framework (DMIF)*

— *Part 7: Optimized reference software for coding of audio-visual objects*

— *Part 8: Carriage of ISO/IEC 14496 contents over IP networks*

— *Part 9: Reference hardware description*

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— *Part 10: Advanced Video Coding*

— *Part 11: Scene description and application engine*

— *Part 12: ISO base media file format*

— *Part 13: Intellectual Property Management and Protection (IPMP) extensions*

— *Part 14: MP4 file format*

— *Part 15: Advanced Video Coding (AVC) file format*

— *Part 16: Animation Framework eXtension (AFX)*

— *Part 17: Streaming text format*

— *Part 18: Font compression and streaming*

— *Part 19: Synthesized texture stream*

— *Part 20: Lightweight Application Scene Representation (LASeR) and Simple Aggregation Format (SAF)*

— *Part 21: MPEG-J Graphics Framework eXtensions (GFX)*

— *Part 22: Open Font Format*

— *Part 23: Symbolic Music Representation*

— *Part 24: Audio and systems interaction*

— *Part 25: 3D Graphics Compression Model*

— *Part 26: Audio conformance*

— *Part 27: 3D Graphics conformance*

— *Part 28: Composite font representation*

— *Part 29: Web video coding*

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Introduction

This International Standard specifies Web Video Coding, a technology that is compatible with the Constrained Baseline Profile of ISO/IEC 14996-10. Only the subset that is specified in Annex A for the Constrained Baseline Profile is a normative specification, while all remaining aspects are informative. This text is derived from ISO/IEC 14996-10, with which the section numbers in this specification are aligned, and that specification may additionally be consulted if desired, as an aid to understanding this Specification.

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Information technology — Coding of audio-visual objects — Part 29: Web video coding

1 Scope

This Part of ISO/IEC 14496 specifies Web Video Coding for coding of audio-visual objects.

2 Normative references

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

- ISO 11664-1, *Colorimetry — Part 1: CIE standard colorimetric observers*.
- ISO/IEC 14496-10: *Information technology – Coding of audio-visual objects – Part 10: Advanced Video Coding*

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