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**Information technology — Multimedia  
application format (MPEG-A) —**

Part 11:

**Stereoscopic video application format**

*Technologies de l'information — Format pour application multimédia  
(MPEG-A) —*

*Partie 11: Format pour application vidéo stéréoscopique*

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## Foreword

ISO (the International Organization for Standardization) and IEC (the International Electrotechnical Commission) form the specialized system for worldwide standardization. National bodies that are members of ISO or IEC participate in the development of International Standards through technical committees established by the respective organization to deal with particular fields of technical activity. ISO and IEC technical committees collaborate in fields of mutual interest. Other international organizations, governmental and non-governmental, in liaison with ISO and IEC, also take part in the work. In the field of information technology, ISO and IEC have established a joint technical committee, ISO/IEC JTC 1.

International Standards are drafted in accordance with the rules given in the ISO/IEC Directives, Part 2.

The main task of the joint technical committee is to prepare International Standards. Draft International Standards adopted by the joint technical committee are circulated to national bodies for voting. Publication as an International Standard requires approval by at least 75 % of the national bodies casting a vote.

Attention is drawn to the possibility that some of the elements of this document may be the subject of patent rights. ISO and IEC shall not be held responsible for identifying any or all such patent rights.

ISO/IEC 23000-11 was prepared by Joint Technical Committee ISO/IEC JTC 1, *Information technology*, Subcommittee SC 29, *Coding of audio, picture, multimedia and hypermedia information*.

ISO/IEC 23000 consists of the following parts, under the general title *Information technology — Multimedia application format (MPEG-A)*:

- *Part 1: Purpose for multimedia application formats* [Technical Report]
- *Part 2: MPEG music player application format*
- *Part 3: MPEG photo player application format*
- *Part 4: Musical slide show application format*
- *Part 5: Media streaming application format*
- *Part 6: Professional archival application format*
- *Part 7: Open access application format*
- *Part 8: Portable video application format*
- *Part 9: Digital Multimedia Broadcasting application format*
- *Part 10: Video surveillance application format*
- *Part 11: Stereoscopic video application format*
- *Part 12: Interactive music application format*

## Introduction

In today's technological arena, there is an abundance of digital content for digital image machinery such as laptops, cell-phones, digital cameras, and mobile devices. Stereoscopic video contents provide users with an experience of natural three-dimensional scenes, which are displayed using acquisition and generation techniques. The market for applying stereoscopic video contents on such devices is taking shape and maturing. Stereoscopic laptops, mobile phones, digital TVs, and multimedia devices are already on the market; however, what seems to be required for an immersive 3D market is a standard file format which is capable of storage, interchange, management, editing, and presentation of stereoscopic video contents.

The Stereoscopic Video application format (AF) defines a file format for stereoscopic video services in mobile environments. It specifies core structures of stereoscopic video AF being organized by the combination of related information for stereoscopic video applications.

Applicable areas of the Stereoscopic Video AF are quite broad, including the internet, telecommunications, and storage devices. The user can download the Stereoscopic Video AF files from the internet or via the telecommunication networks to his/her personal multimedia devices (e.g. Portable Multimedia Player or cell-phone) for local playback.

# Information technology — Multimedia application format (MPEG-A) —

## Part 11: Stereoscopic video application format

### 1 Scope

This part of ISO/IEC 23000 specifies a file format which is capable of storage, interchange, management, editing, and presentation of stereoscopic video contents based on the ISO base media file format. The file format provides the overall structure for storing stereoscopic video contents with the related stereoscopic information in mobile environments.

### 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/IEC 10918-1:1994, *Information technology — Digital compression and coding of continuous-tone still images: Requirements and guidelines*

ISO/IEC 14496-2, *Information technology — Coding of audio-visual objects — Part 2: Visual*

ISO/IEC 14496-3, *Information technology — Coding of audio-visual objects — Part 3: Audio*

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

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

ISO/IEC 14496-20, *Information technology — Coding of audio-visual objects — Part 20: Lightweight Application Scene Representation (LAsE) and Simple Aggregation Format (SAF)*

ISO/IEC 15948:2004, *Information technology — Computer graphics and image processing — Portable Network Graphics (PNG): Functional specification*

3GPP TS 26.071, *Mandatory speech CODEC speech processing functions; AMR speech Codec; General description*

TIA/EIA/IS-127, *Enhanced Variable Rate Codec (EVRC)*