
**Information technology — Media
context and control —**

**Part 3:
Sensory information**

*Technologies de l'information — Contrôle et contexte de supports —
Partie 3: Information sensorielle*





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Contents

Page

Foreword	vi
Introduction	vii
1 Scope	1
2 Normative references	1
3 Terms, definitions and abbreviated terms	1
3.1 Terms and definitions	1
3.2 Abbreviated terms	2
3.3 Schema documents	2
3.4 Use of prefixes	3
4 Sensory effects description language	3
4.1 General	3
4.2 Validation	4
4.3 Processing	4
4.4 Basic building blocks	4
4.4.1 General	4
4.4.2 Schema wrapper	5
4.4.3 Mnemonics for binary representations	6
4.4.4 Common header for binary representations	6
4.4.5 Base datatypes and elements	6
4.4.6 Root element	12
4.4.7 Description metadata	16
4.4.8 Declarations	17
4.4.9 Group of effects	18
4.4.10 Effect	19
4.4.11 Reference effect	23
4.4.12 Parameters	24
4.4.13 Additional validation rules	26
4.4.14 Examples	28
5 Sensory effect vocabulary	31
5.1 General	31
5.2 Validation	31
5.3 Schema wrapper	31
5.4 Light effect	32
5.4.1 General	32
5.4.2 Syntax	32
5.4.3 Binary representation syntax	32
5.4.4 Semantics	33
5.4.5 Additional validation rules	33
5.4.6 Example	33
5.5 Flash effect	34
5.5.1 General	34
5.5.2 Syntax	34
5.5.3 Binary representation syntax	34
5.5.4 Semantics	34
5.5.5 Example	35
5.6 Temperature effect	35
5.6.1 General	35
5.6.2 Syntax	35
5.6.3 Binary representation syntax	35
5.6.4 Semantics	35
5.6.5 Additional validation rules	36

	5.6.6	Example	36
5.7		Wind effect.....	36
	5.7.1	General.....	36
	5.7.2	Syntax.....	36
	5.7.3	Binary representation syntax.....	36
	5.7.4	Semantics.....	37
	5.7.5	Additional validation rules.....	37
	5.7.6	Example	37
5.8		Vibration effect	37
	5.8.1	General.....	37
	5.8.2	Syntax.....	37
	5.8.3	Binary representation syntax.....	38
	5.8.4	Semantics.....	38
	5.8.5	Additional validation rules.....	38
	5.8.6	Example	38
5.9		Spraying effect.....	39
	5.9.1	General.....	39
	5.9.2	Syntax.....	39
	5.9.3	Binary representation syntax.....	39
	5.9.4	Semantics.....	39
	5.9.5	Additional validation rules.....	40
	5.9.6	Example	40
5.10		Scent effect.....	40
	5.10.1	General.....	40
	5.10.2	Syntax.....	40
	5.10.3	Binary representation syntax.....	40
	5.10.4	Semantics.....	41
	5.10.5	Additional validation rules.....	41
	5.10.6	Example	41
5.11		Fog effect	42
	5.11.1	General.....	42
	5.11.2	Syntax.....	42
	5.11.3	Binary representation syntax.....	42
	5.11.4	Semantics.....	42
	5.11.5	Additional validation rules.....	42
	5.11.6	Example	43
5.12		Color correction effect.....	43
	5.12.1	General.....	43
	5.12.2	Syntax.....	43
	5.12.3	Binary representation syntax.....	43
	5.12.4	Semantics.....	44
	5.12.5	Additional validation rules.....	44
	5.12.6	Example	44
5.13		Rigid body motion effect.....	46
	5.13.1	General.....	46
	5.13.2	Syntax.....	46
	5.13.3	Binary representation syntax.....	47
	5.13.4	Semantics.....	52
	5.13.5	Example	62
5.14		Passive kinesthetic motion effect.....	64
	5.14.1	General.....	64
	5.14.2	Syntax.....	64
	5.14.3	Binary representation syntax.....	64
	5.14.4	Semantics.....	65
	5.14.5	Additional validation rules.....	65
	5.14.6	Example	65
5.15		Passive kinesthetic force effect.....	65
	5.15.1	General.....	65

5.15.2	Syntax	65
5.15.3	Binary representation syntax	66
5.15.4	Semantics	66
5.15.5	Additional validation rules	66
5.15.6	Examples	67
5.16	Active kinesthetic effect	67
5.16.1	General	67
5.16.2	Syntax	67
5.16.3	Binary representation syntax	67
5.16.4	Semantics	68
5.16.5	Examples	69
5.17	Tactile effect	69
5.17.1	General	69
5.17.2	Syntax	69
5.17.3	Binary representation syntax	69
5.17.4	Semantics	70
5.17.5	Example	71
5.18	Parameterized Tactile effect	72
5.18.1	General	72
5.18.2	Syntax	72
5.18.3	Binary representation syntax	73
5.18.4	Semantics	75
5.18.5	Additional validation rules	78
5.18.6	Examples	78
5.19	Bubble Effect	79
5.19.1	General	79
5.19.2	Syntax	79
5.19.3	Binary Representation	79
5.19.4	Semantics	80
5.19.5	Examples	80
5.20	Arrayed Light effect	80
5.20.1	General	80
5.20.2	Syntax	80
5.20.3	Binary Representation Syntax	81
5.20.4	Semantics	81
5.20.5	Examples	82
Annex A (informative) Intended usage of sensory information		84
Annex B (informative) Schema documents		85
Bibliography		86

Foreword

ISO (the International Organization for Standardization) is a worldwide federation of national standards bodies (ISO member bodies). The work of preparing International Standards is normally carried out through ISO technical committees. Each member body interested in a subject for which a technical committee has been established has the right to be represented on that committee. International organizations, governmental and non-governmental, in liaison with ISO, also take part in the work. ISO collaborates closely with the International Electrotechnical Commission (IEC) on all matters of electrotechnical standardization.

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 ISO documents 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 voluntary nature of standards, the meaning of ISO specific terms and expressions related to conformity assessment, as well as information about ISO's adherence to the World Trade Organization (WTO) principles in the Technical Barriers to Trade (TBT) see the following URL: www.iso.org/iso/foreword.html.

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 fourth edition cancels and replaces the third edition (ISO/IEC 23005-3:2016), which has been technically revised. The main changes compared to the previous edition are as follows:

- Addition of the arrayed light effect.

A list of all parts in the ISO/IEC 23005 series can be found on the ISO website.

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.

Introduction

The ISO/IEC 23005 series provides an architecture and specifies information representation of data flowing in and out of the real world and virtual worlds.

The data for the real world are communicated through sensors and actuators. The data for virtual worlds consist of properties of virtual objects and multi-sensorial data embedded in audio-visual content. MPEG-V specifies data formats for sensors, actuators, virtual objects, and audio-visual content.

Data captured from the real world could need to be adapted for use in a virtual world and data from virtual worlds could also need to be adapted for use in the real world. This document does not specify how the adaptation is carried out but only specifies the interfaces.

Data for sensors are sensor capabilities, sensed data, and sensor adaptation preferences.

Data for actuators are sensory device capabilities, sensory device commands, and sensory effect preferences.

Data for virtual objects are characteristics of avatars and virtual world objects.

Sensory effect could be needed to enrich audio-visual contents.

The system architecture is depicted in [Figure 1](#) and the scope of this document is highlighted. That is only the information representation that acts as an input to the possible Adaptation VR – as defined in ISO/IEC 23005-1 – is specified in this document.

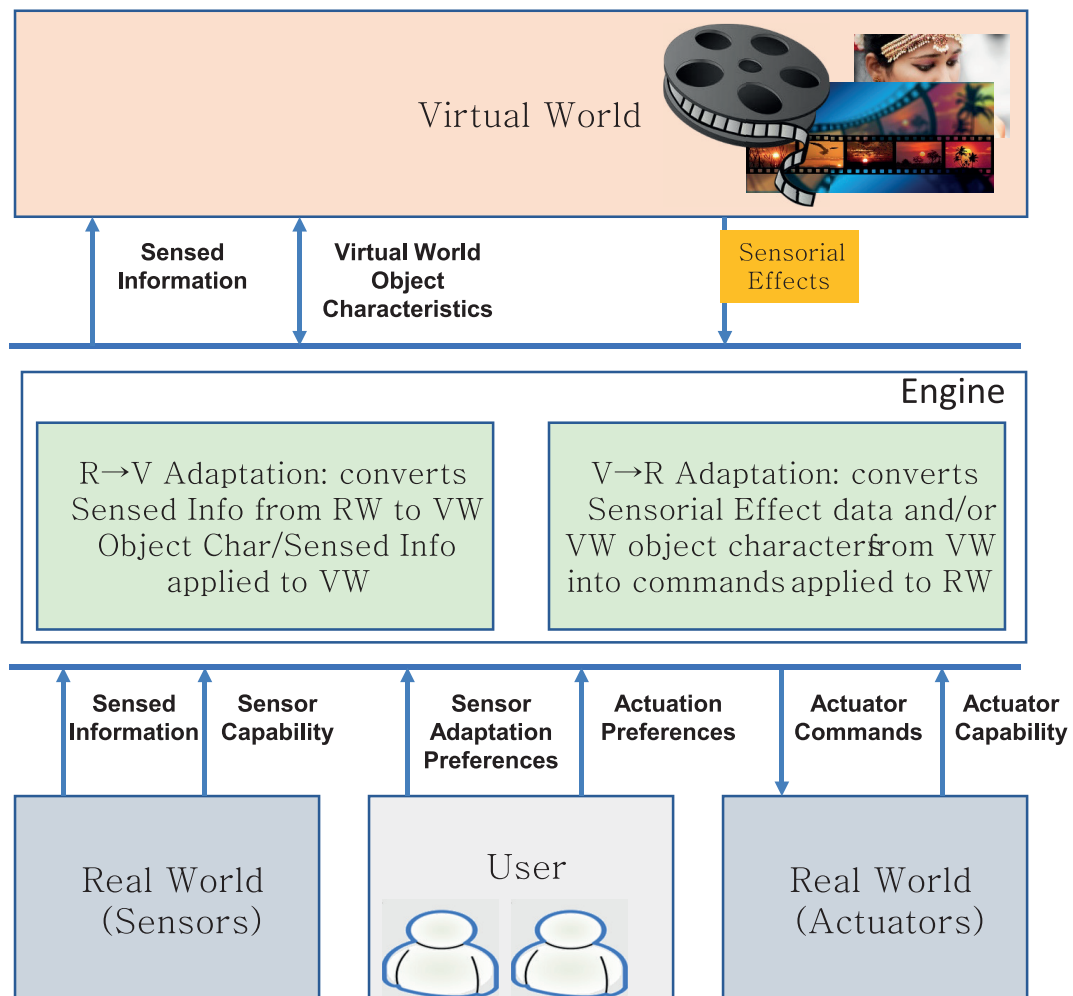


Figure 1 — Scope of ISO/IEC 23005-3 marked with a yellow box

NOTE 1 The actual R→V/V→R Adaptation is deliberately informative and left open for industry competition.

NOTE 2 Additional informative information can be found in [Annex A](#).

This document contains the tools of the sensory information which can stimulate other senses than vision or audition, e.g. olfaction, mechanoreception, equilibrioception, or thermoception. That is, in addition to the audio-visual content of, for example, a movie, other senses are also stimulated giving the user the sensation of being part of the particular media and resulting in a worthwhile, informative user experience. This document also illustrates some non-normative examples.

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Information technology — Media context and control —

Part 3: Sensory information

1 Scope

The technologies specified in this document are description languages and vocabularies which describe sensorial effects.

The adaptation engine is not within the scope of this document (or the ISO/IEC 23005 series).

This document specifies syntax and semantics of the tools describing sensory information to enrich audio-visual contents:

- Sensory Effect Description Language (SEDL) as an XML schema-based language which enables one to describe a basic structure of sensory information;
- Sensory Effect Vocabulary (SEV), an XML representation for describing sensorial effects such as light, wind, fog, vibration, etc. that trigger human senses.

2 Normative references

The following documents are referred to in the text in such a way that some or all of their content constitutes requirements 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 21000-7:2007, *Information technology — Multimedia framework (MPEG-21) — Part 7: Digital Item Adaptation*

ISO/IEC 23005-6:2019, *Information technology — Media context and control — Part 6: Common types and tools*