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

**Part 4:  
Virtual world object characteristics**

*Technologies de l'information — Contrôle et contexte de supports —  
Partie 4: Caractéristiques d'objet du monde virtuel*

Withdrawn



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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.

ISO/IEC 23005-4 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 23005 consists of the following parts, under the general title *Information technology — Media context and control*:

- *Part 1: Architecture*
- *Part 2: Control information*
- *Part 3: Sensory information*
- *Part 4: Virtual world object characteristics*
- *Part 5: Data formats for interaction devices*
- *Part 6: Common types and tools*
- *Part 7: Conformance and reference software*

## Introduction

ISO/IEC 23005 (MPEG-V) provides an architecture and specifies associated information representations to enable interoperability between virtual worlds, e.g. digital content provider of a virtual world, gaming (serious), simulation, DVD, and the real world, e.g. sensors, actuators, vision and rendering, robotics (e.g. for revalidation), (support for) independent living social and welfare systems, banking, insurance, travel, real estate, rights management and many others.

Virtual worlds (often referred to as 3D3C for 3D visualization and navigation and the 3Cs of Community, Creation and Commerce) integrate existing and emerging media technologies (e.g. instant messaging, video, 3D, VR, AI, chat, voice, etc.) that allow for the support of existing and the development of new kinds of social networks. The emergence of virtual worlds as platforms for social networking is recognized by businesses as an important issue for at least two reasons:

- 1) it offers the power to reshape the way companies interact with their environments (markets, customers, suppliers, creators, stakeholders, etc.) in a fashion comparable to the Internet;
- 2) it allows for the development of new (breakthrough) business models, services, applications and devices.

Each virtual world, however, has a different culture and audience making use of these specific worlds for a variety of reasons. These differences permit users to have unique experiences.

Although realistic experiences have been achieved via devices such as 3D audio/visual devices, it is hard to realize sensory effects only with presentation of audiovisual contents. The addition of sensory effects leads to even more realistic experiences in the consumption of audiovisual contents. This will lead to the application of new media for enhanced experiences of users in a more realistic sense.

Such new media will benefit from the standardization of control and sensory information which includes sensory effect metadata, sensory device capabilities/commands, user sensory preferences, and various delivery formats. The MPEG-V architecture can be applicable for various business models for which audiovisual contents can be associated with sensory effects that need to be rendered on appropriate sensory devices.

The International Organization for Standardization (ISO) and the International Electrotechnical Commission (IEC) draw attention to the fact that it is claimed that compliance with this document may involve the use of patents.

ISO and the IEC take no position concerning the evidence, validity and scope of these patent rights.

The holders of these patent rights have assured ISO and the IEC that they are willing to negotiate licences under reasonable and non-discriminatory terms and conditions with applicants throughout the world. In this respect, the statements of the holders of these patent rights are registered with ISO and the IEC. Information may be obtained from the companies listed in Annex E.

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

# Information technology — Media context and control —

## Part 4: Virtual world object characteristics

### 1 Scope

This part of ISO/IEC 23005 specifies syntax and semantics of description schemes and descriptors used to characterize a virtual world object related metadata, making it possible to migrate a virtual world object (or only its characteristics) from one virtual world to another and/or to control a virtual world object in a virtual world by real world devices.

The system architecture is depicted in Figure 1 and the scope of this part of ISO/IEC 23005 is highlighted. That is, only the information representation that acts as an input to the possible Adaptation VV and Adaptation RV/VR, as defined in ISO/IEC 23005-1, is specified in this part of ISO/IEC 23005.

NOTE The actual Adaptation VV and Adaptation RV/VR are deliberately informative and left open for industry competition.

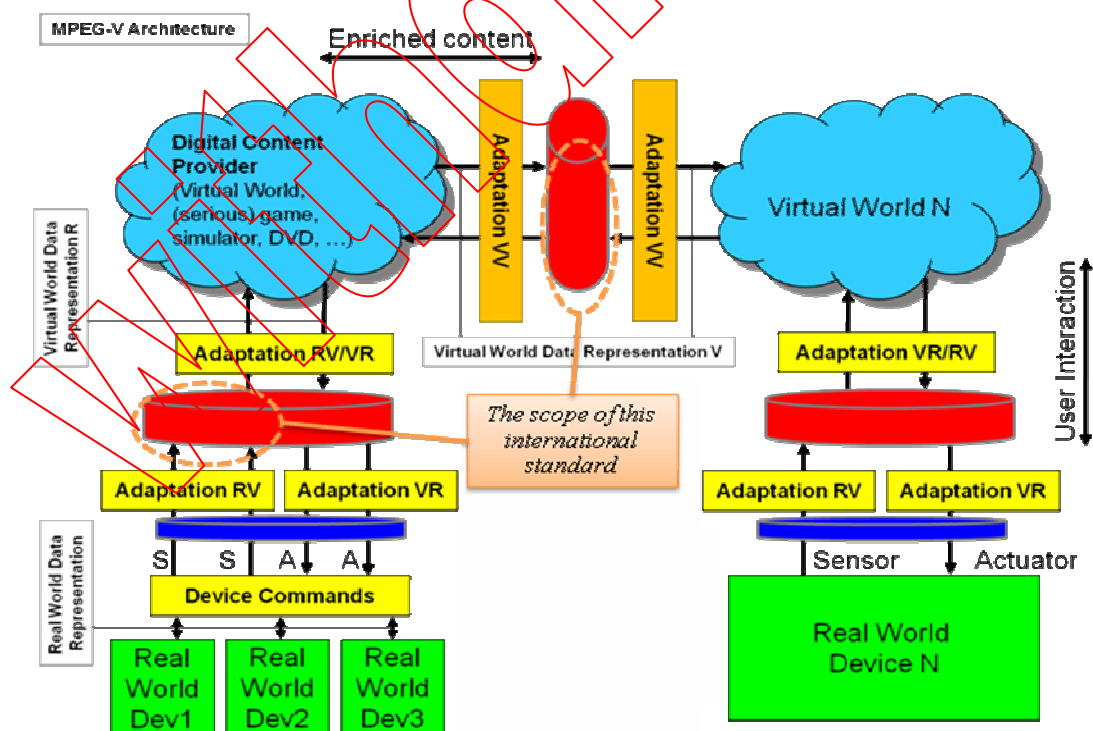


Figure 1 – System Architecture

## 2 Normative references

The following referenced documents are indispensable for the specification 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 15938-5, *Information technology — Multimedia content description interface — Part 5: Multimedia description schemes*

ISO/IEC 21000-5, *Information technology — Multimedia framework (MPEG-21) — Part 5: Rights Expression Language*

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

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