



**International
Standard**

ISO/IEC 23008-6

**Information technology — High
efficiency coding and media
delivery in heterogeneous
environments —**

**Part 6:
3D audio reference software**

*Technologies de l'information — Codage à haut rendement et
fourniture de supports dans les environnements hétérogènes —*

Partie 6: Logiciel de référence 3D Audio

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Foreword

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This document was prepared by 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 23008-6:2021), which has been technically revised. It also incorporates the Amendment ISO/IEC 23008-6:2021/Amd 1:2024.

The main changes are as follows:

- various software fixes without change of technical scope.

A list of all parts in the ISO 23008 series can be found on the ISO and IEC websites.

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Information technology — High efficiency coding and media delivery in heterogeneous environments —

Part 6: 3D audio reference software

1 Scope

This document contains simulation software for the MPEG-H 3D audio standard as defined in ISO/IEC 23008-3.

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 23008-3, *Information technology — High efficiency coding and media delivery in heterogeneous environments — Part 3: 3D audio*