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Information technology — Coded representation of immersive media —

Part 10: Carriage of visual volumetric video-based coding data

Technologies de l'information — Représentation codée de média immersifs —

Partie 10: Transport de données de codage basé sur la vidéo volumétrique

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Foreword

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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*.

A list of all parts in the ISO/IEC 23090 series can be found on the ISO and IEC websites.

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Introduction

This document addresses the storage of visual volumetric video-based coding data in files based on ISO/IEC 14496-12, reusing existing tools for storage of video-coded components. Another important aspect considered by this document is supporting flexible extraction of component streams at delivery or decoding time, or both.

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Information technology — Coded representation of immersive media —

Part 10:
Carriage of visual volumetric video-based coding data

1 Scope

This document specifies carriage of coded media representations which comply with visual volumetric video-based coding and video-based point cloud compression (specified in ISO/IEC 23090-5).

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.

IEEE 754-2019, *IEEE Standard for Floating-Point Arithmetic*

IETF RFC 6381, *The 'Codecs' and 'Profiles' Parameters for "Bucket" Media Types*

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

ISO/IEC 14496-15, *Information technology — Coding of audio-visual objects — Part 15: Carriage of network abstraction layer (NAL) unit structured video in the ISO based media file format*

ISO/IEC 23008-1:2017, *Information technology — High efficiency coding and media delivery in heterogeneous environments — Part 1: MPEG media transport (MMT)*

ISO/IEC 23009-1:2019, *Information technology — Dynamic adaptive streaming over HTTP (DASH) — Part 1: Media presentation description and segment formats*

ISO/IEC 23090-5:2021 , *Information technology — Coded representation of immersive media — Part 5: Visual Volumetric Video-based Coding (V3C) and Video-based Point Cloud Compression (V-PCC)*

W3C Recommendation, *XML schema part 1: Structures*

W3C Recommendation, *XML schema part 2: Datatypes*