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**Information technology — Coded  
representation of immersive media —  
Part 14:  
Scene description**

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

*Partie 14: Description de scènes*





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CH-1214 Vernier, Geneva  
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Email: [copyright@iso.org](mailto:copyright@iso.org)  
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## Foreword

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## Introduction

This document defines the MPEG-I Scene Description. It provides an architecture for the MPEG-I Scene Description, a set of extensions based on ISO/IEC 12113, a set of APIs, and storage formats for scene description documents and scene description updates documents.

# Information technology — Coded representation of immersive media —

## Part 14: Scene description

### 1 Scope

This document specifies extensions to existing scene description formats in order to support MPEG media, in particular immersive media. MPEG media includes but is not limited to media encoded with MPEG codecs, media stored in MPEG containers, MPEG media and application formats as well as media provided through MPEG delivery mechanisms. Extensions include scene description format syntax and semantics and the processing model when using these extensions by a Presentation Engine. It also defines a Media Access Function (MAF) API for communication between the Presentation Engine and the Media Access Function for these extensions. While the extensions defined in this document can be applicable to other scene description formats, they are provided for ISO/IEC 12113.

### 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 12113, *Information technology — Runtime 3D asset delivery format — Khronos glTF™ 2.0*

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

ISO/IEC 21778, *Information technology — The JSON data interchange syntax*

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

IETF RFC 6902, *JavaScript Object Notation (JSON) Patch*

IETF RFC 8259, *The JavaScript Object Notation (JSON) Data Interchange Format*