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Information technology — Coded representation of immersive media —

Part 23: Conformance and reference software for MPEG immersive video

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

Partie 23: Conformité et logiciels de référence pour la vidéo immersive MPEG

Reference number
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Foreword

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Introduction

ISO/IEC 23090-12 was developed to support compression of immersive video content, in which a real or virtual 3D scene is captured by multiple real or virtual cameras. The use of this document enables storage and distribution of immersive video content over existing and future networks, for playback with 6 degrees of freedom of view position and orientation.

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Information technology — Coded representation of immersive media —

Part 23: Conformance and reference software for MPEG immersive video

1 Scope

This document specifies a set of tests and procedures designed to indicate whether encoders or decoders meet the requirements specified in ISO/IEC 23090-12.

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 23090-12:2023, *Information technology — Coded representation of immersive media — Part 12: MPEG immersive video*

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