



**International
Standard**

ISO/IEC 23090-33

**Information technology — Coded
representation of immersive media —**

**Part 33:
Conformance and reference
software for haptics coding**

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

*Partie 33: Conformité et logiciel de référence pour le codage
haptique*

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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.

Any feedback or questions on this document should be directed to the user's national standards body. A complete listing of these bodies can be found at www.iso.org/members.html and www.iec.ch/national-committees.

Introduction

This document describes the reference software and the conformance testing for ISO/IEC 23090-31, coding representation for Haptics. The reference software includes both encoder and decoder functionality.

The reference software is useful in aiding users of a standard for coding Haptics to establish and test conformance and interoperability, and to educate users and demonstrate the capabilities of the standard. For these purposes, the accompanying software is provided as an aid for the study and implementation of ISO/IEC 23090-31 compression of Haptics.

Information technology — Coded representation of immersive media —

Part 33: Conformance and reference software for haptics coding

1 Scope

The document specifies a set of tests and procedures designed to indicate whether encoders or decoders meet the requirements specified in ISO/IEC 23090-31.

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 23090-31:2025, *Information technology — Coded representation of immersive media — Part 31: Haptics coding*