



**International
Standard**

ISO/IEC 23090-34

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

**Part 34:
Immersive audio reference software**

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

Partie 34: Logiciel de référence audio immersif

**First edition
2025-11**



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Published in Switzerland

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Foreword

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This document was prepared by Technical Committee ISO/IEC JTC 1, *Information technology*, Subcommittee SC29, *Coding of audio, picture, multimedia and hypermedia information*.

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Information technology — Coded representation of immersive media —

Part 34: Immersive audio reference software

1 Scope

This document contains simulation software for the MPEG-Immersive Audio standard as defined in ISO/IEC 23090-4.

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 23090-4, *Information technology — Coded representation of immersive media — Part 4: MPEG-I immersive audio*