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# Information technology — Coded representation of immersive media —

## Part 7: Immersive media metadata

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

*Partie 7: Métadonnées de media immersifs*

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# Foreword

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# Introduction

This document is organized as follows.

— Clauses 5 describes common metadata applicable to immersive media. This includes reference co-ordinate system related metadata and other common metadata syntax and semantics.

— Clauses 6 describes metadata that applies to video and images. This includes projection formats and packing region-wise formats metadata which applies to video and images.

The goal of this document is to allow reuse of the commonly defined metadata to be referenced by other standards.

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# Information technology — Coded representation of immersive media —

# Part 7: Immersive media metadata

## 1 Scope

This document specifies common immersive media metadata focusing on immersive videos (including 360° videos) and images.

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

ISO/IEC 23008-12, *Information technology — High efficiency coding and media delivery in heterogeneous environments — Part 12: Image file format*

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