



Technical Report

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Information technology — Coded representation of immersive media —

Part 27: Media and architectures for render- based systems and applications

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

*Partie 27: Médias et architectures pour les systèmes et
applications basés sur le rendu graphique*

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Contents

Page

Foreword	v
Introduction	vi
1 Scope	1
2 Normative references	1
3 Terms and definitions	1
4 Overview	4
4.1 Motivation to develop standards for distribution of scene-based media	4
4.2 Immersive displays and their information requirements	5
4.2.1 General	5
4.2.2 Raster media, 3D graphics and information requirements of immersive displays	5
4.2.3 Defining necessary and sufficient thresholds of media information	6
4.2.4 Accommodating displays with a variety of information requirements	6
4.3 Content creation not in scope for MPEG International Standards	6
4.4 Challenges for distribution of immersive media	7
4.4.1 Interoperability between renderers	7
4.4.2 Interchange between media formats	7
4.4.3 Lack of standard specifications of media format	8
5 On the usage of Immersive Technology Media Format for media interchange	8
6 Media workflow from content production to distribution	8
6.1 Introduction to media workflows	8
6.2 Camera captured	9
6.3 Computer generated	9
6.4 Hybrid	9
6.5 Display considerations	10
6.6 Clarifications on media workflow terminology	10
6.6.1 Mastering format	10
6.6.2 Contribution, mezzanine, or ingest format	10
6.6.3 Distribution or last-mile format	11
6.7 Observations about media formats and variety of displays	11
7 Renderers	11
7.1 Introduction to renderers	11
7.2 Classification of rendering methods	12
7.2.1 Real-time renderers	12
7.2.2 Non real-time or offline renderers	12
7.3 Families of rendering techniques for immersive applications	12
7.3.1 Rasterisation	12
7.3.2 Ray tracing	12
7.3.3 Hybrid	13
7.4 Other rendering considerations	13
7.4.1 Distributed and network rendering and “edge compute”	13
7.4.2 Scene compression	13
7.4.3 Anti-aliasing	13
7.4.4 Deep learning	13
7.4.5 Hardware	13
7.5 Current state of the art	14
8 Immersive displays	14
8.1 Characterizing the immersive display	14
8.2 Fundamental output units of displays	14
8.2.1 Points of light	15
8.2.2 Rays of light	15
8.2.3 Waves of light	15
8.3 Families of displays emitting points of light	15

8.3.1	Single panel planar displays.....	15
8.3.2	Multi-planar displays	15
8.3.3	Volumetric displays	15
8.4	Families of displays emitting rays of light.....	16
8.4.1	Dense light field displays	16
8.4.2	Low density ray displays.....	16
8.5	Families of displays emitting waves of light.....	16
9	Architectures and interfaces.....	17
9.1	General.....	17
9.2	Architecture for streaming of frame-based media.....	17
9.3	Architecture for streaming of scene-based media.....	18
9.4	Hypothetical immersive display architecture	20
9.5	Architecture for scene graph representations.....	21
9.6	Architecture for scene graph representations with a shared asset.....	22
9.7	Architecture for annotated scene graph using IMS.....	23
9.8	Architecture for translation between scene graph representations using IMS.....	23
9.9	Adaptation of scene-based media to the capabilities of the client and/or to current conditions.....	25
10	Use cases, requirements and assumptions.....	26
10.1	General.....	26
10.2	Scenario 1 Distribution to a single immersive media client (display)	26
10.2.1	Introduction to scenario 1	26
10.2.2	Desired features for scenario 1	26
10.3	Scenario 2 Distribution to heterogeneous set of immersive media clients (displays)	26
10.3.1	Introduction to scenario 2	26
10.3.2	Desired features for scenario 2	27
10.4	Scenario 3 Distribution to both legacy and immersive media clients (displays)	27
10.4.1	Introduction to scenario 3	27
10.4.2	Desired features for scenario 3	27
10.5	Current assumptions.....	27
	Bibliography	28

Foreword

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Introduction

This document reports on the current state of the art impacting support of emerging immersive displays and other applications that generally rely on 3D-model renderers to ingest and render media according to the specific capabilities of the display or 3D applications. The technologies in this report serve as motivation for the development of standards to support emerging immersive displays and other applications where the primary media format is based on 3D formats.

Information technology — Coded representation of immersive media —

Part 27:

Media and architectures for render-based systems and applications

1 Scope

This document provides context, motivation and use case descriptions for a set of Moving Picture Experts Group (MPEG) standards that collectively deliver media directly to render-based applications such as game engines with a renderer component, or standalone renderers. Emerging examples where such applications are especially relevant include metaverse applications and immersive displays where such displays provide an interface to renderers.

This document:

- describes the motivators leading to the development of new MPEG standards that facilitate the streaming of media to render-based applications;
- differentiates between visual media distributed for video-based applications and visual media distributed to render-based applications;
- provides an overview of a media workflow from content production to content distribution;
- provides general information on relevant components of render-based systems including game engines and renderers
- identifies key components and resources (compute, storage, or network) comprising a heterogeneous set of immersive displays and other render-based applications;
- and documents use cases for end-to-end interoperability, including audio, video, graphics and systems aspects for render-based systems and applications.

2 Normative references

There are no normative references in this document.