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**Information technology — Coding of  
audio-visual objects —**

**Part 5:  
Reference software**

**AMENDMENT 25: Reference software for  
scene partitioning**

*Technologies de l'information — Codage des objets audiovisuels —*

*Partie 5: Logiciel de référence*

*AMENDEMENT 25: Logiciel de référence pour partitionnement de  
scène*

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The main task of the joint technical committee is to prepare International Standards. Draft International Standards adopted by the joint technical committee are circulated to national bodies for voting. Publication as an International Standard requires approval by at least 75 % of the national bodies casting a vote.

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Amendment 25 to ISO/IEC 14496-5:2001 was prepared by Joint Technical Committee ISO/IEC JTC 1, *Information technology*, Subcommittee SC 29, *Coding of audio, picture, multimedia and hypermedia information*.



# Information technology — Coding of audio-visual objects —

## Part 5: Reference software

### AMENDMENT 25: Reference software for scene partitioning

*After Clause 7, add the following new clause:*

## 8 Reference software for Scene Partitioning

### 8.1 Introduction

The Scene Partitioning reference software is a classic IM1-Player3D add-on composed of a decoder and a rendering proxy.

### 8.2 Folder structure

IM1Decoders\AFX\SpacePartition	Scene Partitioning Decoder
OpenGL\AFX\SpacePart	Scene Partitioning Rendering Proxy

### 8.3 Definition of classes

Class	Files	Description
SpacePartitionProxy	OpenGL\AFX\SpacePart\SpacePartitionProxy.h	Scene Partitioning Rendering Proxy
SPart	IM1Decoders\AFX\SpacePartition\SPart.h	Scene Partitioning Object. Refers to existing subtypes (BSP, CP, ...)
SpacePartDecoderLib	IM1Decoders\AFX\SpacePartition\SpacePartDecoderLib.h	Scene Partitioning Decoder
BSPTree	IM1Decoders\AFX\SpacePartition\BSP\BSPTree.h	BSP partitioning definition
CPPartition	IM1Decoders\AFX\SpacePartition\BSP\CellPortal\CPPartition.h	Cells / Portals partitioning definition
PvsPartition	IM1Decoders\AFX\SpacePartition\PVS\PvsPartition.h	PVS partitioning definition
HDescTree	IM1Decoders\AFX\SpacePartition\HDesc\HDescTree.h	FootPrint partitioning definition
WssPartition	IM1Decoders\AFX\SpacePartition\WSS\WssPartition.h	WaveletSubdivisionSurfaces partitioning definition

