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

**Part 12:
MPEG immersive video**

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

Partie 12: Vidéo immersive MPEG





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Contents

Page

Foreword	v
Introduction	vi
1 Scope	1
2 Normative reference	1
3 Terms and definitions	1
4 Abbreviated terms	3
5 Conventions	3
6 Overall V3C characteristics, decoding operations, and post-decoding processes	4
7 Bitstream format, partitioning, and scanning processes	4
7.1 General	4
7.2 V3C bitstream formats	4
7.3 NAL bitstream formats	4
7.4 Partitioning of atlas frames into tiles	4
7.5 Tile partition scanning processes	4
7.6 Mapping of views to V3C components	4
7.7 Sources and outputs	5
8 Syntax and semantics	6
8.1 Method of specifying syntax in tabular form	6
8.2 Specification of syntax functions and descriptors	6
8.3 Syntax in tabular form	6
8.3.1 General syntax	6
8.3.2 V3C unit syntax	6
8.3.3 Byte alignment syntax	6
8.3.4 V3C parameter set syntax	6
8.3.5 NAL unit syntax	6
8.3.6 Raw byte sequence payloads, trailing bits, and byte alignment syntax	7
8.3.7 Atlas tile data unit syntax	7
8.3.8 Supplemental enhancement information message syntax	7
8.3.9 V3C MIV extension syntax in tabular form	7
8.4 Semantics	12
8.4.1 General semantics	12
8.4.2 V3C MIV extension semantics	12
8.4.3 Order of V3C units and association to coded information	19
9 Decoding process	20
9.1 General decoding process	20
9.2 Atlas data decoding process	20
9.2.1 General atlas data decoding process	20
9.2.2 Decoding process for a coded atlas frame	20
9.2.3 Atlas NAL unit decoding process	20
9.2.4 Atlas tile header decoding process	20
9.2.5 Decoding process for patch data units	20
9.2.6 Decoding process of the block to patch map	21
9.2.7 Conversion of tile level patch information to atlas level patch information	21
9.3 Occupancy video decoding process	22
9.4 Geometry video decoding process	22
9.5 Attribute video decoding process	22
9.6 Packed video decoding process	22
9.7 Common atlas data decoding process	22
9.7.1 General common atlas data decoding process	22
9.7.2 Decoding process for a coded common atlas frame	23
9.7.3 Common atlas NAL unit decoding process	23

9.7.4	Common atlas frame order count derivation process.....	23
9.7.5	Common atlas frame MIV extension decoding process.....	23
9.8	Sub-bitstream extraction process.....	28
9.8.1	General.....	28
9.8.2	V3C unit extraction.....	28
9.8.3	NAL unit extraction process.....	28
9.8.4	Group extraction process.....	28
10	Pre-reconstruction process.....	28
11	Reconstruction process.....	28
12	Post-reconstruction process.....	28
13	Adaptation process.....	28
14	Parsing process.....	28
Annex A	(normative) Profiles, tiers, and levels.....	29
Annex B	(informative) Post-decoding conversion to nominal video formats.....	32
Annex C	(informative) V3C sample stream format.....	34
Annex D	(normative) NAL sample stream format.....	35
Annex E	(normative) Atlas hypothetical reference decoder.....	36
Annex F	(normative) Supplemental enhancement information.....	37
Annex G	(informative) Volumetric usability information.....	53
Annex H	(Informative) Overview of the rendering processes.....	54
Bibliography	71

Foreword

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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 was developed to support compression of immersive video content, in which a real or virtual 3D scene is captured by multiple real or virtual cameras. The use of this document enables storage and distribution of immersive video content over existing and future networks, for playback with 6 degrees of freedom of view position and orientation.

Information technology — Coded representation of immersive media —

Part 12: MPEG immersive video

1 Scope

This document specifies the syntax, semantics and decoding processes for MPEG immersive video (MIV), as an extension of ISO/IEC 23090-5. It provides support for playback of a three-dimensional (3D) scene within a limited range of viewing positions and orientations, with 6 Degrees of Freedom (6DoF).

2 Normative reference

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 23090-5¹⁾, *Information technology — Coded Representation of Immersive Media — Part 5: Visual Volumetric Video-based Coding (V3C) and Video-based Point Cloud Compression (V-PCC)*

3 Terms and definitions

For the purposes of this document, the terms and definitions given in ISO/IEC 23090-5 and the following apply.

ISO and IEC maintain terminology databases for use in standardization at the following addresses:

- ISO Online browsing platform: available at <https://www.iso.org/obp>
- IEC Electropedia: available at <https://www.electropedia.org/>

3.1

atlas sample

position on the rectangular frame associated with an *atlas*

3.2

coded MIV sequence

coded V3C sequence conforming to the constraints specified in this document

3.3

decoding process

process specified in this document that reads a *bitstream* and derives *patch data* and related information that can be used to render a *viewport* (3.22)

3.4

decoding order

order in which syntax elements are processed by the *decoding process* (3.3)

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