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Part 13: Video decoding interface for immersive media

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Partie 13: Interface de décodage vidéo pour les média immersifs

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Foreword

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Introduction

The interfaces and operations specified in this document come as extensions of existing video decoding engine specifications exposing hardware video decoding capabilities.

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Information technology — Coded representation of immersive media —

Part 13:
Video decoding interface for immersive media

1 Scope

This document specifies the interfaces of a video decoding engine as well as the operations related to elementary streams and metadata that can be performed by this video decoding engine. To support those operations, this document also specifies SEI messages when necessary for certain video codecs.

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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 23008-2, *Information technology — High efficiency coding and media delivery in heterogeneous environments — Part 2: High efficiency video coding*

ISO/IEC 23090-3, *Information technology — Coded representation of immersive media — Part 3: Versatile video coding*

ISO/IEC 23094-1, *Information technology — General video coding — Part 1: Essential video coding*

3 Terms and definitions

For the purposes of this document, the following terms and definitions 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
media stream
part of an *elementary stream* (3.2) or one or more aggregated *elementary streams* (3.2)

Note 1 to entry: Every elementary stream is a media stream, but the inverse is not true.

Note 2 to entry: A media stream may contain metadata such as non-VCL NAL units.

3.2
subframe
independently decodable unit smaller than a frame to which post-decoding processing by the decoder, if any, has been applied

3.3
video object
independently decodable substream of a video *elementary stream* (3.2)

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