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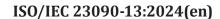
Information technology — Coded representation of immersive media —

🗗 art 13:

Video decoding interface for media

Technologies de l'information — Représentation codée de média Immersifs —

Partie 13: Interface de décodage vidéo pour les média immersifs





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Foreword

ISO (the International Organization for Standardization) and IEC (the International Electrotechnical Commission) form the specialized system for worldwide standardization. National bodies that are members of ISO or IEC participate in the development of International Standards through technical committees established by the respective organization to deal with particular fields of technical activity. ISO and IEC technical committees collaborate in fields of mutual interest. Other international organizations, governmental and non-governmental, in liaison with ISO and IEC, also take part in the work.

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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.

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.

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)