
**Information technology — Media context
and control —**

**Part 6:
Common types and tools**

*Technologies de l'information — Contrôle et contexte de supports —
Partie 6: Types communs et outils*

Withhold

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Contents

Page

Foreword	iv
Introduction.....	v
1 Scope	1
2 Normative references.....	1
3 Terms, definitions, and abbreviated terms	1
3.1 Terms and definitions	1
3.2 Abbreviated terms	3
4 Common Types.....	3
4.1 Introduction.....	3
4.2 Schema wrapper conventions	3
4.3 Mnemonics for binary representations	4
4.4 Common header for binary representations	4
4.5 Basic datatypes	6
4.6 Color-related Datatypes.....	7
4.7 Time stamp type	12
Annex A (normative) Classification Schemes	16
Annex B (informative) Schema documents.....	127
Annex C (informative) Patent statements.....	128
Bibliography.....	129

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. In the field of information technology, ISO and IEC have established a joint technical committee, ISO/IEC JTC 1.

International Standards are drafted in accordance with the rules given in the ISO/IEC Directives, Part 2.

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.

Attention is drawn to the possibility that some of the elements of this document may be the subject of patent rights. ISO and IEC shall not be held responsible for identifying any or all such patent rights.

ISO/IEC 23005-6 was prepared by Joint Technical Committee ISO/IEC JTC 1, *Information technology*, Subcommittee SC 29, *Coding of audio, picture, multimedia and hypermedia information*.

This second edition cancels and replaces the first edition (ISO/IEC 23005-6:2011), which has been technically revised.

ISO/IEC 23005 consists of the following parts, under the general title *Information technology — Media context and control*:

- *Part 1: Architecture*
- *Part 2: Control information*
- *Part 3: Sensory information*
- *Part 4: Virtual world object characteristics*
- *Part 5: Data formats for interaction devices*
- *Part 6: Common types and tools*
- *Part 7: Conformance and reference software*

Introduction

ISO/IEC 23005 (MPEG-V) provides an architecture and specifies associated information representations to enable interoperability between virtual worlds, e.g. digital content provider of a virtual world, (serious) gaming, simulation, DVD, and with the real world, e.g. sensors, actuators, vision and rendering, robotics (e.g. for revalidation), (support for) independent living, social and welfare systems, banking, insurance, travel, real estate, rights management and many others.

Virtual worlds (often referred to as 3D3C for 3D visualization & navigation and the 3C's of Community, Creation and Commerce) integrate existing and emerging (media) technologies (e.g. instant messaging, video, 3D, VR, AI, chat, voice, etc.) that allow for the support of existing, and the development of new kinds of, social networks. The emergence of virtual worlds as platforms for social networking is recognized by businesses as an important issue for at least two reasons:

- It offers the power to reshape the way companies interact with their environments (markets, customers, suppliers, creators, stakeholders, etc.) in a fashion comparable to the Internet.
- It allows for the development of new (breakthrough) business models, services, applications and devices.

Each virtual world however has a different culture and audience making use of these specific worlds for a variety of reasons. These differences in existing metaverses permit users to have unique experiences. Resistance to real-world commercial encroachment still exists in many virtual worlds, where users primarily seek an escape from real life. Hence, marketers should get to know a virtual world beforehand and the rules that govern each individual universe.

Although realistic experiences have been achieved via devices such as 3D audio/visual devices, it is hard to realize sensory effects only with the presentation of audiovisual contents. The addition of sensory effects leads to even more realistic experiences in the consumption of audiovisual contents. This will lead to the application of new media for enhanced experiences of users in a more realistic sense.

Such new media will benefit from the standardization of control and sensory information which can include sensory effect metadata, sensory device (actuator) capabilities/commands, user sensory preferences, and various delivery formats. The MPEG-V architecture can be applicable for various business models for which audiovisual contents can be associated with sensory effects that need to be rendered on appropriate actuators.

This part of ISO/IEC 23005 contains the data types and tools which are common to more than one tool defined in more than one part of ISO/IEC 23005.

The International Organization for Standardization (ISO) and the International Electrotechnical Commission (IEC) draw attention to the fact that it is claimed that compliance with this document may involve the use of patents.

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The holders of these patent rights have assured ISO and the IEC that they are willing to negotiate licences under reasonable and non-discriminatory terms and conditions with applicants throughout the world. In this respect, the statements of the holders of these patent rights are registered with ISO and the IEC. Information may be obtained from the companies listed in Annex C.

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Information technology — Media context and control —

Part 6: Common types and tools

1 Scope

This part of ISO/IEC 23005 specifies syntax and semantics of the data types and tools common to the tools defined in the other parts of ISO/IEC 23005, such as basic data types which are used as basic building blocks in more than one of the tools in ISO/IEC 23005, colour-related basic types which are used in light and colour-related tools to help in specifying colour-related characteristics of the devices or commands, and time stamp types which can be used in device commands, and sensed information to specify timing related information.

Several classification schemes which are used in more than one part of ISO/IEC 23005 are also defined in Annex A of this part of ISO/IEC 23005. Other tools to be developed are included in this part of ISO/IEC 23005, if those tools are to be used with the tools defined in more than one part of ISO/IEC 23005. Most of the tools defined in this part are not intended to be used alone, but to be used as a part or as a supporting tool of other tools defined in other parts of ISO/IEC 23005.

2 Normative references

The following documents, in whole or in part, are normatively referenced in this document and are indispensable for its application. For dated references, only the cited edition applies. For undated references, the latest edition of the referenced document (including any amendments) applies.

ISO/IEC 15938-3, *Information technology — Multimedia content description interface — Part 3: Visual*

ISO/IEC 15938-5, *Information technology — Multimedia content description interface — Part 5: Multimedia description schemes*

ISO/IEC 23005-1, *Information technology — Media context and control — Part 1: Architecture*