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IEC 61966-12-1

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# INTERNATIONAL STANDARD



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**Multimedia systems and equipment – 7 colour measurement and management –  
Part 12-1: Metadata for identification of colour gamut (Gamut ID)**

INTERNATIONAL  
ELECTROTECHNICAL  
COMMISSION

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INTERNATIONAL ELECTROTECHNICAL COMMISSION

**MULTIMEDIA SYSTEMS AND EQUIPMENT –  
COLOUR MEASUREMENT AND MANAGEMENT –**

**Part 12-1: Metadata for identification of colour gamut (Gamut ID)**

FOREWORD

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International Standard IEC 61966-12-1 has been prepared by technical area 2: Colour measurement and management, of IEC technical committee 100: Audio, video and multimedia systems and equipment.

The text of this standard is based on the following documents:

FDIS	Report on voting
100/1757/FDIS	100/1776/RVD

Full information on the voting for the approval of this standard can be found in the report on voting indicated in the above table.

This publication has been drafted in accordance with the ISO/IEC Directives, Part 2.

A list of all parts of the IEC 61966 series, published under the general title *Multimedia systems and equipment – Colour measurement and management*, can be found on the IEC website.

The committee has decided that the contents of this amendment and the base publication will remain unchanged until the stability date indicated on the IEC web site under "http://webstore.iec.ch" in the data related to the specific publication. At this date, the publication will be

- reconfirmed,
- withdrawn,
- replaced by a revised edition, or
- amended.

A bilingual version of this document may be issued at a later date.

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## INTRODUCTION

New technologies in capturing and displaying wide-gamut colour images enable a new market of wide-gamut video colour content creation. Recent video standards for wide gamut colour space encoding such as IEC 61966-2-4 (xvYCC) were established in order to be able to distribute content with a colour gamut that is extended with respect to classical colour gamuts such as defined by colorimetry standards ITU-R BT.601 (standard definition television) and ITU-R BT.709 (high definition television). With the increasing popularity of wide gamut and high dynamic range content and displays, the variety of colour gamuts of displays is expected to increase. This issue can be an obstacle for adopting wide-gamut video colour content in professional content creation since the compatibility of the content to the employed displays as well as the compatibility among different displays is not ensured. The term display includes here any video colour reproduction equipment, such as direct view displays and projectors. Thanks to improvements of technology, the variety of colour gamut and colour reproduction capacities of displays increases while the colour gamut and the colour encoding rules of existing colour space encoding standards are fixed.

To address this issue, the IEC standard Gamut ID (IEC 61966-12-1) specifies a colour gamut metadata scheme for video systems including information for colour reproduction. This metadata can amend a video content or a display. More specifically, improvements can be achieved if the wide-gamut colour content is created with the knowledge of the display colour gamut as well as if the colour reproduction in the display is done with the knowledge of the colour gamut of the pictorial content.

This standard enables video systems defining their own colour gamut. This standard defines necessary metadata that allows managing inhomogeneous video systems with different colour gamuts. This standard generalizes existing colour space encoding standards having a fixed colour gamut.

## MULTIMEDIA SYSTEMS AND EQUIPMENT – COLOUR MEASUREMENT AND MANAGEMENT –

### Part 12-1: Metadata for identification of colour gamut (Gamut ID)

#### 1 Scope

This part of IEC 61966 defines the colour gamut metadata scheme for video systems and similar applications.

The metadata can be associated with wide gamut video colour content or to a piece of equipment to display the content.

When associated with content, the colour gamut metadata defines the gamut for which the content was created. It can be used by the display for controlled colour reproduction even if the display's colour gamut is different from that of the content.

When associated with a display, the colour gamut metadata defines the display colour gamut. It can be used during content creation to enable improved colour reproduction.

The colour gamut metadata may cover associated colour encoding information, which includes all information required for a controlled colour reproduction, when such information is not provided by the colour encoding specification.

The colour gamut metadata scheme provides scalable solutions. For example, more flexible solutions will be used for the professional use, while much simpler solutions will be used for consumer use with easier product implementation.

This part of IEC 61966 only defines the colour gamut metadata scheme. Vendor-specific solutions for creation and end-use of this metadata are allowed.

#### 2 Normative references

The following referenced documents are indispensable for the application 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.

IEC 60050(845):1987, *International electrotechnical vocabulary – Chapter 845: Lighting*

IEC 61966-2-4:2006, *Multimedia systems and equipment – Colour measurement and management – Part 2-4: Colour management – Extended-gamut YCC colour space for video applications – xvYCC*

ISO 15076-1:2005 *Image technology colour management – Architecture, profile format and data structure – Part 1: Based on ICC.1:2004-10*

ISO 22028-1:2004, *Photography and graphic technology – Extended colour encodings for digital image storage, manipulation and interchange – Part 1: Architecture and requirements*

ITU-R BT.709-5:2002, *Parameter values for the HDTV standards for production and international programme exchange*

CIE 15:2004, Colorimetry

SMPTE 274M:2005, *SMPTE Standard for Television - 1920 x 1080 Image Sample Structure, Digital Representation and Digital Timing Reference Sequences for Multiple Picture Rates*