SYNOPSIS

Number and Title of the Indian Standard: IS/ISO/IEC 14496 – 25 : 2011

Information Technology – Coding of audio-visual objects — Part 25: 3D Graphics Compression Model

a) Scope: This part of ISO/IEC 14496 describes a model for connecting 3D graphics compression tools defined in ISO/IEC 14496 to graphics primitives defined in any other standard, specification or recommendation.

The goal of this part of ISO/IEC 14496 is to specify an architectural model able to accommodate

- third-party XML based descriptions of scene graph and graphics primitives with
- (potential) binarization tools and with
- MPEG-4 3D graphics compression tools specified in ISO/IEC 14496-2, ISO/IEC 14496-11 and ISO/IEC 14496-16.

The advantages of such an approach are on the one side the use of powerful compression tools for graphics and on the other side the generality of graphics primitives representation. Hence, compression tools developed in ISO/IEC 14496-2, ISO/IEC 14496-11 and ISO/IEC 14496-16 would be applied not only to the scene graph defined by ISO/IEC 14496-11 but to any scene graph definition. The bitstreams obtained when using the model are MP4 formatted and contain XML (or binarized XML) for the scene graph and binary elementary streams for graphics compression (geometry, texture and animation).

b) Salient features of content: This part of ISO/IEC 14496 describes a model for connecting 3D graphics compression tools defined in ISO/IEC 14496 to graphics primitives defined in any other standard, specification or recommendation.

c) Types/grades/classes, if any covered in the standard: NA

d) **Disclaimer (to be automatically provided by the program/software):** NA