



**INTERNATIONAL STANDARD ISO/IEC 14496-11:2005
TECHNICAL CORRIGENDUM 6**

Published 2007-10-15

INTERNATIONAL ORGANIZATION FOR STANDARDIZATION • МЕЖДУНАРОДНАЯ ОРГАНИЗАЦИЯ ПО СТАНДАРТИЗАЦИИ • ORGANISATION INTERNATIONALE DE NORMALISATION
INTERNATIONAL ELECTROTECHNICAL COMMISSION • МЕЖДУНАРОДНАЯ ЭЛЕКТРОТЕХНИЧЕСКАЯ КОМИССИЯ • COMMISSION ÉLECTROTECHNIQUE INTERNATIONALE

**Information technology — Coding of audio-visual objects —
Part 11:
Scene description and application engine**

TECHNICAL CORRIGENDUM 6

Technologies de l'information — Codage des objets audiovisuels —

Partie 11: Description de scène et moteur d'application

RECTIFICATIF TECHNIQUE 6

Technical Corrigendum 6 to ISO/IEC ISO/IEC 14496-11:2005 was prepared by Joint Technical Committee ISO/IEC JTC 1, *Information technology*, Subcommittee SC 29, *Coding of audio, picture, multimedia and hypermedia information*.

After 7.2.2.13.3.10: *PROTO audioStereoBase*, insert the following subclause:

7.2.2.13.3.11 PROTO audioVirtualStereo

The audioVirtualStereo contains the following parameter:

Data type	Function	Default value	Range
Float	virtualStereo	0	0..1

The audioVirtualStereo PROTO is used to generate a virtual stereo signal from a mono source signal, whereby virtualStereo=0 disables the effect and virtualStereo=1 enables the effect.

With values between 0 and 1 the strength of the effect, measured as decorrelation between the 2 output channels, can be controlled.

virtualStereo shall map to the params[] array as follows:
virtualStereo = params [0]

In 7.2.2.23 *BitWrapper*, replace:

The **type** field indicates which node compression scheme must be used, 0 being the default. It is envisioned that future node compression schemes may be developed for the same node. For this specification, AFX object code table of ISO/IEC 14496-1 defines the default schemes.
 with:

The **type** field is used in the buffer mode of bitwrapper. It makes the distinction between different decoding methods for the same node. The value of the **type** field is specified by each tool using the bitwrapper mechanism.

Insert the following subclause with respect to the alphabetic order of the nodes and renumber subsequent subclauses:

7.2.2.125 SynthesizedTexture

7.2.2.125.1 Node interface

```

SynthesizedTexture {
    exposedField    MFVec3f      Translation    []
    exposedField    MFRotation   Rotation      []
    exposedField    SFInt32      pixelWidth    -1
    exposedField    SFInt32      pixelHeight   -1
    exposedField    SFBool       Loop            FALSE
    exposedField    SFFloat      Speed          1.0
    exposedField    SFTime       startTime       0
    exposedField    SFTime       stopTime        0
    exposedField    MFString     url             []
    eventOut        SFTime       duration_changed
    eventOut        SFBool       isActive
}
    
```

7.2.2.125.2 Functionality and Semantics

The semantics of this node are described in ISO/IEC 14496-19:2004: Information technology — Coding of audio-visual objects — Part 19: Synthesized texture stream.

The **translation** field is a sequence of $N+1$ vectors where N is the number of objects in the SynthesizedTexture stream. Each vector represents the initial 3D translation of a certain plane. The first vector ([0]) refers to the plane of the SynthesizedTexture's Camera. The following pairs ($n = 1..N-1$) refer to the plane of the n th Object appearing in the SynthesizedTexture stream. This information is combined with the respective Keyframe information of the Camera Scenario and the Object Animation.

Similarly, the **rotation** field represents the initial 3D rotation of the respective aforementioned planes.

The **pixelWidth** and **pixelHeight** fields specify the required scaled frame size of the rendered **SynthesizedTexture** node, in pixels. The default value -1 causes the respective dimension to preserve its authored value.

The semantics of the remaining fields in the interface are identical to those of the corresponding fields in the **MovieTexture** node interface.