
**Information technology — Coded
representation of immersive media —**

**Part 5:
Visual volumetric video-based coding
(V3C) and video-based point cloud
compression (V-PCC)**

*Technologie de l'information — Représentation codée de média
immersifs —*

*Partie 5: Codage basé sur la vidéo volumétrique (V3C) et compression
de nuage de points basée sur la vidéo (V-PCC)*

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Foreword

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Any feedback or questions on this document should be directed to the user's national standards body. A complete listing of these bodies can be found at www.iso.org/members.html.

Introduction

Advances in 3D capturing and rendering technologies have unleashed a new wave of innovation in virtual/augmented/mixed reality (VR/AR/MR) content creation and communication, of which visual volumetric video is an integral part.

Visual volumetric video, a sequence of visual volumetric frames, if uncompressed, can be represented by a large amount of data, which can be costly in terms of storage and transmission. This has led to the need for a high coding efficiency standard for the compression of visual volumetric data.

Visual volumetric frames can be coded by converting the 3D volumetric information into a collection of 2D images and associated data. The converted 2D images can be coded using widely available video and image coding specifications, such as ISO/IEC 14496-10 and ISO/IEC 23008-2 and the associated data can be coded with mechanisms specified in this document. The coded images and the associated data can then be decoded and used to reconstruct the 3D volumetric information. This document specifies a generic mechanism for visual volumetric video coding, i.e. visual volumetric video-based coding. The generic mechanism can be used by applications targeting volumetric content, such as point clouds, immersive video with depth, mesh representations of visual volumetric frames, etc.

In addition to the generic mechanism of coding volumetric content, this document specifies one of the applications of visual volumetric video-based coding targeting point cloud representations of visual volumetric frames. In a point cloud sequence, each point cloud frame contains a collection of points. Each point has a 3D position, i.e., geometry information, and each point can also be associated with a number of attributes, such as colour, reflectance, surface normal, etc.

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Information technology — Coded representation of immersive media —

Part 5:

Visual volumetric video-based coding (V3C) and video-based point cloud compression (V-PCC)

1 Scope

This document specifies the syntax, semantics and decoding for visual volumetric media using video-based coding methods. This document also specifies processes that can be needed for reconstruction of visual volumetric media, which can also include additional processes such as post-decoding, pre-reconstruction, post-reconstruction and adaptation.

2 Normative references

The following documents are referred to in the text in such a way that some or all of their content constitute 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.

IEEE 754-2019, *IEEE Standard for Floating-Point Arithmetic*

IETF RFC 1321 *The MD5 Message-Digest Algorithm*

IETF RFC 5646 *Tags for Identifying Languages*

ISO/IEC 10646, *Information technology — Universal Coded Character Set (UCS)*

ISO/IEC 14496-10:2020, *Information technology — Coding of audio-visual objects — Part 10: Advanced Video Coding*

ISO/IEC 14496-12, *Information technology — Coding of audio-visual objects — Part 12: ISO base media file format*

ISO/IEC 14496-15, *Information technology — Coding of audio-visual objects — Part 15: Carriage of network abstraction layer (NAL) unit structured video in the ISO base media file format*

ISO/IEC 23008-2:2020, *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 23091-2, *Coding-independent code points for video signal type identification*

Rec. ITU-T T.35:2000, *Procedure for the allocation of ITU-T defined codes for non standard facilities*

Rec. ITU-T H.271:2006, *Video back-channel messages for conveyance of status information and requests from a video receiver to a video sender*