

ISO/IEC 23005-1:2014-01 (E)

Information technology - Media context and control - Part 1: Architecture

| Contents | | Page |
|--------------------|---|-------------|
| Foreword | | iv |
| Introduction | | v |
| 1 | Scope | 1 |
| 2 | Terms and definitions | 1 |
| 3 | MPEG-V System Architecture | 2 |
| 4 | Use cases | 4 |
| 4.1 | Information adaptation from virtual world to real world | 4 |
| 4.2 | Information adaptation from real world to virtual world | 5 |
| 4.3 | Information exchange between virtual worlds | 6 |
| 5 | Instantiations | 7 |
| 5.1 | Instantiation A: Representation of Sensory Effects (RoSE) | 7 |
| 5.2 | Instantiation B: Natural user interaction with virtual world | 12 |
| 5.3 | Instantiation C: Travelling and navigating real and virtual worlds | 19 |
| 5.4 | Instantiation D: Interoperable virtual worlds | 25 |
| 5.5 | Instantiation E: Social presence, group decision-making and collaboration within virtual worlds | 27 |
| 5.6 | Instantiation F: Interactive haptic sensible media | 31 |
| 5.7 | Instantiation G: Bio-sensed information in virtual world | 35 |
| 5.8 | Instantiation H: Environmental monitoring with sensors | 40 |
| 5.9 | Instantiation I: Virtual world interfacing with TV platforms | 42 |
| 5.10 | Instantiation J: Seamless integration between real and virtual worlds | 44 |
| 5.11 | Instantiation K: Hybrid communication | 47 |
| | Bibliography | 50 |