ISO/IEC TS 23884:2021-12 (E)

Information technology - Computer graphics, image processing and environmental data representation - Material property and parameter representation for model-based haptic simulation of objects in virtual , mixed and augmented reality (VR/MAR)

Contents

Page

Foreword iv

Introduction v

1 Scope 1

2 Normative references 1

3 Terms,definitionsandabbreviatedterms 1
3.1 Terms and definitions 1
3.2 Abbreviated terms 2

4 Overview: Material properties for haptic simulation 2
4.1 General 2
4.2 Stiffness 4
4.3 Friction 4
4.4 Object texture 6

5 Material property representation 1: extended material node 6

6 Haptic rendering node 7

7 Conformity 8

Bibliography 10