

# ISO/IEC 3721:2023-09 (E)

## Information technology - Computer graphics, image processing and environmental data representation - Information model for mixed and augmented reality content - Core objects and attributes

<b>Contents</b>		<b>Page</b>
<b>Foreword</b>		<b>iv</b>
<b>Introduction</b>		<b>v</b>
<b>1 Scope</b>		<b>1</b>
<b>2 Normative references</b>		<b>1</b>
<b>3 Terms, definitions and abbreviated terms</b>		<b>1</b>
3.1 Terms and definitions		1
3.2 Abbreviated terms		3
<b>4 Overview</b>		<b>4</b>
<b>5 Principles and Requirements</b>		<b>5</b>
<b>6 MAR content model</b>		<b>6</b>
6.1 Concept		6
6.2 Use case diagram		7
6.3 MAR content and its scene structure		7
6.4 Major MAR system objects that are associated with the MAR content objects <sup>[6]</sup>		8
6.4.1 Sensor		8
6.4.2 Real World Capturer::Sensor		9
6.4.3 Tracker::Sensor		9
6.4.4 Recognizer::Sensor		10
<b>7 MAR content classes</b>		<b>10</b>
7.1 Overall class/object structure		10
7.2 MARSNode		12
7.3 TransformGroup::MARSNode		13
7.3.1 VirtualTG::TransformGroup::MARSNode		14
7.3.2 RealTG::TransformGroup::MARSNode		14
7.4 Spatial_Mapper::MARSNode		15
7.5 Event_Mapper::MARSNode		16
7.6 MARObject::MARSNode		17
7.6.1 VirtualObject::MARObject::MARSNode		18
7.6.2 RealObject::MARObject::MARSNode		19
7.7 Behaviour::MARSNode		22
7.8 MetaInfo::MARSNode		23
<b>8 Example usage scenarios</b>		<b>24</b>
8.1 Marker based video see-through AR		24
8.2 Location (GNSS) based video see-through AR		24
8.3 Marker based AR for glass display		25
8.4 Location based AR for glass display		26
8.5 2D screen augmentation over a glass display		27
8.6 Augmented virtuality with (multiple) live actor extracted and imported live from a chroma-keying set-up		27
<b>9 Conformance</b>		<b>28</b>
<b>Bibliography</b>		<b>29</b>