

ISO/IEC 14496-2:2004-06 (E)

Information technology - Coding of audio-visual objects - Part 2: Visual

Contents		Page
1	Scope	1
2	Normative references	1
3	Terms and definitions	1
4	Abbreviations and symbols	13
4.1	Arithmetic operators	13
4.2	Logical operators	14
4.3	Relational operators	14
4.4	Bitwise operators	15
4.5	Conditional operators	15
4.6	Assignment	15
4.7	Mnemonics	15
4.8	Constants	15
5	Conventions	16
5.1	Method of describing bitstream syntax	16
5.2	Definition of functions	17
5.3	Reserved, forbidden and marker_bit	18
5.4	Arithmetic precision	19
6	Visual bitstream syntax and semantics	19
6.1	Structure of coded visual data	19
6.2	Visual bitstream syntax	38
6.3	Visual bitstream semantics	135
7	The visual decoding process	236
7.1	Video decoding process	237
7.2	Higher syntactic structures	238
7.3	VOP reconstruction	238
7.4	Texture decoding	239
7.5	Shape decoding	250
7.6	Motion compensation decoding	274
7.7	Interlaced video decoding	297
7.8	Sprite decoding	306
7.9	Generalized scalable decoding	313
7.10	Still texture object decoding	323
7.11	Mesh object decoding	347
7.12	FBA object decoding	352
7.13	3D Mesh Object Decoding	358
7.14	NEWPRED mode decoding	384
7.15	Output of the decoding process	385
7.16	Video object decoding for the studio profile	385
7.17	The FGS decoding process	427
8	Visual-Systems Composition Issues	429
8.1	Temporal Scalability Composition	429
8.2	Sprite Composition	430
8.3	Mesh Object Composition	431
8.4	Spatial Scalability composition	432

9	Profiles and Levels	432
9.1	Visual Object Types	432
9.2	Visual Profiles	436
9.3	Visual Profiles@Levels	437
Annex A (normative)	Coding transforms	441
Annex B (normative)	Variable length codes and arithmetic decoding	451
Annex C (normative)	Face and body object decoding tables and definitions	547
Annex D (normative)	Video buffering verifier	580
Annex E (informative)	Features supported by the algorithm	589
Annex F (informative)	Preprocessing and postprocessing	599
Annex G (normative)	Profile and level indication and restrictions	625