

ISO/IEC 14496-19:2004-07 (E)

Information technology - Coding of audio-visual objects - Part 19: Synthesized texture stream

Contents		Page
Foreword		v
Introduction		vii
1	Scope	1
2	Normative References	1
3	Synthesized Texture Compression Technology	1
3.1	Functionality and Semantics	1
4	Coding and Bitstream	46
4.1	Overview	46
4.2	Global Input Bitstream and Decoding Context	46
4.3	Header Block ('H') Decoding	48
4.4	Scene Block ('S') Decoding	49
4.5	Object Block ('C') Decoding	50
4.6	Texture Block ('A') Decoding	51
4.7	Skeleton Decoding	73
4.8	Animation Decoding	76
4.9	Camera Decoding	80
4.10	Quantization	81
4.11	Sub-Streams	82
5	SynthesizedTexture Data Stream	86
5.1	Structure of the SynthesizedTexture Data Stream	86
5.2	Access Unit Definition	86