# 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