

# ISO/IEC 14496-21:2006-11 (E)

## Information technology - Coding of audio-visual objects - Part 21: MPEG-J Graphics Framework eXtensions (GFX)

---

<b>Contents</b>		<b>Page</b>
<b>Foreword</b> .....		<b>iv</b>
<b>1</b>	<b>Scope</b> .....	<b>1</b>
<b>2</b>	<b>Normative references</b> .....	<b>1</b>
<b>3</b>	<b>Symbols and abbreviated terms</b> .....	<b>1</b>
<b>4</b>	<b>Notations</b> .....	<b>1</b>
<b>5</b>	<b>MPEG-J Graphics Framework eXtension</b> .....	<b>2</b>
<b>5.1</b>	<b>Introduction</b> .....	<b>2</b>
<b>5.2</b>	<b>Architecture</b> .....	<b>3</b>
<b>5.3</b>	<b>Static view</b> .....	<b>5</b>
<b>5.4</b>	<b>Dynamic view</b> .....	<b>20</b>
<b>5.5</b>	<b>Considerations</b> .....	<b>24</b>
<b>5.6</b>	<b>Application-specific data in MPEG-J stream</b> .....	<b>24</b>
<b>5.7</b>	<b>Application descriptor</b> .....	<b>26</b>
<b>5.8</b>	<b>Terminal properties</b> .....	<b>27</b>
<b>5.9</b>	<b>Examples (informative)</b> .....	<b>27</b>
<b>Annex A (normative) GFX API listing</b> .....		<b>35</b>
<b>Annex B (normative) Buffers, formats and data types</b> .....		<b>37</b>
<b>Bibliography</b> .....		<b>38</b>