

ISO/IEC 23005-4:2013-04 (E)

Information technology - Media context and control - Part 4: Virtual world object characteristics

Contents		Page
Foreword		iv
Introduction		v
1	Scope	1
2	Normative references	2
3	Terms, definitions and abbreviated terms	2
3.1	Terms and definitions	2
3.2	Abbreviated terms	3
4	Virtual world object metadata	3
4.1	Introduction	3
4.2	Schema wrapper conventions	4
4.3	Root element and top-level tools	5
4.4	Virtual world object base type	8
4.5	Virtual world object common data types	34
5	Avatar metadata	58
5.1	Introduction	58
5.2	AvatarType	59
6	Virtual object metadata	193
6.1	Introduction	193
6.2	VirtualObjectType	193
Annex A (normative) Classification Schemes		200
Annex B (informative) Virtual World Object Characteristics Schema		249
Annex D (informative) The information on ISO 639		251
Annex E (informative) Patent statements		252
Bibliography		253