

# ISO/IEC 23005-4:2016-03 (E)

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

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<b>Contents</b>	<b>Page</b>
Foreword .....	ii
Introduction .....	iii
<b>1</b> <b>Scope</b> .....	<b>2</b>
<b>2</b> <b>Normative references</b> .....	<b>3</b>
<b>3</b> <b>Terms, definitions, abbreviated terms and prefixes</b> .....	<b>3</b>
3.1 <b>Terms and definitions</b> .....	<b>3</b>
3.2 <b>Abbreviated terms</b> .....	<b>4</b>
3.3 <b>Use of prefixes</b> .....	<b>4</b>
<b>4</b> <b>Virtual world object metadata</b> .....	<b>5</b>
4.1 <b>General</b> .....	<b>5</b>
4.2 <b>Schema wrapper conventions</b> .....	<b>6</b>
4.3 <b>Root element and top-level tools</b> .....	<b>7</b>
4.4 <b>Virtual world object base type</b> .....	<b>10</b>
4.5 <b>Virtual world object common data types</b> .....	<b>34</b>
<b>5</b> <b>Avatar metadata</b> .....	<b>56</b>
5.1 <b>General</b> .....	<b>56</b>
5.2 <b>AvatarType</b> .....	<b>57</b>
5.3 <b>MakeupAvatarType</b> .....	<b>184</b>
<b>6</b> <b>Virtual object metadata</b> .....	<b>202</b>
6.1 <b>General</b> .....	<b>202</b>
6.2 <b>VirtualObjectType</b> .....	<b>203</b>
<b>Annex A (normative) Classification Schemes</b> .....	<b>209</b>
<b>Annex B (informative) Virtual world object characteristics schema</b> .....	<b>260</b>
<b>Annex D (informative) Information on ISO 639</b> .....	<b>262</b>
<b>Annex E (informative) Patent statements</b> .....	<b>263</b>
<b>Bibliography</b> .....	<b>264</b>