

ISO/IEC 23488:2022-05 (E)

Information technology - Computer graphics, image processing and environment data representation - Object/environmental representation for image-based rendering in virtual/mixed and augmented reality (VR/MAR)

| Contents | | Page |
|--|--|-------------|
| Foreword | | iv |
| Introduction | | v |
| 1 | Scope | 1 |
| 2 | Normative references | 1 |
| 3 | Terms and definitions and abbreviated terms | 1 |
| 3.1 | Terms and definitions | 1 |
| 3.2 | Abbreviated terms | 2 |
| 4 | Domain and concepts | 2 |
| 4.1 | General | 2 |
| 4.2 | Domain | 2 |
| 4.3 | Concepts | 3 |
| 4.4 | Basic components | 4 |
| 4.4.1 | General | 4 |
| 4.4.2 | Image set | 4 |
| 4.4.3 | 3D model | 5 |
| 4.4.4 | 3D model -- Image set integration | 6 |
| 4.4.5 | XML based object model | 6 |
| 5 | Image-based representation usage example | 8 |
| 5.1 | General | 8 |
| 5.2 | Image-based rendering | 8 |
| 5.3 | Multi-object representation | 9 |
| 6 | Conformance | 9 |
| 6.1 | Objective | 9 |
| 6.2 | Minimum requirements | 10 |
| Annex A (informative) Working example of the proposed information model | | 11 |
| Bibliography | | 15 |