

ISO/IEC 23090-5:2025-03 (E)

Information technology - Coded representation of immersive media - Part 5: Visual volumetric video-based coding (V3C) and video-based point cloud compression (V-PCC)

Contents

Page

Foreword.....	v
Introduction.....	vi
1 Scope.....	1
2 Normative references.....	1
3 Terms and definitions.....	2
4 Abbreviated terms.....	15
5 Conventions.....	16
5.1 General.....	16
5.2 Arithmetic operators.....	16
5.3 Logical operators.....	17
5.4 Relational operators.....	17
5.5 Bit-wise operators.....	17
5.6 Assignment operators.....	18
5.7 Other operators.....	18
5.8 Mathematical functions.....	18
5.9 Order of operation precedence.....	19
5.10 Variables, syntax elements, and tables.....	19
5.11 Text description of logical operations.....	21
5.12 Processes.....	22
6 Overall V3C characteristics, decoding operations, and post-decoding processes.....	22
6.1 V3C characteristics.....	22
6.2 V3C bitstream characteristics, decoding operations, and post-decoding processes.....	25
7 Bitstream format, partitioning, and scanning processes.....	26
7.1 General.....	26
7.2 V3C bitstream formats.....	26
7.3 NAL bitstream formats.....	27
7.4 Partitioning of atlas frames into tiles.....	27
8 Syntax and semantics.....	28
8.1 Method of specifying syntax in tabular form.....	28
8.1.1 General.....	28
8.1.2 Example of the syntax specification format.....	28
8.2 Specification of syntax functions and descriptors.....	29
8.3 Syntax in tabular form.....	31
8.3.1 General.....	31
8.3.2 V3C unit syntax.....	33
8.3.3 Byte alignment syntax.....	34
8.3.4 V3C parameter set syntax.....	34
8.3.5 NAL unit syntax.....	40
8.3.6 Raw byte sequence payloads, trailing bits, and byte alignment syntax.....	40
8.3.7 Atlas tile data unit syntax.....	47
8.3.8 Supplemental enhancement information message syntax.....	52
8.4 Semantics.....	52
8.4.1 General.....	52
8.4.2 V3C unit semantics.....	52

8.4.3	Byte alignment semantics	55
8.4.4	V3C parameter set semantics	55
8.4.5	NAL unit semantics	64
8.4.6	Raw byte sequence payloads, trailing bits, and byte alignment semantics	74
8.4.7	Atlas tile data unit semantics	89
8.4.8	Supplemental enhancement information message semantics	97
9	Decoding process	97
9.1	General decoding process	97
9.2	Atlas data decoding process	98
9.2.1	General atlas data decoding process	98
9.2.2	Decoding process for a coded atlas frame	99
9.2.3	Atlas NAL unit decoding process	100
9.2.4	Atlas tile header decoding process	100
9.2.5	Decoding process for patch data units	105
9.2.6	Decoding process of the block to patch map	121
9.2.7	Conversion of tile level patch information to atlas level patch information	122
9.3	Occupancy video decoding process	124
9.4	Geometry video decoding process	125
9.5	Attribute video decoding process	128
9.6	Packed video decoding process	130
9.7	Common atlas data decoding process	131
9.7.1	General common atlas data decoding process	131
9.7.2	Decoding process for a coded common atlas frame	132
9.7.3	Common atlas NAL unit decoding process	132
9.7.4	Common atlas frame order count derivation process	132
9.8	Sub-bitstream extraction process	134
9.8.1	General	134
9.8.2	V3C unit extraction	134
9.8.3	NAL unit extraction process	135
10	Pre-reconstruction process	135
11	Reconstruction process	135
12	Post-reconstruction process	135
13	Adaptation process	135
14	Parsing process	136
14.1	General	136
14.2	Parsing process for 0-th order Exp-Golomb codes	136
14.2.1	General	136
14.2.2	Mapping process for signed Exp-Golomb codes	137
Annex A	(normative) Profiles, tiers, and levels	139
Annex B	(informative) Post-decoding conversion to nominal video formats	151
Annex C	(informative) V3C sample stream format	177
Annex D	(normative) NAL sample stream format	179
Annex E	(normative) Atlas hypothetical reference decoder	181
Annex F	(normative) Supplemental enhancement information	198
Annex G	(informative) Volumetric usability information	253
Annex H	(normative) Video-based Point Cloud Coding	264
Bibliography		352