

ISO/IEC 23090-28:2026-02 (E)

Information technology - Coded representation of immersive media - Part 28: Interchangeable scene-based media representations

Contents

Page

| | |
|-------------------------------------------------------------------------------------|-----------|
| Foreword..... | iv |
| Introduction..... | v |
| 1 Scope..... | 1 |
| 2 Normative references..... | 1 |
| 3 Terms and definitions..... | 1 |
| 3.1 General..... | 1 |
| 3.2 Abbreviated terms..... | 3 |
| 4 Architectures for scene-based media..... | 3 |
| 4.1 General..... | 3 |
| 4.2 Architecture for scene graph representations..... | 4 |
| 4.3 Scenes nested within scenes..... | 5 |
| 4.4 Architecture for annotated scene graph using IMS..... | 5 |
| 4.5 Architecture for translation between scene graph representations using IMS..... | 5 |
| 5 Independent mapping space (IMS)..... | 7 |
| 5.1 General..... | 7 |
| 5.2 Architecture of IMS..... | 7 |
| 5.3 IMS systems..... | 7 |
| 5.3.1 General..... | 7 |
| 5.3.2 IMS logical organization component..... | 9 |
| 5.3.3 IMS physical organization component..... | 18 |
| 5.3.4 IMS processing directions component..... | 23 |
| Annex A (normative) Annotation using IMS and ITMF..... | 32 |
| Annex B (normative) Mapping of IMS to glTF 2.0..... | 37 |
| Annex C (normative) Annotation process for glTF..... | 39 |
| Bibliography..... | 45 |