
**Information technology — Coding of
audio-visual objects —**

**Part 5:
Reference software**

**AMENDMENT 1: Reference software for
MPEG-4**

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Technologies de l'information — Codage des objets audiovisuels —

Partie 5: Logiciel de référence

AMENDEMENT 1: Logiciel de référence pour MPEG-4

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Foreword

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International Standards are drafted in accordance with the rules given in the ISO/IEC Directives, Part 3.

The main task of the joint technical committee is to prepare International Standards. Draft International Standards adopted by the joint technical committee are circulated to national bodies for voting. Publication as an International Standard requires approval by at least 75 % of the national bodies casting a vote.

Attention is drawn to the possibility that some of the elements of this Amendment may be the subject of patent rights. ISO and IEC shall not be held responsible for identifying any or all such patent rights.

Amendment 1 to International Standard ISO/IEC 14496-5:2001 was prepared by Joint Technical Committee ISO/IEC JTC 1, *Information technology, Subcommittee SC 29, Coding of audio, picture, multimedia and hypermedia information*.

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Replace Clause 4 with:

4 Visual reference software

Location	Content
video/natural/MoMuSys -1.0-001220_sony	Natural video decoder in C
video/natural/microsoft -2.3-001213	Natural video decoder in C++
video/natural/FGS-Momusys	Implementation of Fine Granular Scalability within the MoMuSys software
video/natural/FGS-Microsoft	Implementation of Fine Granular Scalability within the Microsoft software
video/natural/StudioProfile-MoMuSys	Implementation of the Studio Profile within the MoMuSys software
video/snhc/FBA_V2	Face and body animation decoder
video/snhc/m3d20010209	3D mesh decoder integrated by Samsung
video/snhc/Dct	DCT-based FAP decoder
video/snhc/Fit	FIT decoder
video/snhc/Fit_liu	FIT decoder
video/snhc/lst/codec	FAP decoder
video/snhc/Mesh2D	Dynamic 2D mesh geometry and motion decoding
video/snhc/rockwell_epfl_v18	FAP decoder
video/snhc/rockwell_vds2	View-dependent texture decoding with back channel

Replace Clause 5 with:

5 Systems reference software

Location	Content
systems/mpeg-j	MPEG-J decoder software
systems/Core5.7	Described in systems/docs/Systems.doc
systems/mp4_file_format	MP4 file format software

Replace A.2 with:

A.2 Visual encoding software

Location	Content
video/natural/MoMuSys -1.0-001220_sony	Natural video encoder in C
video/natural/microsoft -2.3-001213	Natural video encoder in C++
video/natural/FGS-Momusys	Fine Granular Scalability encoder in C
video/natural/FGS-Microsoft	Fine Granular Scalability encoder in C++
video/natural/StudioProfile-MoMuSys	Studio Profile encoder in C
video/snhc/FBA_V2	Face and body animation encoder by EPFL
video/snhc/m3d20010209	3D mesh encoder integrated by Samsung
video/snhc/DCT	DCT-based FAP encoder
video/snhc/FIT	FIT encoder
video/snhc/fit_liu	FIT encoder
video/snhc/IST/codec	FAP encoder
video/snhc/Mesh2D	Dynamic 2D mesh geometry and motion encoding
video/snhc/rockwell_epfl_v18	FAP encoder
video/snhc/rockwell_vds2	View-dependent texture encoding with back channel

Replace A.3 with:

A.3 Systems encoding software

Location	Content
systems/mp4_file_format	MP4 encoder software
systems/mpeg-j	MPEG-J encoder software
systems/Core5.7	Described in systems/docs/Systems.doc

Replace B.3 with:

B.3 Systems utility software

Location	Content
systems/Core5.7	2D renderer, File-based multiplexer, etc... as described in systems/docs/Systems.doc
systems/Player3D-src-FBA-BasedOn3.0.0	FBA nodes renderer based on IM1-3D compositor

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