INTERNATIONAL STANDARD ISO/IEC 14496-16:2004
TECHNICAL CORRIGENDUM 2

Published 2005-11-01

INTERNATIONAL ORGANIZATION FOR STANDARDIZATION • МЕЖДУНАРОДНАЯ ОРГАНИЗАЦИЯ ПО СТАНДАРТИЗАЦИИ • ORGANISATION INTERNATIONALE DE NORMALISATION
INTERNATIONAL ELECTROTECHNICAL COMMISSION • МЕЖДУНАРОДНАЯ ЭЛЕКТРОТЕХНИЧЕСКАЯ КОМИССИЯ • COMMISSION ÉLECTROTECHNIQUE INTERNATIONALE

Information technology — Coding of audio-visual objects —

Part 16:
Animation Framework eXtension (AFX)

TECHNICAL CORRIGENDUM 2

Technologies de l'information — Codage des objets audiovisuels —

Partie 16: Extension du cadre d'animation (AFX)

RECTIFICATIF TECHNIQUE 2

Technical Corrigendum 2 to ISO/IEC 14496-16:2004 was prepared by Joint Technical Committee ISO/IEC JTC 1, *Information technology*, Subcommittee SC 29, *Coding of audio, picture, multimedia and hypermedia information*.

ICS 35.040 **Ref. No. ISO/IEC 14496-16:2004/Cor.2:2005(E)**

Published in Switzerland

Page 47

In subclause 4.5.2.1.1, replace:

```
DepthImage { #%NDT=SF3DNode
    field       SFVec3f         position        0 0 10
    field       SFRotation      orientation     0 0 1 0
    field       SFVec2f         fieldOfView     0.785398 0.785398
    field       SFFloat         nearPlane       10
    field       SFFloat         farPlane        100
    field       SFBool          orthographic    TRUE
    field       SFDepthTextureNode              diTexture       NULL
}
```

with:

```
DepthImage { #%NDT=SF3DNode
    exposedField    SFVec3f         position        0 0 10
    exposedField    SFRotation      orientation     0 0 1 0
    exposedField    SFVec2f         fieldOfView     π/4 π/4
    exposedField    SFFloat         nearPlane       10
    exposedField    SFFloat         farPlane        100
    exposedField    SFBool          orthographic    TRUE
    field           SFDepthTextureNode              diTexture       NULL
}
```


Page 48

Add the following paragraph at the end of subclause 4.5.2.1.2:

The **position, orientation, fieldOfView, nearPlane, farPlane,** and **orthographic** fields are exposedField types, which are for extrinsic parameters. The DepthImage node supports the camera movement and the changeable view frustum corresponding to movement or deformation of a DIBR object. And reference images that are suitable to the characteristic of a DIBR model are obtained in the modeling stage. Therefore, the fields that reflect the camera movement and the the changeable view frustum and the reference images in the modeling stage are used to create a view frustum and a DIBR object in the rendering stage.