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

Part 5:
Reference software

AMENDMENT 13: Geometry and shadow
reference software

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Technologies de l'information — Codage des objets audiovisuels —

Partie 5: Logiciel de référence

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AMENDEMENT 13: Logiciel de référence pour géométrie et ombre

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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 2.

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 document may be the subject of patent rights. ISO and IEC shall not be held responsible for identifying any or all such patent rights.

Amendment 13 to 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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Add the following lines at the end of Clause 5:

systems/IM1/IM1Decoders/AFX/FootPrint	Multiresolution Footprint-based decoder
systems/IM1/OpenGL/shadow***	Shadow and light source extensions
systems/IM1/SGManager	Shadow render management
systems/IM1/IM1Decoders/AFX/3DMCExtension	3DMC Extension decoder
systems/IM1/IM1Decoders/JPEG2000	JPEG2000 decoder

***Note for Shadow Reference Software:

Special hardware configuration is necessary (OpenGL 2.0 with support of per pixel shading, and p-buffer, as well as glut - <http://www.opengl.org/resources/libraries/glut/>).

The current version of the reference software may be compiled and executed without this requirement. When visualizing bitstreams containing Shadow description, this functionality should be enabled in Player3D (MENU /edit/"hw shadows").

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