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Information technology — Coding of audio-visual objects —

Part 5:
Reference software

AMENDMENT 25: Reference software for scene partitioning

Technologies de l'information — Codage des objets audiovisuels —

Partie 5: Logiciel de référence

AMENDEMENT 25: Logiciel de référence pour partitionnement de scène

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Amendment 25 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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Information technology — Coding of audio-visual objects —

Part 5:
Reference software

AMENDMENT 25: Reference software for scene partitioning

After Clause 7, add the following new clause:

8   Reference software for Scene Partitioning

8.1   Introduction

The Scene Partitioning reference software is a classic IM1-Player3D add-on composed of a decoder and a rendering proxy.

8.2   Folder structure

IM1Decoders\AFX\SpacePartition	Scene Partitioning Decoder
OpenGl/AFX/SpacePart	Scene Partitioning Rendering Proxy

8.3   Definition of classes

Class	Files	Description
SpacePartitionProxy	OpenGl/AFX/SpacePart/SpacePartitionProxy.h	Scene Partitioning Rendering Proxy
SPart	IM1Decoders\AFX\SpacePartition\SPart.h	Scene Partitioning Object. Refers to existing subtypes (BSP, CP, …)
SpacePartDecoderLib	IM1Decoders\AFX\SpacePartition\SpacePartDecoderLib.h	Scene Partitioning Decoder
BSPTree	IM1Decoders\AFX\SpacePartition\BSP\BSPTree.h	BSP partitioning definition
CPPartition	IM1Decoders\AFX\SpacePartition\BSP\CellPortal\ CPPartition.h	Cells / Portals partitioning definition
PvsPartition	IM1Decoders\AFX\SpacePartition\PVS\PvsPartition.h	PVS partitioning definition
HDescTree	IM1Decoders\AFX\SpacePartition\HDesc\HDescTree.h	FootPrint partitioning definition
WssPartition	IM1Decoders\AFX\SpacePartition\WSS\WssPartition.h	WaveletSubdivisionSurfaces partitioning definition

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