



**International
Standard**

ISO/IEC 23090-6

**Information technology — Coded
representation of immersive
media —**

Part 6:

Immersive media metrics

**AMENDMENT 1: Immersive media
metrics for V3C Data and OMAF**

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This document 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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Normative references

Add the following reference:

ISO/IEC 23090-10, *Coded representation of immersive media — Part 10: Carriage of visual volumetric video-based coding data*

Terms and definitions

Replace the first sentence with: "For the purposes of this document, the terms and definitions given in ISO/IEC 23090-10 apply."

Clause 4

Add the following abbreviated terms:

3DoF	Three Degrees of Freedom
6DoF	Six Degrees of Freedom
V3C	Visual Volumetric Video-based Coding (ISO/IEC 23090-10)

6.1, first paragraph

Replace the third sentence with the following:

A VR client may be an OMAF player or a V3C content player for file/segment reception or file access, file/segment decapsulation, decoding of audio, video, or image bitstreams, audio and image rendering, and viewport selection.

Figure 1

Update the figure to add missing text as follows:

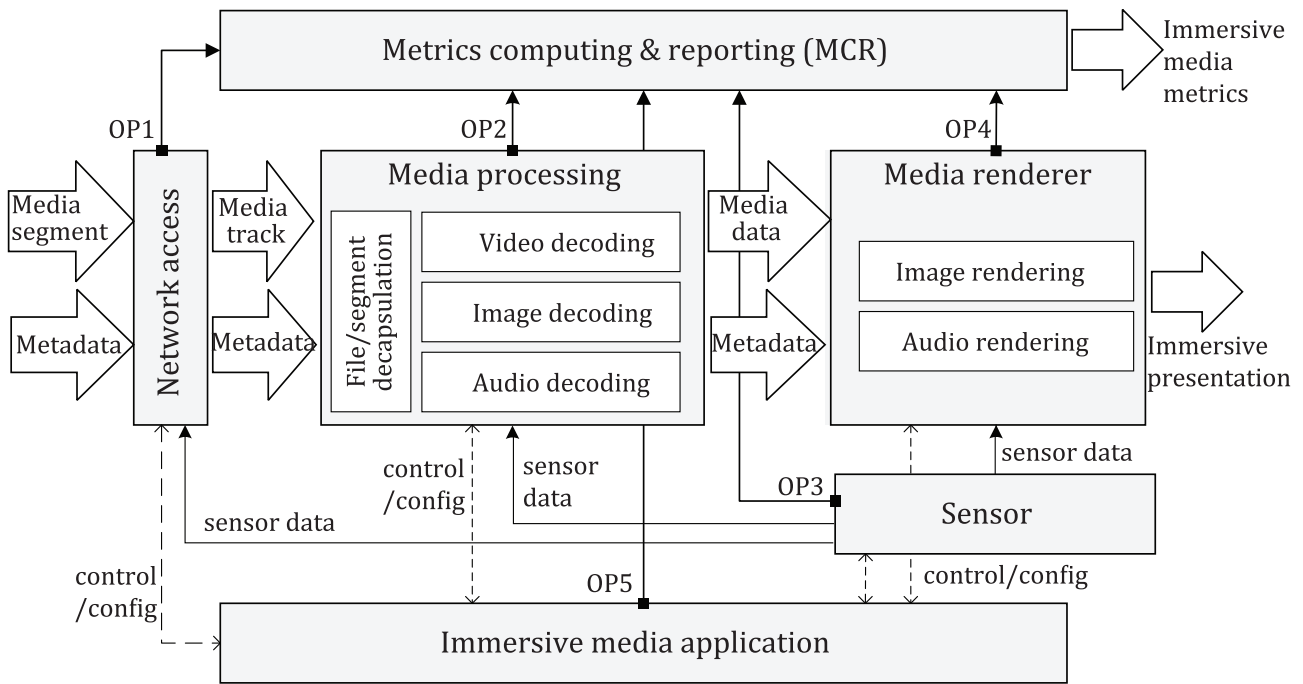


Figure 1 — Immersive media metrics client reference model

6.2.3

Add the following bullets before the last bullet:

- MIV metadata, for example:
 - viewport camera information;
 - viewport position information;
 - viewing space information
- V-PCC metadata, for example:
 - volumetric annotation information;
 - scene object information;

6.2.4

Add the following bullet at the end:

- Location information (i.e., x-y-z coordinates) corresponding to the current viewport

7.1

Delete Table 1 and replace the second paragraph with the following:

Two new data types are defined: `ViewportDataType` and `ViewpointDataType`. `ViewportDataType` is an object that defines a viewport and is defined as shown in Table 1, while `ViewpointDataType` is an object that defines a viewpoint and is defined as shown in Table 2.