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DRAFT

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

## Part 6: Immersive media metrics

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

#### *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*

[ISO/IEC 23090-6:2021/FDAmD 1](https://standards.iteh.ai/catalog/standards/sist/e521564a-156e-4084-9d45-545918cd9ec8/iso-iec-23090-6-2021-fdamd-1)

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:

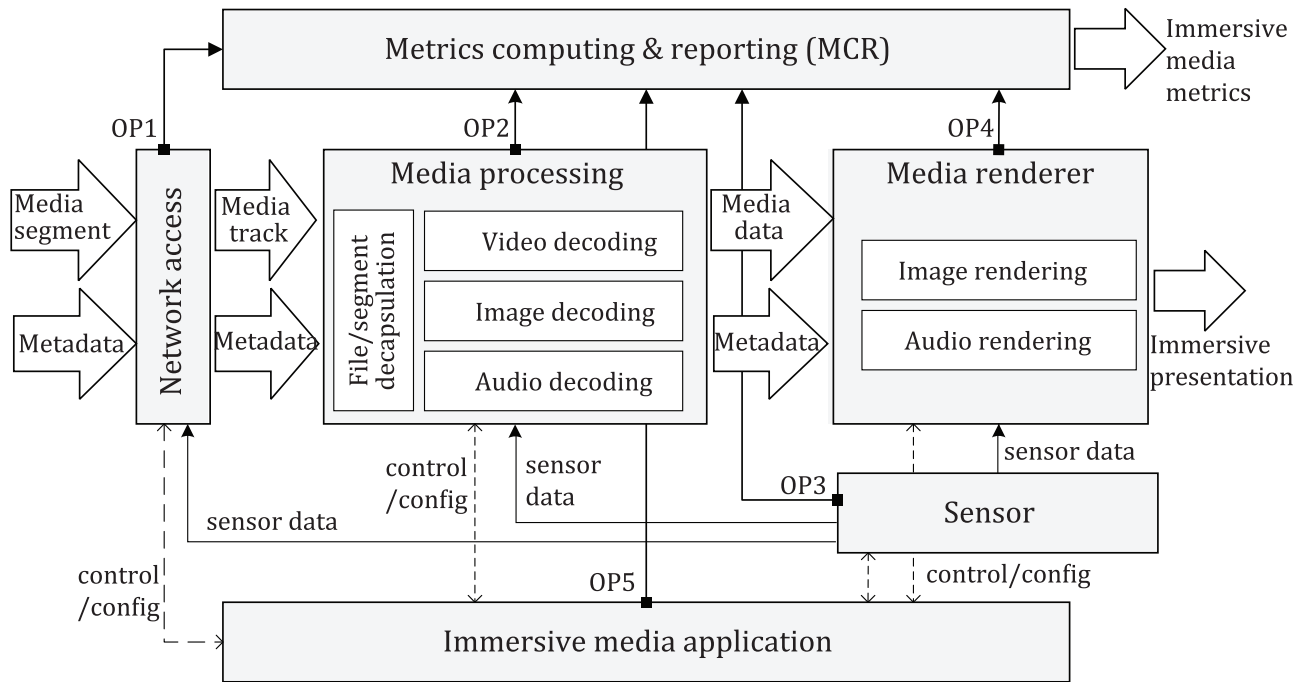


Figure 1 — Immersive media metrics client reference model

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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.