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Information technology — Coded representation of immersive media— —

Part 32: Carriage of haptics data

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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*.

A list of all parts in the ISO/IEC 23090 series can be found on the ISO and IEC websites.

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Information technology — Coded representation of immersive media —

Part 32:
Carriage of haptics data

1 Scope

This document specifies carriage of haptic media in ISO base media files.

2 Normative references

The following documents are referred to in the text in such a way that some or all of their content constitutes requirements of this document. For dated references, only the edition cited applies. For undated references, the latest edition of the referenced document (including any amendments) applies.

ISO/IEC 14496-12:2022, *Information technology — Coding of audio-visual objects — Part 12: ISO base media file format*

ISO/IEC 23009-1:2022, *Information technology — Dynamic adaptive streaming over HTTP (DASH) — Part 1: Media presentation description and segment formats*

ISO/IEC/DIS 23090-31, *Information technology — Coded representation of immersive media — Part 31: Haptics Coding*

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3 Terms, definitions, and abbreviated terms

3.1 Terms and definitions

For the purposes of this document, the terms and definitions given in ISO/IEC 23090-31 and the following apply.

ISO and IEC maintain terminology databases for use in standardization at the following addresses:

— ISO Online browsing platform: available at https://www.iso.org/obp

— IEC Electropedia: available at https://www.electropedia.org/

3.1.1 ~~3.1.1~~
band
~~haptic band described~~component in ~~ISO/IEC 23090-31~~a channel for containing ~~a haptic signal~~effects for a specific range of frequencies

~~3.1.2~~
~~channel~~
~~haptic~~ [SOURCE: ISO/IEC 23090-31:2025, 3.1.3]

3.1.2
channel ~~described~~
component in ~~ISO/IEC 23090-31 for~~ a perception containing one or more bands ~~to be combined, with the resulting haptics~~ rendered on a device at a specific body location

~~3.1.3~~[SOURCE: ISO/IEC 23090-31:2025, 3.1.4]

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