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Information technology — Coded representation of immersive media —

Part 2: Omnidirectional media format

Technologies de l'information — Représentation codée de média immersifs —
Partie 2: Format de média omnidirectionnel

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Foreword

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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*.

This second edition cancels and replaces the first edition (ISO/IEC 23090-2:2019), which has been technically revised.

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The main changes compared to the previous edition are as follows:

— Multiple viewpoints have been added. Viewpoints can be used for example to provide several user-switchable camera positions to view the content or to express a storyline where the user is given the choice to select which storyline path is followed.

— Sphere-relative and viewport-relative video and image overlays have been added.

— Mesh omnidirectional video where the video is projected on an indicated set of mesh elements has been added.

— Two tiling OMAF video profiles for viewport-dependent streaming have been added.

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

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