INTERNATIONAL STANDARD ISO/IEC 14496-11:2005
TECHNICAL CORRIGENDUM 6

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Information technology — Coding of audio-visual objects —

Part 11:
Scene description and application engine

TECHNICAL CORRIGENDUM 6

Technologies de l'information — Codage des objets audiovisuels —

Partie 11: Description de scène et moteur d'application

RECTIFICATIF TECHNIQUE 6

Technical Corrigendum 6 to ISO/IEC ISO/IEC 14496-11:2005 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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After 7.2.2.13.3.10: PROTO audioStereoBase, insert the following subclause:

7.2.2.13.3.11 PROTO audioVirtualStereo

The audioVirtualStereo contains the following parameter:

Data type	Function	Default value	Range
Float	virtualStereo	0	0..1

The audioVirtualStereo PROTO is used to generate a virtual stereo signal from a mono source signal, whereby virtualStereo=0 disables the effect and virtualStereo=1 enables the effect.

With values between 0 and 1 the strength of the effect, measured as decorrelation between the 2 output channels, can be controlled.

virtualStereo shall map to the params[ ] array as follows:
virtualStereo = params [0]

In 7.2.2.23 BitWrapper, replace:

*The **type** field indicates which node compression scheme must be used, 0 being the default. It is envisioned that future node compression schemes may be developed for the same node. For this specification, AFX object code table of ISO/IEC 14496-1 defines the default schemes.*
with:
*The **type** field is used in the buffer mode of bitwrapper. It makes the distinction between different decoding methods for the same node. The value of the **type** field is specified by each tool using the bitwrapper mechanism.*

Insert the following subclause with respect to the alphabetic order of the nodes and renumber subsequent subclauses:

7.2.2.125 SynthesizedTexture

7.2.2.125.1 Node interface

SynthesizedTexture {

exposedField	MFVec3f	**Translation**	[]
exposedField	MFRotation	**Rotation**	[]
exposedField	SFInt32	**pixelWidth**	-1
exposedField	SFInt32	**pixelHeight**	-1
exposedField	SFBool	**Loop**	FALSE
exposedField	SFFloat	**Speed**	1.0
exposedField	SFTime	**startTime**	0
exposedField	SFTime	**stopTime**	0
exposedField	MFString	**url**	[]
eventOut	SFTime	**duration_changed**	
eventOut	SFBool	**isActive**	

}

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7.2.2.125.2 Functionality and Semantics

The semantics of this node are described in ISO/IEC 14496-19:2004: Information technology — Coding of audio-visual objects — Part 19: Synthesized texture stream.

The **translation** field is a sequence of N+1 vectors where N is the number of objects in the SynthesizedTexture stream. Each vector represents the initial 3D translation of a certain plane. The first vector ([0]) refers to the plane of the SynthesizedTexture's Camera. The following pairs (n = 1..N-1) refer to the plane of the nth Object appearing in the SynthesizedTexture stream. This information is combined with the respective Keyframe information of the Camera Scenario and the Object Animation.

Similarly, the **rotation** field represents the initial 3D rotation of the respective aforementioned planes.

The **pixelWidth** and **pixelHeight** fields specify the required scaled frame size of the rendered **SynthesizedTexture** node, in pixels. The default value –1 causes the respective dimension to preserve its authored value.

The semantics of the remaining fields in the interface are identical to those of the corresponding fields in the **MovieTexture** node interface.

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