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AMENDMENT 13
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Information technology — Coding of audio-visual objects —

Part 5: Reference software

AMENDMENT 13: Geometry and shadow reference software

Technologies de l'information — Codage des objets audiovisuels —

Partie 5: Logiciel de référence

AMENDEMENT 13: Logiciel de référence pour géométrie et ombre

Reference number
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The main task of the joint technical committee is to prepare International Standards. Draft International Standards adopted by the joint technical committee are circulated to national bodies for voting. Publication as an International Standard requires approval by at least 75 % of the national bodies casting a vote.

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Information technology — Coding of audio-visual objects —

Part 5:
Reference software

AMENDMENT 13: Geometry and shadow reference software

Add the following lines at the end of Clause 5:

systems/IM1/IM1Decoders/AFX/FootPrint	Multiresolution Footprint-based decoder
systems/IM1/OpenGl/shadow***	Shadow and light source extensions
systems/IM1/SGManager	Shadow render management
systems/IM1/ IM1Decoders/AFX/3DMCExtension	3DMC Extension decoder
systems/IM1/ IM1Decoders/JPEG2000	JPEG2000 decoder

***Note for Shadow Reference Software:

Special hardware configuration is necessary (OpenGL 2.0 with support of per pixel shading, and p-buffer, as well as glut - http://www.opengl.org/resources/libraries/glut/).

The current version of the reference software may be compiled and executed without this requirement. When visualizing bitstreams containing Shadow description, this functionality should be enabled in Player3D (MENU /edit/"hw shadows".

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