INTERNATIONAL STANDARD

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AMENDMENT 2
2007-11-01

Information technology — Multimedia content description interface —

Part 6: Reference software

AMENDMENT 2: Reference software of perceptual 3D shape descriptor

Technologies de l'information — Interface de description du contenu multimédia —

Partie 6: Logiciel de référence

AMENDEMENT 2: Logiciel de référence de descripteur sensoriel de forme 3D

Reference number
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Foreword

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International Standards are drafted in accordance with the rules given in the ISO/IEC Directives, Part 2.

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.

Attention is drawn to the possibility that some of the elements of this document may be the subject of patent rights. ISO and IEC shall not be held responsible for identifying any or all such patent rights.

Amendment 2 to ISO/IEC 15938-6:2003 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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Part 6: Reference software

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Replace Clause 7 with the following:

7 Video reference software

This section lists the reference software components of Part 3 of ISO/IEC 15938. Most of the components of this section include a server- and a client application. The normative descriptors are implemented using a C++ class. All modules have a binary coding scheme, and an interface to the XML parser based implemented description schemes of Part 5. Thus, the descriptions may be stored in a binary bit stream file or in XML file. The detailed usage instructions for these modules are located in the Doc/Video directory of the Reference Software source tree.

Name of the Tool in Part 3	Clause in Part 3	Name of the Tool in the XM software
Grid layout	5.2	GridLayout
Time series	5.3	TimeSeries
Multiple view	5.4	MultiView
Spatial 2D coordinates	5.5	Spatial2Dcoordinates
Temporal interpolation	5.6	TemporalInterporation
GoF/Gop Feature	5.7	GoFGoPFeature
Color space	6.2	ColorSpace
Color quantization	6.3	ColorQuant
Dominant color	6.4	DominantColor
Scalable color	6.5	ScalableColor
Color layout	6.6	ColorLayout
Color structure	6.7	ColorStructure
GoF/GoP Color	6.8	GoFGoPColor
Color temperature	6.9	ColorTemperature
Illumination invariant color	6.10	IIColor
Homogeneous texture	7.2	HomoTexture
Texture browsing	7.3	TextureBrowsing
Edge histogram	7.4	EdgeHist
Region shape	8.2	RegionShape

Name of the Tool in Part 3	Clause in Part 3	Name of the Tool in the XM software
Contour shape	8.3	ContourShape
Shape 3D	8.4	3DShapeSpectrum
Shape variation	8.5	ShapeVariation
Perceptual 3D Shape	8.6	Perceptual3DShape
Camera motion	9.2	CameraMotion
Motion trajectory	9.3	MotionTrajectory
Parametric motion	9.4	ParametricObjectMotion
Motion activity	9.5	MotionActivity
Region locator	10.2	RegionLocator
Spatio-temporal locator	10.3	SpatioTemporalLocator
Face recognition	11.2	FaceRecognition
Advanced face recognition	11.2	AdvancedFaceRecognition