

Australian Standard™

**Information technology—Coding of
audio-visual objects**

**Part 16: Animation Framework
eXtension (AFX)**



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PREFACE

This Standard was prepared by the Standards Australia Committee IT-029, Coded Representation of Picture, Audio and Multimedia/Hypermedia Information.

This Standard is identical with, and has been reproduced from, ISO/IEC 14496-16:2004, *Information technology—Coding of audio-visual objects, Part 16: Animation Framework eXtension (AFX)*.

The objective of this Standard is to provide the multimedia designer with an understanding of models and their relationships for interactive multi-media contents including (but not limited to) computer games and animation. This part also provides the designer with information on progressive streaming of view-dependent information.

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<i>Reference to International Standard</i>		<i>Australian Standard/New Zealand</i>	
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14496	Information technology—Coding of audio-visual objects	14496	Information technology—Coding of audio-visual objects
14496-1	Part 1: Systems	14496.1	Part 1: Systems
14496-2	Part 2: Visual	14496.2	Part 2: Visual

Only referenced documents that have been adopted as Australian or Australian/New Zealand Standards have been listed.

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AUSTRALIAN STANDARD

Information technology — Coding of audio-visual objects —

Part 16:

Animation Framework eXtension (AFX)

1 Scope

This International Standard specifies MPEG-4 Animation Framework eXtension (AFX) model for creating interactive multimedia contents by composing natural and synthetic objects. Within this model, MPEG-4 is extended with higher-level synthetic objects for geometry, texture, and animation as well as dedicated compressed representations.

AFX also specifies a backchannel for progressive streaming of view-dependent information.

2 Normative references

The following referenced documents are indispensable for the application 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 14496-1:2001, *Information technology — Coding of audio-visual objects — Part 1: Systems*

ISO/IEC 14496-2, *Information technology — Coding of audio-visual objects — Part 2: Visual*

ISO/IEC 14496-11:2003, *Information technology — Coding of audio-visual objects — Part 11: Scene description and application engine*

3 Symbols and abbreviated terms

List of symbols and abbreviated terms.

AFX	Animation Framework eXtension
BIFS	Binary Format for Scene
DIBR	Depth-Image Based Representation
ES	Elementary Stream
IBR	Image-Based Rendering
LFM	Light-Field Mapping
NDT	Node Data Type
OD	Object Descriptor
SDL	Syntactic Description Language
VRML	Virtual Reality Modelling Language