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Information technology — Coding of audio-visual objects —

Part 28: Composite font representation

*Technologies de l'information — Codage des objets audiovisuels —
Partie 28: Représentation de la police de caractères composite*

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Foreword

ISO (the International Organization for Standardization) and IEC (the International Electrotechnical Commission) form the specialized system for worldwide standardization. National bodies that are members of ISO or IEC participate in the development of International Standards through technical committees established by the respective organization to deal with particular fields of technical activity. ISO and IEC technical committees collaborate in fields of mutual interest. Other international organizations, governmental and non-governmental, in liaison with ISO and IEC, also take part in the work. In the field of information technology, ISO and IEC have established a joint technical committee, ISO/IEC JTC 1.

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ISO/IEC 14496 consists of the following parts, under the general title *Information technology — Coding of audio-visual objects*:

- *Part 1: Systems*
- *Part 2: Visual*
- *Part 3: Audio*
- *Part 4: Conformance testing*
- *Part 5: Reference software*
- *Part 6: Delivery Multimedia Integration Framework (DMIF)*
- *Part 7: Optimized reference software for coding of audio-visual objects*
- *Part 8: Carriage of ISO/IEC 14496 contents over IP networks*
- *Part 9: Reference hardware description*
- *Part 10: Advanced Video Coding*
- *Part 11: Scene description and application engine*
- *Part 12: ISO base media file format*
- *Part 13: Intellectual Property Management and Protection (IPMP) extensions*
- *Part 14: MP4 file format*
- *Part 15: Advanced Video Coding (AVC) file format*
- *Part 16: Animation Framework eXtension (AFX)*

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- *Part 17: Streaming text format*
- *Part 18: Font compression and streaming*
- *Part 19: Synthesized texture stream*
- *Part 20: Lightweight Application Scene Representation (LSeR) and Simple Aggregation Format (SAF)*
- *Part 21: MPEG-J Graphics Framework eXtensions (GFX)*
- *Part 22: Open Font Format*
- *Part 23: Symbolic Music Representation*
- *Part 24: Audio and systems interaction*
- *Part 25: 3D Graphics Compression Model*
- *Part 26: Audio conformance*
- *Part 27: 3D Graphics conformance*
- *Part 28: Composite font representation*