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## Information technology — Multimedia application format (MPEG-A) —

### Part 13: Augmented reality application format

*Technologies de l'information — Format des applications  
multimédias —*

*Partie 13: Format pour les Applications de Réalité Augmentée*

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## Contents

Page

Foreword .....	iv
Introduction.....	v
1 Scope.....	1
2 Normative references.....	1
3 Abbreviated terms .....	2
4 ARAF Components.....	2
4.1 ARAF principle and context .....	2
4.2 ARAF Scene Description .....	3
4.2.1 Elementary media.....	5
4.2.2 Programming information .....	34
4.2.3 User interactivity .....	35
4.2.4 Scene related information (spatial and temporal relationships).....	44
4.2.5 Dynamic and animated scene .....	69
4.2.6 Communication and compression .....	73
4.2.7 Terminal.....	84
4.3 ARAF for Sensors and Actuators .....	85
4.3.1 Usage of InputSensor and Script Nodes.....	85
4.3.2 Access to local camera sensor.....	88
4.3.3 Usage of OutputActuator and Script Nodes .....	89
4.4 ARAF compression .....	93
Annex A (informative) Map related Prototypes Implementation .....	94
Annex B (informative) SimpleAugmentationRegion Prototype Implementation .....	115

## 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 23000 consists of the following parts, under the general title *Information technology — Multimedia application format (MPEG-A)*:

- *Part 1: Purpose for multimedia application formats* [Technical Report]
- *Part 2: MPEG music player application format*
- *Part 3: MPEG photo player application format*
- *Part 4: Musical slide show application format*
- *Part 5: Media streaming application format*
- *Part 6: Professional archival application format*
- *Part 7: Open access application format*
- *Part 8: Portable video application format*
- *Part 9: Digital Multimedia Broadcasting application format*
- *Part 10: Surveillance application format*
- *Part 11: Stereoscopic video application format*
- *Part 12: Interactive music application format*
- *Part 13: Augmented reality application format*

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## Introduction

Augmented Reality (AR) applications refer to a view of a real-world environment (RWE) whose elements are augmented by content, such as graphics or sound, in a computer driven process. Augmented Reality Application Format (ARAF) is a collection of a subset of the ISO/IEC 14496-11 (MPEG-4 part 11) Scene Description and Application Engine standard, combined with other relevant MPEG standards (e.g. ISO/IEC 23005 - MPEG-V), designed to enable the consumption of 2D/3D multimedia content. Consequently, ISO/IEC 23000-13 focuses not on client or server procedures but on the data formats used to provide an augmented reality presentation.