

First edition
2010-10-15

Information technology — JPEG XR image coding system —

Part 3: Motion JPEG XR

*Technologies de l'information — Système de codage d'image
JPEG XR —*

Partie 3: Motion JPEG XR

Reference number
ISO/IEC 29199-3:2010(E)



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Published in Switzerland

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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.

ISO/IEC 29199-3 was prepared by Joint Technical Committee ISO/IEC JTC 1, *Information technology*, Subcommittee SC 29, *Coding of audio, picture, multimedia and hypermedia information*.

This part of ISO/IEC 29199 is technically aligned with ITU-T T. JXR-3 [*Information to be supplied by ITU TSB for publication*] but is not published as identical text.

ISO/IEC 29199 consists of the following parts, under the general title *Information technology — JPEG XR image coding system*:

- *Part 1: System architecture* [Technical Report]
- *Part 2: Image coding specification*
- *Part 3: Motion JPEG XR*
- *Part 4: Conformance testing*
- *Part 5: Reference software*

Introduction

This part of ISO/IEC 29199 is the Motion JPEG XR specification, based on the ISO base media file format.

This part of ISO/IEC 29199 specifies the use of JPEG XR coding for timed sequences of images. The Motion JPEG XR file format is designed to contain one or more motion sequences of JPEG XR images, with their timing. It is intended as a 'building block', specifying only the video format. An application would be expected to combine Motion JPEG XR with suitable audio, metadata, etc. for a complete application specification; that specification would normally select profiles and levels of Motion JPEG XR, and could also specify application profiles and levels that apply to the integration.

Motion JPEG XR is expected to be used in a variety of applications, particularly where JPEG XR coding technology is already available for other reasons, or where the high-quality frame-based approach, with no inter-frame coding, is appropriate. These application areas include

- digital still cameras,
- error-prone environments such as wireless and the internet,
- video capture,
- high-quality digital video recording for professional broadcasting and motion picture production from film-based to digital systems, and
- high-resolution medical and satellite imaging.

Motion JPEG XR is a flexible format, permitting a wide variety of usages, such as editing, display, interchange, and streaming.