AS ISO/IEC 18038:2025
ISO/IEC 18038:2020

Australian STANDARD®

STANDARDS Australia

Information technology — Computer graphics, image processing and environmental representation — Sensor representation in mixed and augmented reality



AS ISO/IEC 18038:2025

This Australian Standard® was prepared by IT-031, Modelling and Simulation. It was approved on behalf of Standards Australia's Standards Development and Accreditation Committee on 21 May 2025.

This Standard was published on 6 June 2025.

The following are represented on Committee IT-031:

ANZLIC — The Spatial Information Council
Australian Border Force
Department of Defence (Australian Government)
IoT Alliance Australia
Queensland Health
Simulation Australasia

This Standard was issued in draft form for comment as DR AS ISO/IEC 18038:2025.

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ISBN 978 1 76175 184 4

Information technology — Computer graphics, image processing and environmental representation — Sensor representation in mixed and augmented reality

First published as AS ISO/IEC 18038:2025.

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Refer to Standards Australia's Standardisation Guide 006 for more details about drafting rules.

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Requirements

To conform to a Standard, all requirements in the Standard need to be met.

A requirement is any statement in the Standard which uses the word "shall".

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The following words are commonly used in Standards, but statements using them do not have to be followed to conform to the Standard:

(a) "should" means that something is recommended.

(b) "may" means that something is permitted.

(c) "can" means that something is possible.

Structure of Standards

A Standard always has the following parts:

(i) The Preface states who developed the Standard, what the Standard is aiming to do, and how it relates to other documents.

(ii) The Scope states what the Standard is about, what it covers and what it does not cover.

(iii) The Normative references clause lists other documents that are referenced in the Standard as part of requirements.

(iv) The Terms and definitions clause defines important terms to help with understanding the Standard.

A Standard may also include other parts, such as the following:

(1) A normative appendix sets additional requirements that need to be conformed to.

(2) An informative appendix provides additional information or guidance. They usually do not contain requirements. If an informative appendix does contain requirements, the Standard will explain when those requirements apply

(3) A Bibliography lists documents referenced in the Standard but not as part of requirements.

Many Standards include notes. Notes provide recommendations and/or guidance only. They never contain requirements.

Preface

This Standard was prepared by the Standards Australia Committee IT-031, Modelling and Simulation.

The objective of this document is to define the framework and information reference model for representing sensor-based 3D mixed-reality worlds. It defines concepts, an information model, architecture, system functions, and how to integrate 3D virtual worlds and physical sensors in order to provide mixed-reality applications with physical sensor interfaces. It defines an exchange format necessary for transferring and storing data between physical sensor-based mixed-reality applications.

This document specifies the following functionalities:

(a) Representation of physical sensors in a 3D scene.

(b) Definition of physical sensors in a 3D scene.

(c) Representation of functionalities of each physical sensor in a 3D scene.

(d) Representation of physical properties of each physical sensor in a 3D scene.

(e) Management of physical sensors in a 3D scene.

(f) Interface with physical sensor information in a 3D scene.

This document defines a reference model for physical sensor-based mixed-reality applications to represent and to exchange functions of physical sensors in 3D scenes. It does not define specific physical interfaces necessary for manipulating physical devices, but rather defines common functional interfaces that can be used interchangeably between applications.

This document does not define how specific applications are implemented with specific physical sensor devices. It does not include computer generated sensor information using computer input/output devices such as a mouse or a keyboard. The sensors in this document represent physical sensor devices in the real world.

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The terms “normative” and “informative” are used in Standards to define the application of the appendices or annexes to which they apply. A “normative” appendix or annex is an integral part of a Standard, whereas an “informative” appendix or annex is only for information and guidance.

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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.

The procedures used to develop this document and those intended for its further maintenance are described in the ISO/IEC Directives, Part 1. In particular, the different approval criteria needed for the different types of document should be noted. This document was drafted in accordance with the editorial rules of the ISO/IEC Directives, Part 2 (see www.iso.org/directives).

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This document was prepared by Joint Technical Committee ISO/IEC JTC 1, *Information technology*, Subcommittee SC 24, *Computer graphics, image processing and environmental data representation*.

Any feedback or questions on this document should be directed to the user's national standards body. A complete listing of these bodies can be found at www.iso.org/members.html.

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Introduction

This document defines a representation model for physical sensors to be included in a 3D mixed-reality world. It defines 3D modelling, rendering, simulation, and interfaces for physical sensors. It defines a set of principles, concepts, and functionalities for physical sensors applicable to the complete range of 3D mixed reality standards. It includes the following content:

— terms and definition for sensor interfaces;

— requirements and scope;

— a representation model of physical sensors that can be included in a 3D scene;

— 3D modelling, rendering, and simulation of physical sensors in a 3D scene;

— representation of the attributes of physical sensors in a 3D scene;

— representation of I/O data streaming of physical sensors in a 3D scene;

— representation of the interfaces for controlling physical sensors in a 3D scene;

— functionalities and base components;

— relevant physical sensor properties;

— interfaces with virtual and real worlds;

— use cases.

The objectives of this document are as follows:

— provide a reference model for physical sensor-based 3D mixed-reality applications;

— manage and control physical sensors with their physical properties in 3D mixed reality environments;

— provide an exchangeable information model necessary for transferring and storing data between sensor-based mixed-reality applications;

— support user interfaces with 3D mixed-reality worlds;

— support physical sensor interfaces with 3D mixed-reality worlds.

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NOTES

Australian Standard®

Information technology — Computer graphics, image processing and environmental representation — Sensor representation in mixed and augmented reality

1 Scope

This document defines the framework and information reference model for representing sensor-based 3D mixed-reality worlds. It defines concepts, an information model, architecture, system functions, and how to integrate 3D virtual worlds and physical sensors in order to provide mixed-reality applications with physical sensor interfaces. It defines an exchange format necessary for transferring and storing data between physical sensor-based mixed-reality applications.

This document specifies the following functionalities:

a) representation of physical sensors in a 3D scene;

b) definition of physical sensors in a 3D scene;

c) representation of functionalities of each physical sensor in a 3D scene;

d) representation of physical properties of each physical sensor in a 3D scene;

e) management of physical sensors in a 3D scene;

f) interface with physical sensor information in a 3D scene.

This document defines a reference model for physical sensor-based mixed-reality applications to represent and to exchange functions of physical sensors in 3D scenes. It does not define specific physical interfaces necessary for manipulating physical devices, but rather defines common functional interfaces that can be used interchangeably between applications.

This document does not define how specific applications are implemented with specific physical sensor devices. It does not include computer generated sensor information using computer input/output devices such as a mouse or a keyboard. The sensors in this document represent physical sensor devices in the real world.

2 Normative references

There are no normative references in this document.

3 Terms and definitions

For the purposes of this document, the following terms and definitions apply.

ISO and IEC maintain terminological databases for use in standardization at the following addresses:

— ISO Online browsing platform: available at https://www.iso.org/obp

— IEC Electropedia: available at http://www.electropedia.org/

3.1
3D object
collection of vertices in 3D space, connected by various geometric entities such as triangles, lines, curved surfaces, etc.

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