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Information technology — Coded representation of immersive media —

Part 21: Reference software for Geometry-based Point Cloud Compression (G-PCC)

Technologies de l'information — Représentation codée de média immersifs —

Partie 21: Logiciel de référence pour la compression des nuages de points basée sur la géométrie (G-PCC)

Reference number
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Foreword

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

A list of all parts in the ISO/IEC 23090 series can be found on the ISO and IEC websites.

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 and www.iec.ch/national-committees.

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Introduction

Reference software is useful in aiding users of a coding standard to establish and test conformance and interoperability, and to educate users and demonstrate the capabilities of the standard. For these purposes, the accompanying software is provided as an aid for the study and implementation of ISO/IEC 23090-9 for Geometry-based Point Cloud Compression (G-PCC).

Source code is available at https://standards.iso.org/iso-iec/23090/-21/ed-1/en/. The reference software includes both encoder and decoder functionality.

Warranty disclaimer

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Information technology — Coded representation of immersive media —

Part 21: Reference software for Geometry-based Point Cloud Compression (G-PCC)

1 Scope

This document provides accompanying reference software for ISO/IEC 23090-9.

The use of this reference software is not required for making an implementation of an encoder or decoder in conformance to ISO/IEC 23090-9. Requirements established in ISO/IEC 23090-9 take precedence over the behaviour of the reference software.

2 Normative references

The following documents are referred to in the text in such a way that some or all of their content constitutes requirements 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 23090-9:2021, *Information technology — Coded Representation of Immersive Media — Part 9: Geometry-based Point Cloud Compression (G-PCC)*

3 Terms and definitions

For the purposes of this document, the terms and definitions given in ISO/IEC 23090-9 and the following apply.

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

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

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

3.1
decoder
embodiment of a process that operates on a bitstream and may conform to the decoding process requirements specified for conformance to ISO/IEC 23090-9

Note 1 to entry: The scope of decoder, as considered herein, does not include a display process, which is outside the scope of this document.

3.2
encoder
embodiment of a process that produces a bitstream

4 Conventions

For the purposes of this document, relevant conventions are specified in ISO/IEC 23090-9.

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