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Information technology — Coded representation of immersive media —

Part 6: Immersive media metrics

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Foreword

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Introduction

The immersive media metrics and measurement framework provide interoperability for consistent logging and monitoring of immersive media quality and experiences.

Annex A provides an illustration of immersive media metrics measurement.

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Information technology — Coded representation of immersive media —

Part 6: Immersive media metrics

1 Scope

This document specifies immersive media metrics and the measurement framework. The immersive media metrics can be collected by service providers and used to enhance the immersive media quality and experiences. This document also includes a client reference model with observation and measurement points for collection of the metrics.

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 23009-1:2019, *Information technology — Dynamic adaptive streaming over HTTP (DASH) — Part 1: Media presentation description and segment formats*

ISO 23090-2, *Coded representation of immersive media — Part 2: Omnidirectional media format*

3 Terms and definitions

No terms and definitions are listed in this document.

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 https://www.electropedia.org/

4 Abbreviated terms

2D	two-dimensional
2DQR	two-dimensional quality ranking
DASH	dynamic adaptive streaming over http
ER	effective resolution
ERT	effective resolution threshold
FOV	field of view
OMAF	omnidirectional media format
MCR	metrics computing and reporting

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