



XR Media with MPEG-I Scene Description

Member's work in more detail...

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XR Media with MPEG-I Scene Description

Overview of the work, outcomes, Execution Plan and Technical Resources

What is this project about?

MPEG-I Scene Description (MPEG-I SD) is a standard for immersive media experiences which defines the **structure and composition of a 3D scene**, providing a framework for how different media assets are arranged, animated, and rendered.

- Based on a **scene graph**, a hierarchical data structure organizes all the elements of a 3D scene. This includes 2D and 3D objects, lights, cameras, and their relationships.
- Built upon the **glTF standard**, with **extensions to handle real-time and dynamic media**, allowing developers to reference external media streams, such as live video feeds, spatial audio, and dynamically changing mesh data, and integrate them seamlessly into the 3D scene.



WHERE TO LOOK AT?

[Check the Execution Plan](#)
[All the Technical Resources](#)
[Information on Standards](#)
Reference Tools available:

- [Project: XR Media with MPEG-I Scene Description](#)

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What are the members doing?

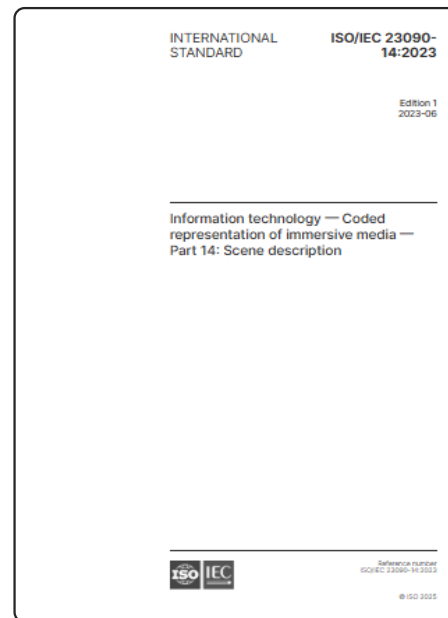
Standards

- Documentation on MPEG-I Scene Description extensions to glTF 2.0 3D/XR assets
- 3GPP and MPEG Standardization tracker and relevant Work Items
- Support to standards with feedback from implementation



Software

- Implementation of a Unity Player with MAF Accesses for 3D and XR Scenes
- Implementation of parsing and rendering of glTF extensions defined in MPEG-I Scene Description
- Implementation of video textures and spatial audio extensions
- Implementation of interactivity and anchoring
- Implementation of basic content generation platform based on Blender



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