
Live Actor and Entity Representation in MAR (ISO/IEC DIS 18040)

ISO/IEC JTC1 SC24 WG9 Meeting

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History

ISO/IEC 18040 Information technology — Computer graphics, image processing and environmental representation — Live Actor and Entity Representation in Mixed and Augmented Reality

Status	Version Date	Life cycle
<u>NP</u>	2016-1-25	10.99
CD registered/CD study/ballot initiated	2017-04-10/2017-04-11/2017-06-08	30.99
DIS	2018-05-29/2018-10-24	40.60

Comments

Total number of comments: 19 comments

Types	Comments	Proposed change
Editorial (18)		
Technical (1)	<p>The motion of the virtual camera should be restricted so that the image taken by the physical camera does not have distortion when rendering it according to the position of the virtual camera. Actually, to avoid it, the viewpoint of the physical camera and the one of the virtual camera have to be the same.</p>	<p>Please describe that the relationship between the physical camera and the virtual camera does not make any image distortion when the image taken by the physical camera is rendered according to the position of the virtual camera. Or describe that this standard does not consider such distortion.</p>
Total(19)		

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- When the image taken by the physical camera is rendered according to the position of the virtual camera, any image distortion can be made. MAR scene rendering involving an LAE should be done with this in mind.

Future Plan

- Submit ISO/IEC FDIS 18040 document until Middle of Feb. 2019

Future New Item

- Propose Information Model for LAE representation in MAR
 - Define nodes for defining each module
 - Define storing format of LAE related information

Q&A

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