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**Information technology — Coding of  
audio-visual objects —**

**Part 27:  
3D Graphics conformance**

**AMENDMENT 4: Conformance for efficient  
representation of 3D meshes with multiple  
attributes**

*Technologie de l'information — Codage des objets audio-visuels —*

*Partie 27: Conformité aux graphiques 3D*

*AMENDEMENT 4: Conformité pour une représentation efficace de  
mailles en 3D avec attributs multiples*



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