
**Information technology — Coded
representation of immersive media —
Part 5:
Visual volumetric video-based coding
(V3C) and video-based point cloud
compression (V-PCC)**

*Technologie de l'information — Représentation codée de média
immersifs —*

*Partie 5: Codage basé sur la vidéo volumétrique (V3C) et compression
de nuage de points basée sur la vidéo (V-PCC)*





COPYRIGHT PROTECTED DOCUMENT

© ISO/IEC 2021

All rights reserved. Unless otherwise specified, or required in the context of its implementation, no part of this publication may be reproduced or utilized otherwise in any form or by any means, electronic or mechanical, including photocopying, or posting on the internet or an intranet, without prior written permission. Permission can be requested from either ISO at the address below or ISO's member body in the country of the requester.

ISO copyright office
CP 401 • Ch. de Blandonnet 8
CH-1214 Vernier, Geneva
Phone: +41 22 749 01 11
Email: copyright@iso.org
Website: www.iso.org

Published in Switzerland