Source: Samsung Electronics

**Title: [FS\_5GSTAR] pCR on clause 3.1 Definitions**

**Agenda Item: 10.9**

**Document for: Discussion and Agreement**

# **Introduction**

This contribution proposes improvement of text on clause 3.1.

# **Proposed Text Change**

\*\*\* Change #1 \*\*\*

3.1 Definitions

For the purposes of the present document, the terms and definitions given in 3GPP TR 21.905 [1] and the following apply. A term defined in the present document takes precedence over the definition of the same term, if any, in 3GPP TR 21.905 [1].

**5G AR/MR service**: A 5G AR/MR service is an AR/MR experience that is supported by media content that is partially or fully accessed through a 5G System.

**5G System (Uu)**: Modem and system functionalities to support 5G-based delivery.

**AR/MR Application**: a software application that integrates audio-visual content into the user’s real-world environment.

**AR/MR content**: AR/MR content consists of a scene with typically one or more AR objects and is agnostic to a specific service.

**AR Data**: Data generated by the AR Runtime that is accessible through API by an AR/MR application such as pose information, sensors outputs, and camera outputs.

**AR/MR object**: An AR/MR object provides a component of an AR scene agnostic to a renderer capability.

**AR Runtime**: a set of functions that interface with a platform to perform commonly required operations such as accessing controller/peripheral state, getting current and/or predicted tracking positions, and submitting rendered frames.

**Lightweight Scene Manager**: A scene manager that is capable to handle a limited set of 3D media and typically requires some form of pre-rendering in a network element such as the edge or cloud.

**Media Access Function**: A set of functions that enables access to media data that is needed in the scene in order to provide an AR experience. In the context of this report, the Media Access function typically uses 5G system functionalities to access media.

**Peripherals**: The collection of sensors, cameras, displays and other functionalities on the device that provide a physical connection to the environment.

**Scene Manager**: a set of functions that supports the application in arranging the logical and spatial representation of a multisensorial scene based on support from the AR Runtime.

**Simplified Entry Point**: An entry point that is generated by 5G cloud/edge processes to support offloading processing workloads from UE by pre-rendering the immersive scenes in cloud/edge.

\*\*\* End of Change #1 \*\*\*