**3GPP TSG/WG4-117-e S4-220069**

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| *CR-Form-v12.1* | | | | | | | | |
| **CHANGE REQUEST** | | | | | | | | |
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|  | **TR 26.998** | **pCR** | **Draft** | **rev** | **1** | **Current version:** | **1.1.1** |  |
|  | | | | | | | | |
| *For* [***HE******LP***](http://www.3gpp.org/3G_Specs/CRs.htm#_blank)*on using this form: comprehensive instructions can be found at* [*http://www.3gpp.org/Change-Requests*](http://www.3gpp.org/Change-Requests)*.* | | | | | | | | |
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| ***Proposed change affects:*** | UICC apps |  | ME |  | Radio Access Network |  | Core Network |  |

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| ***Title:*** | **Editorial changes to 6.6.1 Shared AR Conversational Services** | | | | | | | | | |
|  |  | | | | | | | | | |
| ***Source to WG:*** | Tencent Cloud | | | | | | | | | |
| ***Source to TSG:*** |  | | | | | | | | | |
|  |  | | | | | | | | | |
| ***Work item code:*** | FS\_5GSTAR | | | | |  | ***Date:*** | | | 2022-01-31 |
|  |  | | | |  | |  | | |  |
| ***Category:*** | F |  | | | | | ***Release:*** | | | 17 |
|  | *Use one of the following categories:* ***F*** *(correction)* ***A*** *(mirror corresponding to a change in an earlier release)* ***B*** *(addition of feature),* ***C*** *(functional modification of feature)* ***D*** *(editorial modification)*  Detailed explanations of the above categories can be found in 3GPP [TR 21.900](http://www.3gpp.org/ftp/Specs/html-info/21900.htm). | | | | | | | | *Use one of the following releases: Rel-8 (Release 8) Rel-9 (Release 9) Rel-10 (Release 10) Rel-11 (Release 11) … Rel-15 (Release 15) Rel-16 (Release 16) Rel-17 (Release 17) Rel-18 (Release 18)* | |
|  |  | | | | | | | | | |
| ***Reason for change:*** | | Improve text and remove redandancies | | | | | | | | |
|  | |  | | | | | | | | |
| ***Summary of change:*** | | 6.6.1 a description of the shared AR experience so that it is distinguished from 6.5. | | | | | | | | |
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| ***Consequences if not approved:*** | | Incosistencies in specification. | | | | | | | | |
|  | |  | | | | | | | | |
| ***Clauses affected:*** | | 6.6.1 | | | | | | | | |
|  | |  | | | | | | | | |
|  | | **Y** | **N** |  | | | |  | | |
| ***Other specs*** | |  |  | Other core specifications | | | | TS/TR ... CR ... | | |
| ***affected:*** | |  |  | Test specifications | | | | TS/TR ... CR ... | | |
| ***(show related CRs)*** | |  |  | O&M Specifications | | | | TS/TR ... CR ... | | |
|  | |  | | | | | | | | |
| ***Other comments:*** | |  | | | | | | | | |
|  | |  | | | | | | | | |
| ***This CR's revision history:*** | |  | | | | | | | | |

\* \* \* First Change \* \* \*

## 6.6 Shared AR conversational experience

### 6.6.1 6.6.1 Introduction

Shared AR Conversational experience is an end-to-end conversational service that includes communication between two or more parties through a network/cloud entity that creates a shared experience, meaning that every party in the call in its AR experience sees the same relative arrangements of the other participants relative to each other. Therefore, for instance the interaction between two parties seating next to each other in the virtual space (e.g. when these parties turn to each other when talking) is seen by all participants in the same way. Note that the AR runtime in each device customizes and updates the arrangement of the people in the virtual room. The absolute positioning of people or objects in a user’s scene may vary based on the physical constraints of the user’s room. This shared experience distinguishes this use case from the AR conversational experience of clause 6.6.

In addition to the building blocks listed in clause 6.5.1, an immersive media processing function is needed to create the shared virtual experience. This requirement is discussed as an abstract functionality. In various deployments, this functionally may be implemented in different ways or by different entities, in a centralized or distributed fashion, and other possible arrangements.

This experience may be deployed with a combination of AR and non-AR devices. In this context, an AR device is capable of laying over received media object on a see-through glass (e.g. AR glass) or the display of the device while capturing live content through its camera and rendering on its display (e.g. a table or phone). A non-AR device can only receive one or multiple 2-D video streams each representing one of the other participants but is incapable of laying over received media object with the see-through or captured by its camera scene. In such a scenario, each AR device creates an AR scene as mentioned above. But an application running on the edge/cloud may create one or multiple 2-D videos (i.e. a VR video or multi-view videos) of a virtual room which includes all other participants and streams one or more of them to a non-AR device, based on its user’s preference. The user on non-AR can also change its viewport to the virtual room by changing the position of its device or using navigation devices such as keyboard or mouse, but the device does not provide an AR experience.