**Source: VIDEO SWG Chairman[[1]](#footnote-1)**

**Title: Exec summary – VIDEO SWG during SA4#130**

This week:

* 6 slots (+ offline)
* Around 39 delegates
* 112 documents.

The topics covered:

* The work item on Video Operation points harmonization + MV-HEVC (VOPS)
* The study on AIML for Media (FS\_AI4Media)
* The study on Avatar for real time communications (FS\_Avatar)
* The study on beyond 2D formats (FS\_Beyond2D)
* And the study on Spatial computing for AR (FS\_ARSpatial)

On VOPS

* Agreed operation points definitions on HDTV, HDR and Stereoscopic 3DTV
* Reviewed and agreed the description of MV-HEVC operation points with a single decoding capability in which the explicit support for the Extended profile is left open.
* Also agreed that for MV-HEVC priority will be given to Cinema-type content as part of stereoscopic 3DTV services.
* The support of 3GPP codecs as registered web codecs is also summarized in a dedicated annex.
* We will rely on CTA WAVE to develop corresponding CMAF test vectors.
* The draft TS was supposed to be sent to next SA plenary, better consolidation before is preferred before acting accordingly.

On FS\_AI4Media

* The Functional aspects have been progressed on AI/ML description of concepts, AI data component refinements, the description of split inference tasks, some NNC format description updates and external performance results.
	+ All of these documented into the functional TR that now includes preliminary conclusions
* The evaluation TR is also updated with results on split inferencing for object detection scenario.

On FS\_AVATAR

* Agreed to include the avatar intrinsic properties like textures to features associated to the representation format.
* The IMS architecture mapping has been progressed but remains documented into the permanent document waiting for SA2 conclusions.
* Also agreed a description of scene management for avatar communications.

On FS\_Beyond2D

* On scenarios
	+ Agreed scenario of Streaming of volumetric video corresponding to a single asset
		- Open issues relate to the evaluation of quality metrics and the relation between objective and subjective quality.
	+ Agreed scenario of UE-to-UE Stereoscopic live streaming scenario
* On representation format
	+ Agreed to document the extensions to stereoscopic 3D representation format
	+ Agreed to document the light field video representation format

On FS\_ARSpatial

* Agreed to document 2 use cases related to AR gaming and AR IoT control and supervision, although they both may relate to same functional requirements
* Updated the description of spatial computing functions, in particular those supported by the Microsoft HoloLens. (to be validated if references to commercial products are valid in a TR).
* Refined spatial description functions such as re-localization and anchoring
* On the architecture aspects we agreed to rely on the XR baseline client defined in 26.119 (MeCAR) and the RTC architecture.
* Relevant standardization work inside and outside of 3GPP is also documented into the Draft TR.

On the LS

* Agreed to reply to SA6 on spatial mapping management enabler, answering their question on whether our study will define the media file format for spatial maps.
	+ The short answer is no, this is a study…

Thank you:

* All the VIDEO SWG delegates.
* the rapporteurs
* the minute takers: Thomas, Emmanuel and Eric for the minutes reflected in 40 pages of this report.
1. Gilles TENIOU, Tencent; teniou@global.tencent.com [↑](#footnote-ref-1)