**3GPP TSG-SA4 Meeting #**

**, ,**  *(revision of S4-231192)*

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| *CR-Form-v12.2* |
| **PSEUDO CHANGE REQUEST** |
|  |
|  |  | **CR** |  | **rev** | **1** | **Current version:** |  |  |
|  |
| *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 | **X** | Radio Access Network |  | Core Network | **X** |

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|  |
| ***Title:***  | pCR on Prerequisites for Split Rendering |
|  |  |
| ***Source to WG:*** | Qualcomm Inc. |
| ***Source to TSG:*** | S4 |
|  |  |
| ***Work item code:*** | SR\_MSE |  | ***Date:*** | 15-08-2023 |
|  |  |  |  |  |
| ***Category:*** |  |  | ***Release:*** | Rel-18 |
|  | *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 canbe 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-16 (Release 16)Rel-17 (Release 17)Rel-18 (Release 18)Rel-19 (Release 19)* |
|  |  |
| ***Reason for change:*** | The pre-requisites for split rendering are defined. |
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| ***Summary of change:*** |  |
|  |  |
| ***Consequences if not approved:*** |  |
|  |  |
| ***Clauses affected:*** | 2, 6 |
|  |  |
|  | **Y** | **N** |  |  |
| ***Other specs*** |  | **X** |  Other core specifications  | TS/TR ... CR ...  |
| ***affected:*** |  | **X** |  Test specifications | TS/TR ... CR ...  |
| ***(show related CRs)*** |  | **X** |  O&M Specifications | TS/TR ... CR ...  |
|  |  |
| ***Other comments:*** |  |
|  |  |
| ***This CR's revision history:*** |  |

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| **1st Change** |

# 2 References

The following documents contain provisions which, through reference in this text, constitute provisions of the present document.

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[2] Khronos, The OpenXR API, <https://registry.khronos.org/OpenXR/specs/1.0/html/xrspec.html>

[3] W3C, WebXR Device API, [WebXR Device API (immersive-web.github.io)](https://immersive-web.github.io/webxr/)

 [4] Khronos, WebGL Specification 1.0, [WebGL Specification (khronos.org)](https://registry.khronos.org/webgl/specs/latest/1.0/)

 [5] W3C, Web Audio API, [Web Audio API (w3.org)](https://www.w3.org/TR/webaudio/)

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| **2nd Change** |

# 6 Prerequisites

## 6.1 Requirements on 5G System

The deployment of split rendering over 5G is set to benefit for the advanced features that the 5G system can offer.

In particular, the following assumptions are made:

* The 5G system may have support for dynamic policy and QoS allocation for the flows used by a split rendering session.
* The 5G system may have support for the discovery of and access to edge resources that support the split rendering server functionality.

## 6.2 Requirements on Device APIs and Functionality

The following assumptions for the split rendering client are made:

* The SRC may have access to an XR runtime through a well-defined API such as the OpenXR [2] or WebXR [3] APIs.
* The SRC has access to 3D graphics library, such as. WebGL [4], and audio rendering engine, such as WebAudio [4].