



Information technology — Coding of audio-visual objects — Part 16: Animation Framework eXtension (AFX)

TECHNICAL CORRIGENDUM 1

Technologies de l'information — Codage des objets audiovisuels —

Partie 16: Extension du cadre d'animation (AFX)

RECTIFICATIF TECHNIQUE 1

Technical Corrigendum 1 to ISO/IEC 14496-16:2011 was prepared by Joint Technical Committee ISO/IEC JTC 1, *Information Technology*, Subcommittee SC 29, *Coding of Audio, Picture, Multimedia and Hypermedia Information*.

Replace section 5.2.5.3.5.1 Syntax

```
"Class IntArrayDecoder (numberOfdata, dim)
{
    ....
}"
with
```

```
Class IntArrayDecoder(numberOfdata, dim)
{
    Bit(4) predictionMode;
    Bit(4) binarizationMode;
    If ((binarizationMode == 0) && (predictionMode == 0)) // FL
    {
```

```

    unsigned int (32) streamSizeFL;
    Bit(8) QP;
    for(i=0;i< numberOfdata *dim;i++)
        bit (QP) nData; // simple QBCR
}
else if (binarizationMode == 1)      // BPC
{
    unsigned int (32) streamSizeBPC;
    If (predictionMode==3)    bit(1-7) predictor;
    bit (5) prefixSize;
    for(i=0;i< numberOfdata *dim;i++)
    {BPPDecoder(prefixSize) nDifData;
        If ((predictionMode==1,4,5)&&(nDifData != 0))    bit(1) nSign;
    }
}
else if (binarizationMode == 2)      // 4C
{
    unsigned int (32) streamSize4C;
    for(i=0;i< numberOfdata *dim;i++)
    {
        If (predictionMode==3)
        {
            bit(3) predictor;
            bit (1) terminationBit;
            while (terminationBit)
            {
                bit(3)    threeBitsFL;
                bit(1)    terminationBit;
            }
        }
        else
        {
            Do
            {
                bit(3)    threeBitsFL;
                bit(1)    terminationBit;
            }
            while (terminationBit)
        }
        If((predictionMode==1,4,5)&&(difValue!=0))    bit(1) signBit;
    }
}
else if (binarizationMode == 3)      // AC
{
    unsigned int (32) streamSizeAC;
    for(i=0;i< numberOfdata *dim;i++)
    {
        If (predictionMode==3)    ACDDecoder(8) predictor
        ACDDecoder(1<<QP) nValue
        ACDDecoder(2) hasNext
        If (nValue!= 0)    ACDDecoder(1) nSign
    }
}
else if (binarizationMode == 4)      // AC/EGk
{
    unsigned int (32) streamSizeACEGk;
    unsigned int (8) K
    unsigned int (8) M
    for(i=0;i< numberOfdata *dim;i++)
    {

```

```

        if (predictionMode==3)    ACDecoder(8) predictor
        ACDecoder(M+1) nDifData
        if (nDifData==M+1)    ACExpGolombDecode(K)  nDifDataEGk;
    }
}

```

Add the following 4 semantics at the beginning of section 5.2.5.3.5.2 Semantics

streamSizeFL: A 32-bit unsigned integer indicating how many bytes are used for FL
streamSizeBPC: A 32-bit unsigned integer indicating how many bytes are used for BPC
streamSize4C: A 32-bit unsigned integer indicating how many bytes are used for 4C
nSign: A one bit syntax for indicating the positive or negative of nDifData

Replace Section 5.2.5.3.8.1 Syntax

```

"SVAIndexDecoder (numberOfIndex, numberOfData)
{
    ....
}" with

```

```

Class SVAIndexDecoder (numberOfIndex, numberOfData)
{
    if(entropytype == 1) // BPC case
    {
        bit (32) streamSizeNType
        bit(5) prefixSize_nType;
        for (i=1;i<numberOfIndex;i++){
            BPDecoder(prefixSize_nType) nType[i]
        }
        bit (32) streamSizeBPC
        bit (1) FDMODE;
        if(FDMODE == 0)
            bit (1) FaceDirection;
        bit(5) prefixSize_data;
        bit(5) prefixSize_nPosition
        bit(5) prefixSize_FaceDirection
        bit(5) prefixSize_nRotation
        for (i=0;i<3;i++){
            { // first face..
                BPDecoder(prefixSize) nData;
            }
            for (j=1;j<numberOfIndex;j++){
                // second to last face...
                switch(nType[j]){
                    case 0: // mode 0
                        BPDecoder(prefixSize_nPosition) nPosition;
                        if (FDMODE == 1)
                            BPDecoder(prefixSize_FaceDirection) FaceDirection;
                        BPDecoder(prefixSize_data) nDifIndex;
                        If (nDifIndex!= 0)    bit (1) nSign;
                        BPDecoder(prefixSize_nRotation) nRotation;
                        break;
                    case 1: //mode 1
                        for (k=0;k<3;k++){

```

```

        BPPDecoder(prefixSize_data) nDifIndex;
        if (nDifIndex!= 0)    bit (1) nSign;
    }
    break;
case 2: //mode 2
    BPPDecoder(prefixSize_nPosition) nPosition;
    for(j = 0; j< 2; j++){
        BPPDecoder(prefixSize_data) nDifIndex;
        if (nDifIndex!= 0)    bit (1) nSign;
    }
    BPPDecoder(prefixSize_nRotation) nRotation;
    break;
case 3: //mode 3
    for (j=0;j<3;j++){
        BPPDecoder(prefixSize_data) nDifIndex;
        if (nDifIndex!= 0) bit (1) nSign;
    }
    break;
case 4: //mode 4
    if (FDMode == 1)
        BPPDecoder(prefixSize_FaceDirection) FaceDirection;
    BPPDecoder(prefixSize_nRotation) nRotation;
    break;
}
}

else if (entropytype == 2) // AC case..
{
    bit (32) streamSizeNType;
    for (i=1;i<numberOfIndex;i++){ // second to last face...
        ACDDecoder(mType) nType[i];
    }
    unsigned int (32) streamSizeAC;
    for (i=1;i<numberOfIndex;i++){ // second to last face...
        switch(nType[i]){
            case 0: // mode 0
                ACDDecoder(mPos) nPosition;
                ACDDecoder(mFD) faceDirection;
                ACDDecoder(mModel, mhasnext) nDifIndex;
                if (nDifIndex!= 0)    ACDDecoder(mSign) nSign;
                ACDDecoder(mRotaion) nRotation;
                break;
            case 1: //mode 1
                for (j=0;j<3;j++){
                    ACDDecoder(mModel, mhasnext) nDifIndex;
                    if (nDifIndex!= 0)    ACDDecoder(mSign) nSign;
                }
                break;
            case 2: //mode 2
                ACDDecoder(mPos) nPosition;
                for(j = 0; j< 2; j++){
                    ACDDecoder(mModel, mhasnext) nDifIndex;
                    if (nDifIndex!= 0)    ACDDecoder(mSign) nSign;
                }
                ACDDecoder(mRotaion) nRotation;
                break;
            case 3: //mode 3
                for (j=0;j<3;j++){
                    ACDDecoder(mModel, mhasnext) nDifIndex;
                    if (nDifIndex!= 0)    ACDDecoder(mSign) nSign;
                }
                break;
        }
    }
}

```