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AMENDMENT 5
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Information technology — Coding of audio-visual objects —

Part 2:
Visual

AMENDMENT 5: Simple studio profile levels 5 and 6

Technologies de l'information — Codage des objets audiovisuels —

Partie 2: Codage visuel

AMENDEMENT 5: Niveaux 5 et 6 de profil de studio simple

Reference number
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Foreword

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International Standards are drafted in accordance with the rules given in the ISO/IEC Directives, Part 2.

The main task of the joint technical committee is to prepare International Standards. Draft International Standards adopted by the joint technical committee are circulated to national bodies for voting. Publication as an International Standard requires approval by at least 75 % of the national bodies casting a vote.

Attention is drawn to the possibility that some of the elements of this document may be the subject of patent rights. ISO and IEC shall not be held responsible for identifying any or all such patent rights.

Amendment 5 to ISO/IEC 14496-2:2004 was prepared by Joint Technical Committee ISO/IEC JTC 1, *Information technology*, Subcommittee SC 29, *Coding of audio, picture, multimedia and hypermedia information*.

This Amendment specifies two new Levels for the ISO/IEC 14496-2 Simple Studio Profile: Levels 5 and 6. These levels define increased capabilities of VMV size, VCV buffer size, VCV decoder rate, VBV buffer size, and bit rate for the Simple Studio Profile. In particular, Level 5 provides support for typical visual session sizes of 4Kx2K@24p/30p in rectangular-VOP luminance sample units. Level 6 provides support for typical visual session sizes of 4Kx2K@60p in rectangular-VOP luminance sample units.

Information technology — Coding of audio-visual objects —

Part 2:
Visual

AMENDMENT 5: Simple studio profile levels 5 and 6

In 5.2.9, replace:

while (nextbits() != '0000 0000 0000 0000 0000 0001')		

with:

while (next_bits() != '0000 0000 0000 0000 0000 0001')		

In 6.2.8.14, replace:

while (nextbits() == texture_shape_layer_start_code) {		

with:

while (next_bits() == texture_shape_layer_start_code) {		

In 6.2.13.2.1, replace:

else if (nextbits() == "VLC Code Extension ID")		

with:

else if (next_bits() == "VLC Code Extension ID")		

In 6.2.13.2.1, replace:

if (nextbits() == "Quant Matrix Extension ID")		

with:

if (next_bits() == "Quant Matrix Extension ID")		

In 6.2.13.2.1, replace:

else if (nextbits() == "Copyright Extension ID")		

with:

else if (next_bits() == "Copyright Extension ID")		

In 6.2.13.2.1, replace:

else if (nextbits() == "Picture Display Extension ID")		

with:

else if (next_bits() == "Picture Display Extension ID")		

In 6.2.13.2.1, replace:

else if(nextbits() == "Camera Prameters Extension ID")		

with:

else if(next_bits() == "Camera Parameters Extension ID")		

In 6.2.13.2.1, replace:

else if (nextbits() == "ITU-T Extension ID")		

with:

else if (next_bits() == "ITU-T Extension ID")		

In 6.2.13.2.1, replace:

else if (nextbits() == "VLC Code Extension ID")		

with:

else if (next_bits() == "VLC Code Extension ID")		

In 6.2.13.2.8, replace:

while (nextbits() != '0000 0000 0000 0000 0000 0001') {		

with:

while (next_bits() != '0000 0000 0000 0000 0000 0001') {		

In 6.2.13.5, replace:

while (nextbits() == '1') {		

with:

while (next_bits() == '1') {		

In 6.2.13.5, replace:

} while (nextbits() == slice_start_code)		

with:

} while (next_bits() == slice_start_code)		

In 6.2.13.7, replace:

macroblock_number	1-14	vlclbf

with:

macroblock_number	1-16	vlclbf

In 6.2.13.7, replace:

if (nextbits() == 1) {		

with:

if (next_bits() == '1') {		

In 6.2.13.7, replace:

while (nextbits() == 1) {		

with:

while (next_bits() == '1') {		

In 6.3.13.17, replace:

macroblock_number: This is a variable length code with length between 1 and 14 bits. It identifies the macroblock number within a VOP. The number of the top-left macroblock in a VOP shall be zero. The macroblock number increases from left to right and from top to bottom. The actual length of the code depends on the total number of macroblocks in the VOP calculated according to Table 6-99, the code itself is a binary representation of the macroblock number.

with:

macroblock_number: This is a variable length code with length between 1 and 16 bits. It identifies the macroblock number within a VOP. The value zero indicates the top-left macroblock in a VOP. The macroblock number increases from left to right and from top to bottom. The actual length of the code depends on the total number of macroblocks in the VOP calculated according to Table 6-99, the code itself is a binary representation of the macroblock number.

In 6.3.13.17, add the following row at the bottom of Table 6-99:

16	32769-65536

In Table G.1, after the following row,

Core Studio Profile/Level 4	11101000

Add the following rows:

Reserved	11101001 – 11101010
Simple Studio Profile/Level 5	11101011
Simple Studio Profile/Level 6	11101100

In Table G.1, replace:

Reserved	11101001 – 11101111

with:

Reserved	11101101 – 11101111