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Information technology — Media context and control —

Part 6: Common types and tools

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Foreword

ISO (the International Organization for Standardization) and IEC (the International Electrotechnical Commission) form the specialized system for worldwide standardization. National bodies that are members of ISO or IEC participate in the development of International Standards through technical committees established by the respective organization to deal with particular fields of technical activity. ISO and IEC technical committees collaborate in fields of mutual interest. Other international organizations, governmental and non-governmental, in liaison with ISO and IEC, also take part in the work.

The procedures used to develop this document and those intended for its further maintenance are described in the ISO/IEC Directives, Part 1. In particular, the different approval criteria needed for the different types of document should be noted. This document was drafted in accordance with the editorial rules of the ISO/IEC Directives, Part 2 (see www.iso.org/directives).

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For an explanation of the voluntary nature of standards, the meaning of ISO specific terms and expressions related to conformity assessment, as well as information about ISO's adherence to the World Trade Organization (WTO) principles in the Technical Barriers to Trade (TBT) see www.iso.org/iso/foreword.html.

This document was prepared by Technical Committee ISO/IEC JTC 1, *Information technology*, Subcommittee SC 29, *Coding of audio, picture, multimedia and hypermedia information*.

This fourth edition cancels and replaces the third edition (ISO/IEC 23005-6:2016), which has been technically revised.

The main changes compared to the previous edition are as follows:

— New classifications schemes such as 3D printer file format type CS, 3D printer type CS, printing material type CS, printing material characteristics type CS, and odor sensor technology CS are added.

— Definition of media orchestration profile is added.

A list of all parts in the ISO/IEC 23005 series can be found on the ISO website.

Any feedback or questions on this document should be directed to the user's national standards body. A complete listing of these bodies can be found at www.iso.org/members.html.

Introduction

The ISO/IEC 23005 series (MPEG-V) provides an architecture and specifies information representation of data flowing in and out of the real world and virtual worlds.

The data for the real world are communicated through sensors and actuators. The data for virtual worlds consist of properties of virtual objects and multi-sensorial data embedded in audio-visual content. MPEG-V specifies data formats for sensors, actuators, virtual objects, and audio-visual content.

Data captured from the real world could need to be adapted for use in a virtual world and data from virtual worlds could also need to be adapted for use in the real world. The ISO/IEC 23005 series does not specify how the adaptation is carried out but only specifies the interfaces.

Data for sensors are sensor capabilities, sensed data, and sensor adaptation preferences.

Data for actuators are sensory device capabilities, sensory device commands, and sensory effect preferences.

Data for virtual objects are characteristics of avatars and virtual world objects.

Data for audio-visual content are sensory effects.

This document contains the data types and tools (e.g., timestamp, unit, normative vocabularies) which are used in more than one part of the ISO/IEC 23005 series. This document also specifies standard profiles and levels to be used in specific application domains.

Annex B contains details of the schema for this document.

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Information technology — Media context and control —

Part 6:
Common types and tools

1 Scope

This document provides definitions of data types and tools, which are used in other parts of the ISO/IEC 23005 series, but are not specific to a single part.

This document specifies syntax and semantics of the data types and tools common to the tools defined in the other parts of the ISO/IEC 23005 series, such as basic data types which are used as basic building blocks in more than one of the tools in the ISO/IEC 23005 series, colour-related basic types which are used in light and colour-related tools to help in specifying colour-related characteristics of the devices or commands, and time stamp types which can be used in device commands, and sensed information to specify timing related information.

Classification schemes, which provide semantics of words or terms and normative way of referencing them, are also defined in Annex A, if they are used in more than one part of the ISO/IEC 23005 series.

The tools defined in this document are not intended to be used alone, but to be used as a part or as a supporting tool of other tools defined in other parts of the ISO/IEC 23005 series, except for the profile and level definitions.

This document also contains standard profiles and levels to be used in specific application domains. The profile and level definitions include collection of tools from ISO/IEC 23005-2 and ISO/IEC 23005-5 with necessary constraints.

2 Normative references

The following documents are referred to in the text in such a way that some or all of their content constitutes requirements of this document. For dated references, only the edition cited applies. For undated references, the latest edition of the referenced document (including any amendments) applies.

ISO/IEC 15938-3, *Information technology — Multimedia content description interface — Part 3: Visual*

ISO/IEC 15938-5:2003, *Information technology — Multimedia content description interface — Part 5: Multimedia description schemes*

3 Terms, definitions and abbreviated terms

For the purposes of this document, the following terms, definitions and abbreviated terms apply.

ISO and IEC maintain terminological databases for use in standardization at the following addresses:

— IEC Electropedia: available at http://www.electropedia.org/

— ISO Online browsing platform: available at https://www.iso.org/obp

3.1 Terms and definitions

3.1.1
adaptation engine
adaptation RV and/or adaptation VR

3.1.2
adaptation VR
entity that takes the *sensory effect metadata* (3.1.14), the *sensory device* (actuator) *capabilities* (3.1.11), the *sensor capabilities* (3.1.9), and/or the *user's sensory preferences* (3.1.16) as inputs and generates *sensory device* (actuator) *commands* (3.1.12) and/or the *sensed information* (3.1.6) based on those and then takes the *sensor capabilities* (3.1.9) as inputs and the *sensed information* (3.1.6) from sensors and adapts the *sensed information* (3.1.6) based on the *sensor capabilities* (3.1.9)

EXAMPLE RoSE Engine.

3.1.3
adaptation RV
entity that takes the *sensed information* (3.1.6) from sensors, the *sensor capabilities* (3.1.9) and/or the *sensor adaptation preferences* (3.1.8) as inputs and adapts the *sensed information* (3.1.6) and/or the *virtual world object characteristics* (3.1.16) based on those inputs

3.1.4
interaction device
device that accepts inputs from users and/or gives output to users in the form of various modalities

3.1.5
provider
entity that acts as the source of the *sensory effect metadata* (3.1.14)

EXAMPLE Broadcaster.

3.1.6
sensed information
information acquired by a sensor

3.1.7
sensor
consumer device by which user input or environmental information can be gathered

EXAMPLE Temperature sensor, distance sensor, motion sensor, etc.

3.1.8
sensor adaptation preferences
description to represent preferences of individual users regarding the *sensed information* (3.1.6)

3.1.9
sensor capability
description to represent the characteristics of *sensors* (3.1.7) in terms of the capability of the given *sensor* (3.1.7) such as accuracy, or sensing range

3.1.10
sensory device
consumer device (actuator) by which the corresponding *sensory effect* (3.1.13) can be made

EXAMPLE Light, fan, heater, etc.

3.1.11
sensory device capability
description to represent the characteristics of actuators used to generate *sensory effects* (3.1.13) in terms of the capability of the given device

3.1.12
sensory device command
description to control actuators used to generate *sensory effects* (3.1.13)

3.1.13
sensory effect
effect to augment perception by stimulating human senses in a particular scene of a multimedia application

EXAMPLE Scent, wind, light, haptic [kinesthetic-force, stiffness, weight, friction, texture, widget (button, slider, joystick), tactile: air-jet, suction pressure, thermal, current, vibration, etc.]

Note 1 to entry: Combinations of tactile display can also provide directional, shape information.

3.1.14
sensory effect metadata
defines the description schemes and descriptors to represent *sensory effects* (3.1.13)

3.1.15
user's sensory preferences
description schemes and descriptors to represent user's preferences with respect to rendering of *sensory effects* (3.1.13)

3.1.16
virtual world object characteristics
descriptions used to characterize a virtual world object, making it possible to migrate a virtual world object (or only its characteristics) from one virtual world to another and to control a virtual world object in a virtual world by real world devices

3.2 Abbreviated terms

MPEG-21	ISO/IEC 21000 series
DIA	digital item adaptation (see ISO/IEC 21000-7)
URI	uniform resource identifier (IETF RFC 3986)
URL	uniform resource locator (IETF RFC 3986)
XML	extensible markup language (W3C, http://www.w3.org/XML/)
RoSE	representation of sensory effects

4 Common types

4.1 General

This clause describes types common to more than one part of the ISO/IEC 23005 series including the schema wrapper conventions, basic data types, color related data types, and time stamp type. The types defined in this clause are defined to be used in combination with tools defined in other parts of the ISO/IEC 23005 series, and are not intended to be instantiated by themselves.

4.2 Schema wrapper conventions

The syntax defined in this clause assumes the following schema wrapper to form a valid XML schema document.

```
<schema xmlns="http://www.w3.org/2001/XMLSchema_
"xmlns:mpeg7="urn:mpeg:mpeg7:schema:2004" xmlns:mpegvct="urn:mpeg:mpeg-v:2016:01-CT-NS"
targetNamespace="urn:mpeg:mpeg-v:2016:01-CT-NS"
```

```
elementFormDefault="qualified" attributeFormDefault="unqualified"
version="ISO/IEC 23005-6" id="MPEG-V-CT.xsd">
   <import namespace="urn:mpeg:mpeg7:schema:2004"
schemaLocation="http://standards.iso.org/ittf/PubliclyAvailableStandards/MPEG-7_schema_
files/mpeg7-v2.xsd"/>
```

Additionally, the following line should be appended to the resulting schema document in order to obtain a well-formed XML document.

```
</schema>
```

4.3 Mnemonics for binary representations

The mnemonics in Table 1 shall be used as defined in ISO/IEC 15938-3, to describe different data types used in the definitions of binary representations defined by the ISO/IEC 23005 series.

Table 1 — Mnemonics for binary representation

Mnemonics	Description
bslbf	Bit string, left bit first, where "left" is the order in which bits are written in the ISO/IEC 23005 series. Bit strings are generally written as a string of 1s and 0s within single quote marks, e.g. '1000 0001'. Blanks within a bit string are for ease of reading and have no significance. For convenience, large strings are occasionally written in hexadecimal, in which case conversion to a binary in the conventional manner will yield the value of the bit string. Thus, the left-most hexadecimal digit is first and in each hexadecimal digit the most significant of the four digits is first.
vluimsbf5	Variable length unsigned integer most significant bit first representation consisting of two parts. The first part defines the number n of 4-bit bit fields used for the value representation, encoded by a sequence of n-1 "1" bits, followed by a"0" bit signaling its end. The second part contains the value of the integer encoded using the number of bit fields specified in the first part.
uimsbf	Unsigned integer, most significant bit first.
simsbf	Signed integer, in tow's complement format, most significant bit (sign) first.
fsfb	Float (32 bit), sign bit first. The semantics of the bits within a float are specified in the IEEE Standard for Binary Floating Point Arithmetic (IEEE Std 754-1985).
UTF-8	Binary string encoding defined in ISO/IEC 10646 and IETF RFC 2279, preceded by its size in bytes coded as vluimsbf5.

4.4 Common header for binary representations

4.4.1 General

This subclause specifies binary header for any stream of binary representation defined by the ISO/IEC 23005 series.

4.4.2 XML representation syntax

The common header for binary representation does not have corresponding XML representation as this header is not used in text representation.

4.4.3 Binary representation syntax

HeaderInfo{	Number of bits	Mnemonic
Signature	40	bslbf
Version	16	bslbf
Reserved	14	

HeaderInfo{	**Number of bits**	**Mnemonic**
ProfileIdentifier	8	uimsbf
ElementIdentifier	10	bslbf
}		

4.4.4 Descriptor components semantics

Name	Description
`HeaderInfo`	Provides information required to signal the decoder that this is the binary representation of MPEG-V description, and to identify the profile and element to which the following description belongs.
`Singature`	Signals the decoder that this is the beginning of the binary representation of MPEG-V description. Fixed to 0x4D 0x50 0x45 0x47 0x56 (MPEGV).
`Version`	First 8 bits represent the version of the schema that the root element belongs to, and the second 8 bits represent the schema version of the common tools (Part 6) that the corresponding XML instance of the given binary representation is compliant to.
`Reserved`	14bits reserved. Normally all 14bits filled with zeros.
`ProfileIdentifier`	8 bit identifying the profile that the description is conformant to.
`ElementIdentifier`	8 bit identifying the root element of the binarized description.

The binarized profile identifiers are defined as shown in Table 2. Table 3 shows binary identifiers for each element to be used in the common header for binary representations.

Table 2 — Assignment of IDs to Profiles (ProfileIdentifier)

ID	Profile
00000001	Full Profile
00000010-11111111	Reserved

Table 3 — Assignment of IDs to Elements (ElementIdentifier)

ID	Element name (Part)
0000 0000 - 0001 0011	Reserved
0001 0100	ControlInfo (Part 2)
0001 0101 - 0001 1111	Reserved
0010 0000	Declarations (Part 3)
0010 0001	GroupOfEffects (Part 3)
0010 0010	Effect (Part 3)
0010 0011	ReferenceEffect (Part 3)
0010 0100	Parameter (Part 3)
0010 0101	SEM (Part 3)
0010 0110 - 0010 0111	Reserved
0010 1000	VWOCInfo (Part 4)
0010 1001 - 0011 0001	Reserved
0011 0010	InteractionInfo (Part 5)
0011 0011	SensedInfo (Part 5)
0011 0100	DeviceCommand (Part 5)
0011 0101 - 1111 1111	Reserved

4.5 Basic datatypes

4.5.1 General

This clause describes structure of the basic datatypes which are commonly used in more than one part of the ISO/IEC 23005 series as a basic building block of the tools.

4.5.2 Syntax

```
<!-- ########################################################## -->
<!-- Basic Datatypes                                            -->
<!-- ########################################################## -->
<!-- unit types                                          -->
<simpleType name="unitType">
   <restriction base="mpeg7:termReferenceType"/>
</simpleType>
<!-- Inclination Degree Type                                  -->
<simpleType name="InclineAngleType">
   <restriction base="integer">
      <minInclusive value="-360"/>
      <maxInclusive value="360"/>
   </restriction>
</simpleType>
<complexType name="Float3DVectorType">
   <sequence>
      <element name="X" type="float"/>
      <element name="Y" type="float"/>
      <element name="Z" type="float"/>
   </sequence>
</complexType>
```

4.5.3 Binary representation syntax

InclineAngleType{	Number of bits	Mnemonic
InclineAngle	10	simsbf
}		

Float3DVectorType{	Number of bits	Mnemonic
X	32	Fsbf
Y	32	Fsbf
Z	32	Fsbf
}		

4.5.4 Semantics

Semantics of the basic datatypes:

Name	Definition
`unitType`	Tool for describing a unit as a reference to a classification scheme term provided by `UnitTypeCS` defined in A.2.1. The details of the structure and use of classification scheme and `termReferenceType` description is defined in ISO/IEC 15938-5. EXAMPLE `urn:mpeg:mpeg-v:01-CI-UnitTypeCS-NS:mps` would describe the unit for speed in meter per second.
`InclineAngleType`	Describes the angle of inclination from -360 to 360 in degrees.
`Float3DVectorType`	Describes a set of vector including values for x, y, z, direction.

Name	Definition
X	A value that describes a float value (can be force, torque, position) for x-axis
Y	A value that describes a float value (can be force, torque, position) for y-axis
Z	A value that describes a float value (can be force, torque, position) for z-axis

4.6 Color-related datatypes

4.6.1 General

This clause describes basic structure of the tools which are commonly used in more than one part of the ISO/IEC 23005 series to specify characteristics related to the light and/or color.

4.6.2 Syntax

```
<!-- ################################################################ -->
<!-- Color Related Datatypes                                          -->
<!-- ################################################################ -->
<!-- colorType for Lighting Device type          -->
<simpleType name="colorType">
   <union memberTypes="mpeg7:termReferenceType mpegvct:colorRGBType"/>
</simpleType>

<!--  colorRGB Type for Lighting Device type     -->
<simpleType name="colorRGBType">
   <restriction base="NMTOKEN">
      <whiteSpace value="collapse"/>
      <pattern value="#[0-9A-Fa-f]{6}"/>
   </restriction>
</simpleType>

<complexType name="ToneReproductionCurvesType">
   <sequence maxOccurs="256">
      <element name="DAC_Value" type="mpeg7:unsigned8"/>
      <element name="RGB_Value" type="mpeg7:doubleVector"/>
   </sequence>
</complexType>

<complexType name="ConversionLUTType">
   <sequence>
      <element name="RGB2XYZ_LUT" type="mpeg7:DoubleMatrixType"/>
      <element name="RGBScalar_Max" type="mpeg7:doubleVector"/>
      <element name="Offset_Value" type="mpeg7:doubleVector"/>
      <element name="Gain_Offset_Gamma" type="mpeg7:DoubleMatrixType"/>
      <element name="InverseLUT" type="mpeg7:DoubleMatrixType"/>
   </sequence>
</complexType>

<complexType name="IlluminantType">
   <choice>
      <sequence>
         <element name="xy_Value" type="mpegvct:ChromaticityType"/>
         <element name="Y_Value" type="mpeg7:unsigned7"/>
      </sequence>
      <element name="Correlated_CT" type="mpeg7:unsigned8"/>
   </choice>
</complexType>

<complexType name="InputDeviceColorGamutType">
   <sequence>
      <element name="IDCG_Type" type="string"/>
      <element name="IDCG_Value" type="mpeg7:DoubleMatrixType"/>
   </sequence>
```

```
</complexType>

<complexType name="ChromaticityType">
   <attribute name="x" type="mpeg7:zeroToOneType" use="required"/>
   <attribute name="y" type="mpeg7:zeroToOneType" use="required"/>
</complexType>
```

4.6.3 Binary representation syntax

ColorType {	**Number of bits**	**Mnemonic**
NamedcolorFlag	1	
If(NamedcolorFlag) {		
NamedColorType	9	bslbf
} else {		
colorRGBType	24	bslbf
}		
}		

ToneReproductionCurvesType {	**Number of bits**	**Mnemonic**
NumOfRecords	8	uimsbf
for(i=0;i< NumOfRecords;i++){		
DAC_Value	8	uimsbf
RGB_Value	32*3	bslbf
}		
}		

ConversionLUTType {	**Number of bits**	**Mnemonic**
RGB2XYZ_LUT	32*3*3	bslbf
RGBScalar_Max	32*3	bslbf
Offset_Value	32*3	bslbf
Gain_Offset_Gamma	32*3*3	bslbf
InverseLUT	32*3*3	bslbf
}		

IlluminantType {	**Number of bits**	**Mnemonic**
ElementType	2	bslbf (Table 8)
if(ElementType==00){		
XY_Value	32*2	ChromaticityType
Y_Value	7	uimsbf
}else if(ElementType==01){		
Correlated_CT	8	uimsbf
}		
}		

InputDeviceColorGamutType {	**Number of bits**	**Mnemonic**
typeLength		vluimsbf5
IDCG_Type	8 * typeLength	bslbf
IDCG_Value	32*3*2	mpeg7:DoubleMatrixType
}		

ChromaticityType {	**Number of bits**	**Mnemonic**
x	32	fsfb
y	32	fsfb
}		

4.6.4 Semantics

Semantics of the basic datatypes.

Name	Definition
`colorType`	Describes the list of colors which the lighting device can provide as a reference to a classification scheme term or as RGB value. A CS that may be used for this purpose is the `ColorCS` defined in A.2.2. EXAMPLE `urn:mpeg:mpeg-v:01-SI-ColorCS-NS:alice_blue` would describe the color Alice blue.
`NamedcolorFlag`	This field, which is only present in the binary representation, indicates a choice of the `color` descriptions. If it is 1 then the `color` is given by the NamedColorType in Annex A.2.2, otherwise the `color` is described by `colorRGBType`.
`NamedColorType`	This field, which is only present in the binary representation, describes `color` in terms of `ColorCS` Flag in Annex A.2.2.
`colorRGBType`	Tool for describing a color in 8bit values of R, G, and B each. EXAMPLE `#F0F8FF` would describe the color Alice blue in XML syntax.
`ToneReproductionCurvesType`	A type defining the schema of the Tone Reproduction Curves.
`NumOfRecords`	This field, which is only present in the binary representation, specifies the number of record (DAC and RGB value) instances accommodated in the `ToneReproductionCurves`.
`DAC_Value`	An element describing discrete DAC values of input device.
`RGB _Value`	An element describing normalized gamma curve values with respect to DAC values. The order of describing the RGB_Value is R_n, G_n, B_n.
`ConversionLUTType`	A type of defining the schema of the conversion look-up table (matrix).
`RGB2XYZ_LUT`	This look-up table (matrix) converts an image from RGB to CIE XYZ. The size of the conversion matrix is 3x3 such as $\begin{bmatrix} R_x & G_x & B_x \\ R_y & G_y & B_y \\ R_z & G_z & B_z \end{bmatrix}$. The way of describing the values in the binary representation is in the order of [R_x, G_x, B_x; R_y, G_y, B_y; R_z, G_z, B_z]. of 32 bits each.
`RGBScalar_Max`	An element describing maximum RGB scalar values for GOG transformation. The order of describing the `RGBScalar_Max` is R_{max}, G_{max}, B_{max}.
`Offset_Value`	An element describing offset values of input display device when the DAC is 0. The value is described in CIE XYZ form. The order of describing the `Offset_Value` is X, Y, and Z.

Name	Definition
Gain_Offset_Gamma	An element describing the gain, offset, gamma of RGB channels for GOG transformation. The size of the Gain_Offset_Gamma matrix is 3x3 such as $\begin{bmatrix} Gain_r & Gain_g & Gain_b \\ Offset_r & Offset_g & Offset_b \\ Gamma_r & Gamma_g & Gamma_b \end{bmatrix}$. The way of describing the values in the binary representation is in the order of [$Gain_r$, $Gain_g$, $Gain_b$; $Offset_r$, $Offset_g$, $Offset_b$; $Gamma_r$, $Gamma_g$, $Gamma_b$] of 32bits each.
InverseLUT	This look-up table (matrix) converts an image form CIE XYZ to RGB. The size of the InverseLUT is 3x3 such as $\begin{bmatrix} R'_x & G'_x & B'_x \\ R'_y & G'_y & B'_y \\ R'_z & G'_z & B'_z \end{bmatrix}$. The way of describing the values in the binary representation is in the order of $\left[R'_x, G'_x, B'_x; R'_y, G'_y, B'_y; R'_z, G'_z, B'_z\right]$ of 32bits each.
IlluminantType	A type defining the schema of the white point setting (e.g. D65, D93) of the input display device.
ElementType	This field, which is only present in the binary representation, describes which Illuminant scheme shall be used. In the binary description, Table 8 is used.
xy_Value	An element describing the chromaticity of the light source.
Y_Value	An element describing the luminance of the light source between 0 and 100.
Correlated_CT	Indicates the correlated color temperature of the overall illumination. The value expression is obtained through quantizing the range [1667, 25000] into 28 bins in a non-uniform way as specified in ISO/IEC 15938-3.
InputDeviceColorGamutType	A type defining the schema of the Input device color gamut.
typeLength	This field, which is only present in the binary representation, specifies the length of each IDCG_Type instance in bytes. The value of this element is the size of the largest IDCG_Type instance, aligned to a byte boundary by bit stuffing using 0-7 '1' bits.
IDCG_Type	An element describing the type of input device color gamut (e.g., NTSC, SMPTE).
IDCG_Value	An element describing the chromaticity values of RGB channels when the DAC values are maximum. The size of the IDCG_Value matrix is 3x2 such as $\begin{bmatrix} x_r & y_r \\ x_g & y_g \\ x_b & y_b \end{bmatrix}$. The way of describing the values in the binary representation is in the order of [x_r, y_r, x_g, y_g, x_b, y_b] of 32bits each.
ChromaticityType	Tool that describes the chromaticity.
X	Describes the x-value of chromaticity.
Y	Describes the y-value of chromaticity.

Table 8 — Illuminant

Illuminant	IlluminantType
00	xy and Y value
01	Correlated_CT

4.6.5 Additional validation rules

For the purpose of referencing the additional validation rules are numbered.

1) The number of `RGB_value` shall always be 3(red, green, and blue). Therefore the length of vector is fixed to 3.

2) The size of `RGB2XYZ_LUT` matrix shall be 3 by 3. Therefore the number of rows is fixed to 3 and the number of columns is fixed to 3.

3) The number of `RGBScalar_Max` shall be 3(red, green, and blue). Therefore the length of `RGBScalar_Max` vector is fixed to 3.

4) The number of `Offset_Value` shall be 3(red offset, green offset, blue offset). Therefore the length of `Offset_Value` vector is fixed to 3.

5) The size of `Gain`, `Offset`, and `Gamma` is 3, respectively. The size of matrix `Gain_Offset_Gamma` is 3 by 3. Therefore the number of rows is fixed to 3 and the number of columns is fixed to 3.

6) The size of `Inverse_LUT` matrix is 3 by 3. Therefore the number of rows is fixed to 3 and the number of columns is fixed to 3.

7) The size of `IDCG_Value` matrix is 3 by 2. Therefore the number of rows is fixed to 3 and the number of columns is fixed to 2.

4.7 Time stamp type

4.7.1 General

This clause describes the TimeStampType to specify the timing information for device commands and sensed information.

4.7.2 Syntax

```
<complexType name="TimeStampType" abstract="true"/>

<complexType name="AbsoluteTimeType">
   <complexContent>
      <extension base="mpegvct:TimeStampType">
         <attribute name="absTimeScheme" type="string" use="optional"/>
         <attribute name="absTime" type="string"/>
      </extension>
   </complexContent>
</complexType>

<complexType name="ClockTickTimeType">
   <complexContent>
      <extension base="mpegvct:TimeStampType">
         <attribute name="timeScale" type="unsignedInt" use="optional"/>
         <attribute name="pts" type="nonNegativeInteger"/>
      </extension>
   </complexContent>
</complexType>

<complexType name="ClockTickTimeDeltaType">
   <complexContent>
      <extension base="mpegvct:TimeStampType">
```

```
        <attribute name="timeScale" type="unsignedInt" use="optional"/>
        <attribute name="ptsDelta" type="unsignedInt"/>
      </extension>
   </complexContent>
</complexType>
```

4.7.3 Binary representation syntax

TimeStampType {	Number of bits	Mnemonic
TimeStampSelect	2	Bslbf
if(TimeStampSelect ==1) {		
AbsoluteTimeType		AbsoluteTimeType
}		
if(TimeStampSelect ==2) {		
ClockTickTimeType		ClockTickTimeType
}		
if(TimeStampSelect ==3) {		
ClockTickTimeDeltaType		ClockTickTimeDeltaType
}		
}		

AbsoluteTimeType {	Number of bits	Mnemonic
absTimeSchemePresent	1	Bslbf
if(absTimeSchemePresent) {		
absTimeSchemeLength		vluimsbf5
absTimeScheme	8*absTimeSchemeLength	bslbf
}		
absTimeLength		vluimsbf5
absTime	8*absTimeLength	bslbf
}		

ClockTickTimeType {	Number of bits	Mnemonic
timeScalePresent	1	bslbf
if(timeScalePresent) {		
Timescale	32	uimsbf
}		
ptsLength		vluimsbf5
Pts	8*ptsLength	uimsbf
}		
}		

ClockTickTimeDeltaType {	Number of bits	Mnemonic
timeScalePresent	1	bslbf
if(timeScalePresent) {		
Timescale	32	uimsbf
}		
ptsDeltaLength		vluimsbf5

ClockTickTimeDeltaType {	Number of bits	Mnemonic
ptsDelta	8*ptsDeltaLength	uimsbf
}		
}		

4.7.4 Semantics

Semantics of the `TimeStampType`.

Name	Definition
`TimeStampType`	An abstract type providing root for three different tools, which are `absoluteTimeType`, `ClockTickTimeType`, and `ClockTickTimeDeltaType`, for specifying timing information for interaction devices to be synchronized with media or other devices.
`AbsoluteTimeType`	Defines the timing information in one of the absolute time schemes provided by other standards such as ISO/IEC 15938-5 (MPEG-7) or SMPTE by extending `TimeStampType`.
`absTimeSchemeLength`	Binary length of `absTimeScheme` field is specified by vluimsbf5 format in bytes.
`absTimeScheme`	Specifies the absolute time scheme used in the format of string. See ISO/IEC 21000-17:2006, Annex C for examples of time schemes syntax. If mpeg-7 time scheme is used, the value for this field shall be "*mp7t*". As the length of this field cannot be estimated, the length specified by `absTimeSchemeLength` field in bytes is assigned for this field in binary representation.
`absTimeLength`	Binary length of `absTime` field is specified by vluimsbf5 format in bytes.
`absTime`	Provides value of time information in the format defined in the absolute time scheme specified in `absTimeScheme` attribute. As the length of this field cannot be estimated, the length specified by `absTimeLength` field in bytes is assigned for this field in binary representation. By default, if absTimeScheme does not specify any specific time scheme, the absolute time is given in the format of hh:mm:ss:ff, in which hh represents hours, mm represents minutes in two digits, ss represents seconds in two digits, and ff represents fractions of 1/100 seconds. When the hour is smaller than 10, it can be represented in an one digit number. The fraction of seconds may be omitted, if not necessary.
`ClockTickTimeType`	Defines the timing information in terms of number of clock ticks from the origin of the target device.
`timescale`	An optional attribute to provide the time scale for the clock tick, i.e. the number of clock ticks per second.
`ptsLength`	Binary length of `pts` field is specified by vluimsbf5 format in bytes.
`pts`	Specifies the number of clock ticks from the origin of the target device. As the length of this field cannot be estimated, the length specified by `ptsLength` field in bytes is assigned for this field in binary representation.
`ClockTickTimeDeltaType`	Defines the timing information in terms of relative time interval since the last timing information provided, in terms of clock ticks.
`timescale`	An optional attribute to provide the time scale for the clock tick, i.e. the number of clock ticks per second.
`ptsDeltaLength`	Binary length of `ptsDelta` field is specified by vluimsbf5 format in bytes.
`ptsDelta`	Specifies the number of clock ticks from the time point specified by the last timing information provided. As the length of this field cannot be estimated, the length specified by `ptsDeltaLength` field in bytes is assigned for this field in binary representation.

5 Profiles

5.1 Media orchestration profile

5.1.1 General

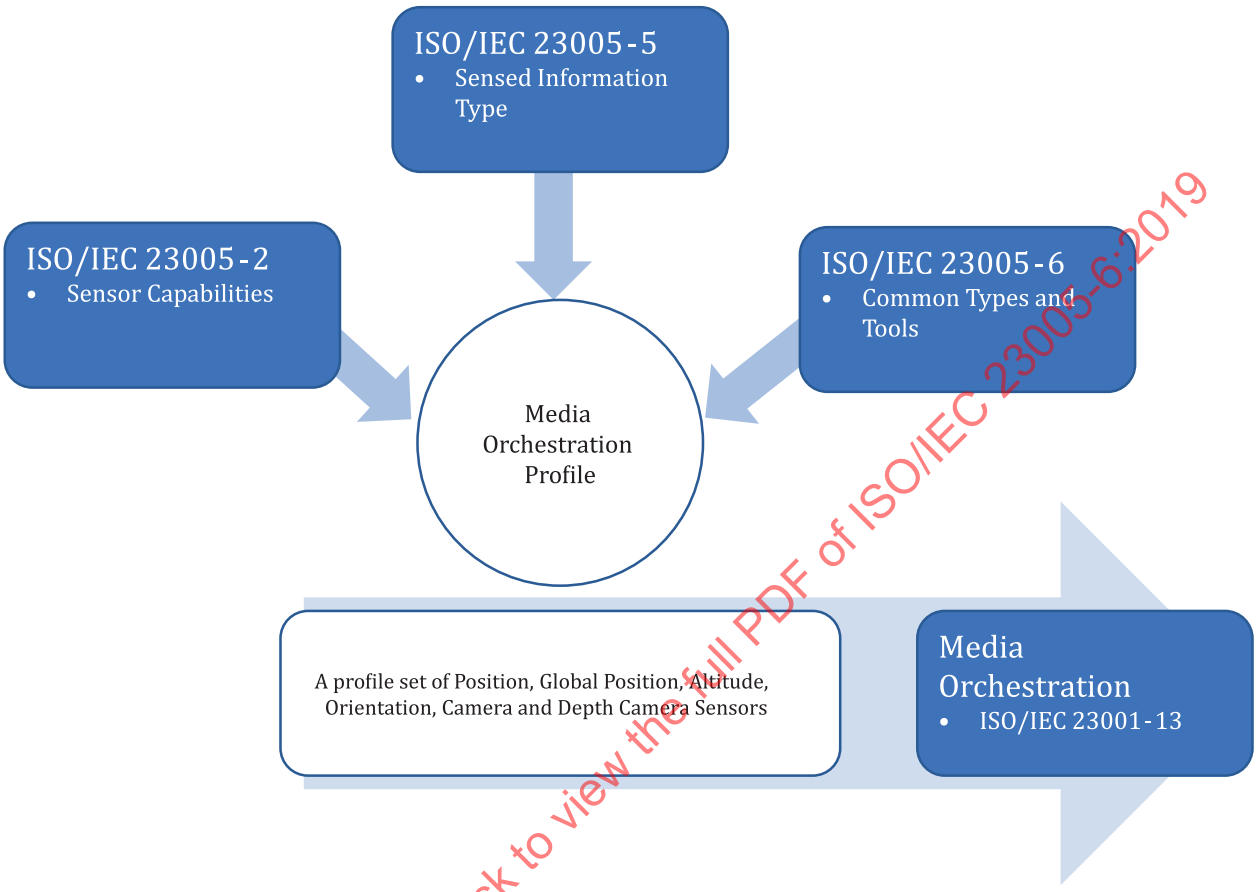

Figure 1 — Structure of media orchestration profile

This clause specifies a profile of sensing capabilities and sensed information datatypes that are useful for media orchestration applications. It makes a selection from the description tools specified in the ISO/IEC 23005 series as shown in Figure 1. A level for this profile gives constraints on elements in the datatypes.

Complete description of the media orchestration profile with definitions of syntax and semantics, which are defined in other parts of the ISO/IEC 23005 series, are also included in Annex C.

Metadata for media orchestration applications is defined as the data that cannot be rendered independently, and may affect rendering, processing or orchestration of the associated media data. Like media data, this metadata can be non-timed data and timed data. For example: when a tracker capable of tracking location and orientation is attached to a camera, the location and orientation of the camera are continuously tracked as the camera captures and moves. With the captured video stream, the stream of location and orientation (gaze) of the camera is also generated. This location stream can be timed metadata about associated video stream since it has an intrinsic timeline.

ISO/IEC23005-5 specifies tools for describing different modes for updating data, depending on the type of sensed information. Some types of sensed information (e.g., position or orientation) can be used in two different modes: one is normal mode and the other is update mode. In order to make processing easier, only the normal mode is used in the context of this profile.

The orchestration profile:

— includes the sensed information types which allow spatial alignment and temporal synchronization: position, orientation, global position, altitude, camera, and depth camera sensor;

— includes, without modification, the sensor capabilities for non-timed metadata: position orientation, global position, altitude and camera sensor capabilities;

— supports generic MPEG-V binarization tools.

Level 1 of the media orchestration profile:

— defines constraints for the selected data types by excluding the following attributes and elements of the sensed information types: TimeStamp, ID, sensorIdRef, linkedlist, groupID, priority, activate, crs, CameraOrientation, CameraLocation, filter, RawVideo.

5.1.2 Sensors and sensor capabilities used in media orchestration profile

The media orchestration includes the following sensor types from ISO/IEC 23005-5:

— PositionSensorType from ISO/IEC 23005-5;

— GlobalPositionSensorType from ISO/IEC 23005-5;

— AltitudeSensorType from of ISO/IEC 23005-5;

— OrientationSensorType from ISO/IEC 23005-5;

— CameraSensorType from ISO/IEC 23005-5;

— DepthCameraSensorType from ISO/IEC 23005-5.

The Media Orchestration Profile includes the following capability types from ISO/IEC 23005-2:

— PositionSensorCapabilityType from ISO/IEC 23005-2;

— GlobalPositionSensorCapabilityType from ISO/IEC 23005-2;

— AltitudeSensorCapabilityType from ISO/IEC 23005-2;

— OrientationSensorCapabilityType from ISO/IEC 23005-2;

— CameraSensorCapabilityType from ISO/IEC 23005-2.

5.1.3 Media orchestration profile, Level 1

5.1.3.1 General

Levels provide constraints for attributes and elements of the selected sensed information types to reduce the complexity of the data structure as used in services and devices. These constraints are highlighted in the following subclauses by using a bold type.

5.1.3.2 Sensed information base types

Constrained syntax of the `SensedInfoBaseType`.

Syntax	No. bits	Mnemonic
SensedInfoBaseTypeType{		
TimeStampFlag = **0**	1	Bslbf
SensedInfoBaseAttributes	**6**	SensedInfoBaseAttributesType

Syntax	No. bits	Mnemonic
if(TimeStampFlag){		
TimeStamp	**0**	TimeStampType
}		
}		

Constrained syntax of the `SensedInfoBaseAttributesType`.

Syntax	No. bits	Mnemonic
SensedInfoBaseAttributesType{		
IDFlag = **0**	1	bslbf
sensorIdRefFlag = **0**	1	bslbf
linkedlistFlag = **0**	1	bslbf
groupIDFlag = **0**	1	bslbf
priorityFlag = **0**	1	bslbf
activateFlag = **0**	1	bslbf
if(IDFlag) {		
ID	**0**	UTF-8
}		
if(sensorIdRefFlag) {		
sensorIdRef	**0**	UTF-8
}		
if(linkedlistFlag) {		
linkedlist	**0**	UTF-8
}		
if(groupIDFlag) {		
groupID	**0**	UTF-8
}		
if(priorityFlag) {		
priority	**0**	uimsbf
}		
if(activateFlag) {		
activate	**0**	bslbf
}		
}		

Constraints of the `SensedInfoBaseType`.

Name	Constraints
`SensedInfoBaseType`	
`sensedInfoBaseAttributes`	
`TimeStamp`	**Not used**
`TimeStampFlag`	**Equals "0" (TimeStamp is not used)**

Constraints of the sensedInfoBaseAttributes.

Name	Constratins
sensedInfoBase Attributes	
id	**Not used**
sensorIdRef	**Not used**
linkedlist	**Not used**
groupID	**Not used**
activate	**Not used**
priority	**Not used**
SensedInfoBaseAttributesType	
IDFlag	**Equals "0" (ID is not used)**
sensorIdRefFlag	**Equals "0" (sensorIdRef is not used)**
linkedlistFlag	**Equals "0" (linkedlist is not used)**
groupIDFlag	**Equals "0" (groupID is not used)**
priorityFlag	**Equals "0" (priority is not used)**
activateFlag	**Equals "0" (activate is not used)**

5.1.3.3 Global position sensor

Constrained syntax of the GlobalPositionSensorType.

Syntax	No. bits	Mnemonic
GlobalPositionSensorType{		
SensedInfoBaseType	**7**	**SensedInfoBaseTypeType in 5.1.3.2**
crsLength	**8**	vluimsbf5
crs	**0**	UTF-8
Latitude	32	fsfb
Longitude	32	fsfb
}		

Constraints of the GlobalPositionSensorType.

Name	Constraints
GlobalPositionSensorType	
SensedInfoBaseType	**SensedInfoBaseTypeType in 5.1.3.2**
crsLength	**Equals "0" (crs is not used)**
crs	**Not used**
longitude	
latitude	

5.1.3.4 Altitude sensor

Constrained syntax of the `AltitudeSensorType`.

Syntax	No. bits	Mnemonic
AltitudeSensorType{		
SensedInfoBaseType	**7**	**SensedInfoBaseTypeType in 5.1.3.2**
crs	**0**	UTF-8
Altitude	32	fsfb
}		

Constraints of the `AltitudeSensorType`.

Name	Definition
`AltitudeSensorType`	
`crs`	**Not used**
`altitude`	
`SensedInfoBaseType`	**SensedInfoBaseTypeType in 5.1.3.2**

5.1.3.5 Position sensor

Constrained syntax of the `PositionSensorType`.

Syntax	No. bits	Mnemonic
PositionSensorType {		
UpdateMode **= 0**	1	bslbf
if(UpdateMode ==0){		
PositionSensorNormal		PositionSensorNormalType
}else{		
PositionSensorUpdate		PositionSensorUpdateType
}		
}		

Syntax	No. bits	Mnemonic
PositionSensorNormalType{		
positionFlag	1	bslbf
unitFlag	1	bslbf
SensedInfoBaseType	**7**	**SensedInfoBaseTypeType in 5.1.3.2**
if(positionFlag) {		
Position		Float3DVectorType
}		
if(unitFlag) {		
Unit		unitType
}		
}		

Constraints of the PositionSensorType.

Name	Constraints
PositionSensorType	
Position	
unit	
UpdateMode	**Equals "0" (UpdateMode is not used)**
PositionSensorNormal	
PositionSensorUpdate	**Not used**
PositionSensorNormalType	
positionFlag	
unitFlag	
SensedInfoBaseType	**SensedInfoBaseTypeType in 5.1.3.2**

5.1.3.6 Orientation sensor

Constrained syntax of the OrientationSensorType.

Syntax	No. bits	Mnemonic
OrientationSensorType {		
UpdateMode **= 0**	1	bslbf
if(UpdateMode ==0){		
OrientationSensorNormal		OrientationSensorNormalType
}else{		
OrientationSensorUpdate		OrientationSensorUpdateType
}		
}		

Syntax	No. bits	Mnemonic
OrientationSensorNormalType{		
orientationFlag	1	bslbf
unitFlag	1	bslbf
SensedInfoBaseType	**7**	**SensedInfoBaseTypeType in 5.1.3.2**
if(orientationFlag) {		
orientation		Float3DVectorType
}		
if(unitFlag) {		
Unit		unitType
}		
}		

Constraints of the OrientationSensorType.

Name	Constraints
OrientationSensorType	
Orientation	
unit	
UpdateMode	**Equals "0" (UpdateMode is not used)**
OrientationSensorNormal	

Name	Constraints
OrientationSensorUpdate	**Not used**
OrientationSensorNormalType	
orientationFlag	
unitFlag	
SensedInfoBaseType	**SensedInfoBaseTypeType in 5.1.3.2**

5.1.3.7 Camera sensor

Constrained syntax of the CameraSensorType.

Syntax	Number of bits	Mnemonic
CameraSensorType {		
CameraOrientationFlag = **0**	1	bslbf
CameraLocationFlag = **0**	1	bslbf
focalLengthFlag	1	bslbf
apertureFlag	1	bslbf
shutterSpeedFlag	1	bslbf
filterFlag = **0**	1	bslbf
SensedInfoBaseType	**7**	**SensedInfoBaseTypeType in 5.1.3.2**
if (CameraOrientationFlag == 1){		
CameraOrientation	**0**	OrientationSensorType
}		
if (CameraLocationFlag == 1){		
CameraLocation	**0**	GlobalPositionSensorType
}		
if (focalLengthFlag == 1){		
focalLength	32	fsbf
}		
if (apertureFlag == 1){		
aperture	32	fsbf
}		
if (shutterSpeedFlag == 1){		
shutterSpeed	32	fsbf
}		
if (filterFlag == 1){		
Filter	**0**	bslbf
}		
}		

Constraints of the CameraSensorType.

Name	Constraints
CameraSensorType	
CameraLocation	**Not used**
CameraOrientation	**Not used**
focalLength	

Name	Constraints
aperture	
shutterSpeed	
filter	**Not used**
CameraOrientationFlag	**Equals "0" (CameraOrientation is not used)**
CameraLocationFlag	**Equals "0" (CameraLocation is not used)**
focalLengthFlag	
apertureFlag	
shutterSpeedFlag	
filterFlag	**Equals "0" (filter is not used)**
SensedInfoBaseType	**SensedInfoBaseTypeType in 5.1.3.2**

5.1.3.8 Depth camera sensor

Constrained syntax of the DepthCameraSensorType.

DepthCameraSensorType {	Number of bits	Mnemonic
CameraSensorType		**CameraSensorType in 5.1.3.7**
RawVideo {		
width	16	uimsbf
height	16	uimsbf
bit_depth	8	uimsbf
stride	32	uimsbf
coding4cc	32	uimsbf
fps	16	uimsbf
use_frame_packing	1	bslbf
RawVideoDataSize **= 0**	**8**	vluimsbf5
RawVideoData	**0**	bslbf
}		
RawDepth {		
width	16	uimsbf
height	16	uimsbf
bit_depth	8	uimsbf
stride	32	uimsbf
coding4cc	32	uimsbf
fps	16	uimsbf
use_frame_packing	1	bslbf
RawVideoDataSize		vluimsbf5
RawVideoData		bslbf
}		
}		

Constraints of the DepthCameraSensorType:

Name	Constraints
DepthCameraSensorType	
CameraSensor	**CameraSensorType in 5.1.3.7**
RawVideo	**Not used**
Width	
height	
bit_depth	
stride	
coding4CC	
fps	
use_frame_packing	
frame_packing	
VideoData16	
VideoData64	
RawVideoDataSize	**Equals "0" (RawVideo of ColorCameraSensor is not used)**
RawVideoData	**Not used**
RawDepth	
width	
height	
bit_depth	
stride	
coding4CC	
fps	
use_frame_packing	
frame_packing	
VideoData16	
VideoData64	
RawVideoDataSize	
RawVideoData	

Annex A
(normative)

Classification schemes

A.1 General

This Annex specifies a set of classification schemes that may be used by applications using description tools specified in this document. Applications need not use these classification schemes; they can use proprietary or third party ones. However, if they choose to use the classification schemes defined in this clause, no modifications or extensions are allowed to these classification schemes. The classification schemes in this clause are specified using the `ClassificationScheme` defined in ISO/IEC 15938-5. All of the classification schemes defined in this clause are uniquely identified by a URN following the "`urn:mpeg:mpeg-v:01-CI-NameCS-NS`" namespace identifier where `Name` should be replaced with the name of the classification scheme. For example, the URN "`urn:mpeg:mpeg-v:01-CI-TactileDisplayCS-NS`" identifies the classification scheme provided for `actuatorType` values of TactileCapabilityType.

In some cases there are several classification schemes associated with a single description. In such a case, any one of these classification schemes (as well as classification schemes not defined in this document) may be used depending on the application domain.

A.2 Classification schemes

A.2.1 UnitTypeCS

```
<ClassificationScheme uri="urn:mpeg:mpeg-v:01-CI-UnitTypeCS-NS">
   <Term termId="micrometer">
      <Name xml:lang="en">micrometer</Name>
      <Definition xml:lang="en">
         A unit of length or distance equal to one millionth of a meter
      </Definition>
   </Term>
   <Term termId="mm">
      <Name xml:lang="en">millimeter</Name>
      <Definition xml:lang="en">
         A unit of length or distance equal to one thousandth of a meter
      </Definition>
   </Term>
   <Term termId="cm">
      <Name xml:lang="en">centimeter</Name>
      <Definition xml:lang="en">
         A unit of length or distance equal to one hundredth of a meter
      </Definition>
   </Term>
   <Term termId="meter">
      <Name xml:lang="en">meter</Name>
      <Definition xml:lang="en">
         The basic unit of length in International System of Units
      </Definition>
   </Term>
   <Term termId="km">
      <Name xml:lang="en">kilometer</Name>
      <Definition xml:lang="en">
         A unit of length or distance equal to one thousand meter
      </Definition>
   </Term>
   <Term termId="inch">
      <Name xml:lang="en">inch</Name>
```

```
      <Definition xml:lang="en">
         A unit of length or distance equal to 0.0254 meter
      </Definition>
   </Term>
   <Term termId="yard">
      <Name xml:lang="en">yard</Name>
      <Definition xml:lang="en">
         A unit of length or distance equal to 0.9144 meter
      </Definition>
   </Term>
   <Term termId="mile">
      <Name xml:lang="en">mile</Name>
      <Definition xml:lang="en">
         A unit of length or distance equal to 1609.344 meter
      </Definition>
   </Term>
   <Term termId="mg">
      <Name xml:lang="en">milligram</Name>
      <Definition xml:lang="en">
         A unit of mass or weight equal to one millionth of a kilogram
      </Definition>
   </Term>
   <Term termId="gram">
      <Name xml:lang="en">gram</Name>
         A unit of mass or weight equal to one thousandth of a kilogram
      <Definition xml:lang="en">
      </Definition>
   </Term>
   <Term termId="kg">
      <Name xml:lang="en">kilogram</Name>
      <Definition xml:lang="en">
         The base unit of mass in International System of Units
      </Definition>
   </Term>
   <Term termId="ton">
      <Name xml:lang="en">ton</Name>
      <Definition xml:lang="en">
         A unit of mass or weight equal to a thousand kilogram
      </Definition>
   </Term>
   <Term termId="micrometerpersec">
      <Name xml:lang="en">micrometerpersec</Name>
      <Definition xml:lang="en">
         A unit of velocity equal to a millionth of a meterpersecond
      </Definition>
   </Term>
   <Term termId="mmpersec">
      <Name xml:lang="en">millimeterpersecond</Name>
      <Definition xml:lang="en">
         A unit of velocity equal to a thousandth of a meterpersecond
      </Definition>
   </Term>
   <Term termId="cmpersec">
      <Name xml:lang="en">centimeterpersecond</Name>
      <Definition xml:lang="en">
         A unit of velocity equal to a hundredth of a meterpersecond
      </Definition>
   </Term>
   <Term termId="meterpersec">
      <Name xml:lang="en">meterpersecond</Name>
      <Definition xml:lang="en">
         The SI coherent derived unit of velocity in International System of Units
      </Definition>
   </Term>
   <Term termId="kmpersec">
      <Name xml:lang="en">kilometerpersecond</Name>
      <Definition xml:lang="en">
         A unit of velocity equal to a thousand meterpersecond
      </Definition>
   </Term>
   <Term termId="inchpersec">
```

```
      <Name xml:lang="en">inchpersecond</Name>
      <Definition xml:lang="en">
         A unit of velocity equal to 0.0254 meterpersecond
      </Definition>
   </Term>
   <Term termId="yardpersec">
      <Name xml:lang="en">yardpersecond</Name>
      <Definition xml:lang="en">
         A unit of velocity equal to 0.9144 meterpersecond
      </Definition>
   </Term>
   <Term termId="milepersec">
      <Name xml:lang="en">milepersecond</Name>
      <Definition xml:lang="en">
         A unit of velocity equal to 1609.344 meterpersecond
      </Definition>
   </Term>
   <Term termId="micrometerpermin">
      <Name xml:lang="en">micrometerperminute</Name>
      <Definition xml:lang="en">
         A unit of velocity equal to a millionth of a meterperminute
      </Definition>
   </Term>
   <Term termId="mmpermin">
      <Name xml:lang="en">millimeterperminute</Name>
      <Definition xml:lang="en">
         A unit of velocity equal to a thousandth of a meterperminute
      </Definition>
   </Term>
   <Term termId="cmpermin">
      <Name xml:lang="en">centimeterperminute</Name>
      <Definition xml:lang="en">
         A unit of velocity equal to a hundredth of a meterperminute
      </Definition>
   </Term>
   <Term termId="meterpermin">
      <Name xml:lang="en">meterperminute</Name>
      <Definition xml:lang="en">
         A unit of velocity equal to one sixtyth of a meterpersecond
      </Definition>
   </Term>
   <Term termId="kmpermin">
      <Name xml:lang="en">kilometerperminute</Name>
      <Definition xml:lang="en">
         A unit of velocity equal to a thousand meterperminute
      </Definition>
   </Term>
   <Term termId="inchpermin">
      <Name xml:lang="en">inchperminute</Name>
      <Definition xml:lang="en">
         A unit of velocity equal to 0.0254 meterperminute
      </Definition>
   </Term>
   <Term termId="yardpermin">
      <Name xml:lang="en">yardperminute</Name>
      <Definition xml:lang="en">
         A unit of velocity equal to 0.9144 meterperminute
      </Definition>
   </Term>
   <Term termId="milepermin">
      <Name xml:lang="en">mileperminute</Name>
      <Definition xml:lang="en">
         A unit of velocity equal to 1609.344 meterperminute
      </Definition>
   </Term>
   <Term termId="micrometerperhour">
      <Name xml:lang="en">micrometerperhour</Name>
      <Definition xml:lang="en">
         A unit of velocity equal to a millionth of a meterperhour
      </Definition>
   </Term>
```

```
<Term termId="mmperhour">
   <Name xml:lang="en">millimeterperhour</Name>
   <Definition xml:lang="en">
      A unit of velocity equal to a thousandth of a meterperhour
   </Definition>
</Term>
<Term termId="cmperhour">
   <Name xml:lang="en">centimeterperhour</Name>
   <Definition xml:lang="en">
      A unit of velocity equal to a hundredth of a meterperhour
   </Definition>
</Term>
<Term termId="meterperhour">
   <Name xml:lang="en">meterperhour</Name>
   <Definition xml:lang="en">
      A unit of velocity equal to one over thirty-six hundred of a meterpersecond
   </Definition>
</Term>
<Term termId="kmperhour">
   <Name xml:lang="en">kilometerperhour</Name>
   <Definition xml:lang="en">
      A unit of velocity equal to a thousand meterperhour
   </Definition>
</Term>
<Term termId="inchperhour">
   <Name xml:lang="en">inchperhour</Name>
   <Definition xml:lang="en">
      A unit of velocity equal to 0.0254 meterperhour
   </Definition>
</Term>
<Term termId="yardperhour">
   <Name xml:lang="en">yardperhour</Name>
   <Definition xml:lang="en">
      A unit of velocity equal to 0.9144 meterperhour
   </Definition>
</Term>
<Term termId="mileperhour">
   <Name xml:lang="en">mileperhour</Name>
   <Definition xml:lang="en">
      A unit of velocity equal to 1609.344 meterperhour
   </Definition>
</Term>
<Term termId="micrometerpersecsquared">
   <Name xml:lang="en">micrometerpersecsquared</Name>
   <Definition xml:lang="en">
      A unit of acceleration equal to a millionth of a meterpersecondsquared
   </Definition>
</Term>
<Term termId="mmpersecsquared">
   <Name xml:lang="en">millimeterpersecondsquared</Name>
   <Definition xml:lang="en">
      A unit of acceleration equal to a thousandth of a meterpersecondsquared
   </Definition>
</Term>
<Term termId="cmpersecsquared">
   <Name xml:lang="en">centimeterpersecondsquared</Name>
   <Definition xml:lang="en">
      A unit of acceleration equal to a hundredth of a meterpersecondsquared
   </Definition>
</Term>
<Term termId="meterpersecsquared">
   <Name xml:lang="en">meterpersecondsquared</Name>
   <Definition xml:lang="en">
      The SI coherent derived unit of acceleration in International System of Units
   </Definition>
</Term>
<Term termId="kmpersecsquared">
   <Name xml:lang="en">kilometerpersecondsquared</Name>
   <Definition xml:lang="en">
      A unit of acceleration equal to a thousand meterpersecondsquared
   </Definition>
```

```
    </Term>
    <Term termId="inchpersecsquared">
       <Name xml:lang="en">inchpersecondsquared</Name>
       <Definition xml:lang="en">
          A unit of acceleration equal to 0.0254 meterpersecondsquared
       </Definition>
    </Term>
    <Term termId="yardpersecsquared">
       <Name xml:lang="en">yardpersecondsquared</Name>
       <Definition xml:lang="en">
          A unit of acceleration equal to 0.9144 meterpersecondsquared
       </Definition>
    </Term>
    <Term termId="milepersecsquared">
       <Name xml:lang="en">milepersecondsquared</Name>
       <Definition xml:lang="en">
          A unit of acceleration equal to 1609.344 meterpersecondsquared
       </Definition>
    </Term>
    <Term termId="micrometerperminsquared">
       <Name xml:lang="en">micrometerperminutesquared</Name>
       <Definition xml:lang="en">
          A unit of acceleration equal to a millionth of a meterperminsquared
       </Definition>
    </Term>
    <Term termId="mmperminsquared">
       <Name xml:lang="en">millimeterperminutesquared</Name>
       <Definition xml:lang="en">
          A unit of acceleration equal to a thousandth of a meterperminsquared
       </Definition>
    </Term>
    <Term termId="cmperminsquared">
       <Name xml:lang="en">centimeterperminutesquared</Name>
       <Definition xml:lang="en">
          A unit of acceleration equal to a hundredth of a meterperminsquared
       </Definition>
    </Term>
    <Term termId="meterperminsquared">
       <Name xml:lang="en">meterperminutesquared</Name>
       <Definition xml:lang="en">
          A unit of acceleration equal to one over thirty-six hundred of a
meterpersecondsquared
       </Definition>
    </Term>
    <Term termId="kmperminsquared">
       <Name xml:lang="en">kilometerperminutesquared</Name>
       <Definition xml:lang="en">
          A unit of acceleration equal to a thousand meterperminsquared
       </Definition>
    </Term>
    <Term termId="inchperminsquared">
       <Name xml:lang="en">inchperminutesquared</Name>
       <Definition xml:lang="en">
          A unit of acceleration equal to 0.0254 meterperminsquared
       </Definition>
    </Term>
    <Term termId="yardperminsquared">
       <Name xml:lang="en">yardperminutesquared</Name>
       <Definition xml:lang="en">
          A unit of acceleration equal to 0.9144 meterperminsquared
       </Definition>
    </Term>
    <Term termId="mileperminsquared">
       <Name xml:lang="en">mileperminutesquared</Name>
       <Definition xml:lang="en">
          A unit of acceleration equal to 1609.344 meterperminsquared
       </Definition>
    </Term>
    <Term termId="micrometerperhoursquared">
       <Name xml:lang="en">micrometerperhoursquared</Name>
       <Definition xml:lang="en">
```

```
            A unit of acceleration equal to a millionth of a meterperhoursquared
         </Definition>
      </Term>
      <Term termId="mmperhoursquared">
         <Name xml:lang="en">millimeterperhoursquared</Name>
         <Definition xml:lang="en">
            A unit of acceleration equal to a thousandth of a meterperhoursquared
         </Definition>
      </Term>
      <Term termId="cmperhoursquared">
         <Name xml:lang="en">centimeterperhoursquared</Name>
         <Definition xml:lang="en">
            A unit of acceleration equal to a hundredth of a meterperhoursquared
         </Definition>
      </Term>
      <Term termId="meterperhoursquared">
         <Name xml:lang="en">meterperhoursquared</Name>
         <Definition xml:lang="en">
            A unit of acceleration equal to one over twelve million ninty-six hundred
thousand of a meterpersecondsquared
         </Definition>
      </Term>
      <Term termId="kmperhoursquared">
         <Name xml:lang="en">kilometerperhoursquared</Name>
         <Definition xml:lang="en">
            A unit of acceleration equal to a thousand meterperhoursquared
         </Definition>
      </Term>
      <Term termId="inchperhoursquared">
         <Name xml:lang="en">inchperhoursquared</Name>
         <Definition xml:lang="en">
            A unit of acceleration equal to 0.0254 meterperhoursquared
         </Definition>
      </Term>
      <Term termId="yardperhoursquared">
         <Name xml:lang="en">yardperhoursquared</Name>
         <Definition xml:lang="en">
            A unit of acceleration equal to 0.9144 meterperhoursquared
         </Definition>
      </Term>
      <Term termId="mileperhoursquared">
         <Name xml:lang="en">mileperhoursquared</Name>
         <Definition xml:lang="en">
            A unit of acceleration equal to 1609.344 meterperhoursquared
         </Definition>
      </Term>
      <Term termId="Newton">
         <Name xml:lang="en">Newton</Name>
         <Definition xml:lang="en">
            The SI coherent derived unit of force in International System of Units, which is
equal to one kilogram-meter per second squared
         </Definition>
      </Term>
      <Term termId="Nmm">
         <Name xml:lang="en">Newtonmillimeter</Name>
         <Definition xml:lang="en">
            The derived unit of energy, work, and quantity of heat in International System of
Units, which is equal to a thousandth of one kilogram-square meter per second squared
         </Definition>
      </Term>
      <Term termId="Npmm">
         <Name xml:lang="en">Newtonpermillimeter</Name>
         <Definition xml:lang="en">
            The derived unit of surface tension in International System of Units, which is
equal to a thousandth of one kilogram per second squared
         </Definition>
      </Term>
      <Term termId="Pa">
         <Name xml:lang="en">Pascal</Name>
         <Definition xml:lang="en">
            The basic SI (International System of Units) unit for pressure, which is equal to
```

```
one newton per square meter
      </Definition>
   </Term>
   <Term termId="psi">
      <Name xml:lang="en">poundpersquareinch</Name>
      <Definition xml:lang="en">
         A unit for pressure, which is equal to 0.00014504 Pascal
      </Definition>
   </Term>
   <Term termId="bar">
      <Name xml:lang="en">bar</Name>
      <Definition xml:lang="en">
         A conventional unit for pressure, which is equal to 0.00001 Pascal
      </Definition>
   </Term>
   <Term termId="hPa">
      <Name xml:lang="en">hectopascal</Name>
      <Definition xml:lang="en">
         A unit for pressure, which is equal to 100 pascal
      </Definition>
   </Term>
   <Term termId="mbar">
      <Name xml:lang="en">millibar</Name>
      <Definition xml:lang="en">
         A conventional unit for pressure, which is equal to 0.001 bar
      </Definition>
   </Term>
   <Term termId="kPa">
      <Name xml:lang="en">killopascal</Name>
      <Definition xml:lang="en">
         A unit for pressure, which is equal to 1000 pascal
      </Definition>
   </Term>
   <Term termId="dbar">
      <Name xml:lang="en">decibar</Name>
      <Definition xml:lang="en">
         A conventional unit for pressure, which is equal to 0.1 bar
      </Definition>
   </Term>
   <Term termId="atm">
      <Name xml:lang="en">atmosphere</Name>
      <Definition xml:lang="en">
         An established constant to denote the standard atmosphere (atm), which is
approximately equal to the typical air pressure at earth mean sea level and is defined as
101325 pascal
      </Definition>
   </Term>
   <Term termId="Hz">
      <Name xml:lang="en">Hertz</Name>
      <Definition xml:lang="en">
         The derived unit of frequency in International System of Units, which is equal to
one over second
      </Definition>
   </Term>
   <Term termId="KHz">
      <Name xml:lang="en">KiloHertz</Name>
      <Definition xml:lang="en">
         A unit of frequency equal to a thousand Hertz
      </Definition>
   </Term>
   <Term termId="MHz">
      <Name xml:lang="en">MegaHertz</Name>
      <Definition xml:lang="en">
         A unit of frequency equal to a million Hertz
      </Definition>
   </Term>
   <Term termId="GHz">
      <Name xml:lang="en">GigaHertz</Name>
      <Definition xml:lang="en">
         A unit of frequency equal to a billion Hertz
      </Definition>
```

```
   </Term>
   <Term termId="volt">
      <Name xml:lang="en">volt</Name>
      <Definition xml:lang="en">
         The SI coherent derived unit of electric potential difference or electromotive
force in International System of Units, which is equal to one kilogram-square meter per
second cubed-ampere
      </Definition>
   </Term>
   <Term termId="millivolt">
      <Name xml:lang="en">millivolt</Name>
      <Definition xml:lang="en">
         A unit of electric potential difference or electromotive force equal to a
thousandth of a volt
      </Definition>
   </Term>
   <Term termId="ampere">
      <Name xml:lang="en">ampere</Name>
      <Definition xml:lang="en">
         The basic unit of electric current in International System of Units
      </Definition>
   </Term>
   <Term termId="milliampere">
      <Name xml:lang="en">milliampere</Name>
      <Definition xml:lang="en">
         A unit of electric current equal to a thousandth of an ampere
      </Definition>
   </Term>
   <Term termId="milliwatt">
      <Name xml:lang="en">milliwatt</Name>
      <Definition xml:lang="en">
         A unit of power or radiant flux equal to a thousandth of a watt
      </Definition>
   </Term>
   <Term termId="watt">
      <Name xml:lang="en">watt</Name>
      <Definition xml:lang="en">
         The SI coherent derived unit of power or radiant flux in International System of
Units, which is equal to one kilogram-square meter per second cubed
      </Definition>
   </Term>
   <Term termId="kilowatt">
      <Name xml:lang="en">kilowatt</Name>
      <Definition xml:lang="en">
         A unit of power or radiant flux equal to a thousand watt
      </Definition>
   </Term>
   <Term termID="lux">
      <Name xml:lang="en">Lux</Name>
      <Definition xml:lang="en">
         The SI coherent derived unit of illuminance in International System of Units,
which is equal to one candela per square meter
      </Definition>
   </Term>
   <Term termID="celsius">
      <Name xml:lang="en">Celsius</Name>
      <Definition xml:lang="en">
         The SI coherent derived unit of Celsius temperature in International System of
Units
      </Definition>
   </Term>
   <Term termID="fahrenheit">
      <Name xml:lang="en">Fahernheit</Name>
      <Definition xml:lang="en">
         A unit of temperature which is equal to a Celius temperature times nine  fifths
plus thirty-two
      </Definition>
   </Term>
   <Term termID="radian">
      <Name xml:lang="en">Radian</Name>
      <Definition xml:lang="en">
```

```
         The SI coherent derived unit of plane angle in International System of Units
      </Definition>
   </Term>
   <Term termID="degree">
      <Name xml:lang="en">Degree</Name>
      <Definition xml:lang="en">
         A unit of plane angle which is equal to pi over hundred-eighty radian (pi is a
mathematical constant whose value is the ratio of any circle’s circumference to its
diameter in Euclidean space)
      </Definition>
   </Term>
   <Term termID="radpersec">
      <Name xml:lang="en">radianpersecond</Name>
      <Definition xml:lang="en">
         The SI coherent derived unit of angular velocity in International System of
Units, which is equal to one radian per second
      </Definition>
   </Term>
   <Term termID="degpersec">
      <Name xml:lang="en">degreepersecond</Name>
      <Definition xml:lang="en">
         A unit of angular velocity which is equal to pi over hundred-eighty
radianpersecond
      </Definition>
   </Term>
   <Term termID="radpersecsquared">
      <Name xml:lang="en">radianpersecondsquared</Name>
      <Definition xml:lang="en">
         The SI coherent derived unit of angular acceleration in International System of
Units, which is equal to one radian per second squared
      </Definition>
   </Term>
   <Term termID="degpersecsquared">
      <Name xml:lang="en">degreepersecondsquared</Name>
      <Definition xml:lang="en">
         A unit of angular acceleration which is equal to pi over hundred-eighty
radianpersecondsquared
      </Definition>
   </Term>
   <Term termID="Npermmsquare">
      <Name xml:lang="en">Newtonpermillimetersquare</Name>
      <Definition xml:lang="en">
         A unit for pressure, which is equal to a millionth of a pascal
      </Definition>
   </Term>
   <Term termId="ppm">
      <Name xml:lang="en">ppm</Name>
      <Definition xml:lang="en">
         A unit of a way of quantifying small concentrations, equal to part(s) per million
      </Definition>
   </Term>
   <Term termId="microgpcm">
      <Name xml:lang="en">microgramspercubicmeter</Name>
      <Definition xml:lang="en">
         A unit of a way of quantifying fine dust(PM-10), equal to   /
      </Definition>
   </Term>
   <Term termId="pcpl">
      <Name xml:lang="en">picocuriesperliter</Name>
      <Definition xml:lang="en">
         A unit of a way of quantifying radioactivity, equal to pCi/l
      </Definition>
   </Term>
   <Term termId="btu">
      <Name xml:lang="en">britishthermalunit</Name>
      <Definition xml:lang="en">
         A traditional unit of energy equal to about 1055 joules. Called British Thermal
Unit.
      </Definition>
   </Term>
   <Term termId="mlpm">
```

```
      <Name xml:lang="en">milliliterperminute</Name>
      <Definition xml:lang="en">
         A unit of quantifying flow rate. Milliliter per minute.
      </Definition>
   </Term>
   <Term termId="IRISD">
      <Name xml:lang="en">IRIS Diameter</Name>
      <Definition xml:lang="en">
         A unit of length or distance equal to one IRISD0/1024, specific to measure a
displacement of each facial expression basis for an individual user.
      </Definition>
   </Term>
   <Term termId="ES">
      <Name xml:lang="en">Eye Separation</Name>
      <Definition xml:lang="en">
         A unit of length or distance equal to one ES0/1024, which is specific to measure a
displacement of each facial expression basis for an individual user.
      </Definition>
   </Term>
   <Term termId="ENS">
      <Name xml:lang="en">Eye-Nose Separation</Name>
      <Definition xml:lang="en">
         A unit of length or distance equal to one ENS0/1024, which is specific to measure
a displacement of each facial expression basis for an individual user.
      </Definition>
   </Term>
   <Term termId="MNS">
      <Name xml:lang="en">Mouth-Nose Separation</Name>
      <Definition xml:lang="en">
         A unit of length or distance equal to one MNS0/1024, which is specific to measure
a displacement of each facial expression basis for an individual user.
      </Definition>
   </Term>
   <Term termId="MW">
      <Name xml:lang="en">Mouth-Width Separation</Name>
      <Definition xml:lang="en">
         A unit of length or distance equal to one MW0/1024, which is specific to measure a
displacement of each facial expression basis for an individual user.
      </Definition>
   </Term>
   <Term termId="AU">
      <Name xml:lang="en">Angular Unit</Name>
      <Definition xml:lang="en">
         A unit of plane angle equal to 1/100000 radian.
      </Definition>
   </Term>
</ClassificationScheme>
```

Binary representation of UnitTypeCS

unitType	Term ID of unit
00000000	Micrometer
00000001	Mm
00000010	Cm
00000011	Meter
00000100	Km
00000101	Inch
00000110	Yard
00000111	Mile
00001000	Mg
00001001	Gram
00001010	Kg
00001011	Ton

unitType	Term ID of unit
00001100	Micrometerpersec
00001101	Mmpersec
00001110	Cmpersec
00001111	Meterpersec
00010000	Kmpersec
00010001	Inchpersec
00010010	Yardpersec
00010011	Milepersec
00010100	Micrometerpermin
00010101	Mmpermin
00010110	Cmpermin
00010111	Meterpermin
00011000	Kmpermin
00011001	Inchpermin
00011010	Yardpermin
00011011	Milepermin
00011100	Micrometerperhour
00011101	Mmperhour
00011110	Cmperhour
00011111	Meterperhour
00100000	Kmperhour
00100001	Inchperhour
00100010	Yardperhour
00100011	Mileperhour
00100100	Micrometerpersecsquare
00100101	Mmpersecsquare
00100110	Cmpersecsquare
00100111	Meterpersecsquare
00101000	Kmpersecsquare
00101001	Inchpersecsquare
00101010	Yardpersecsquare
00101011	Milepersecsquare
00101100	Micormeterperminsquare
00101101	Mmperminsquare
00101110	Cmperminsquare
00101111	Meterperminsquare
00110000	Kmpersminsquare
00110001	Inchperminsquare
00110010	Yardperminsquare
00110011	Mileperminsquare
00110100	Micormeterperhoursquare
00110101	Mmperhoursquare
00110110	Cmperhoursquare
00110111	Meterperhoursquare
00111000	Kmperhoursquare

unitType	Term ID of unit
00111001	Inchperhoursquare
00111010	Yardperhoursquare
00111011	Mileperhoursquare
00111100	Newton
00111101	Nmm
00111110	Npmm
00111111	Pa
01000000	psi
01000001	bar
01000010	hPa
01000011	mbar
01000100	kPa
01000101	dbar
01000110	Atm
01000111	Hz
01001000	KHz
01001001	MHz
01001010	GHz
01001011	Volt
01001100	millivolt
01001101	ampere
01001110	milliampere
01001111	milliwatt
01010000	Watt
01010001	kilowatt
01010010	Lux
01010011	celsius
01010100	fahrenheit
01010101	radian
01010110	degree
01010111	radpersec
01011000	degpersec
01011001	radpersecsquare
01011010	degpersecsquare
01011011	Npermmsquare
01011100	ppm
01011101	microgpcm
01011110	pcpl
01011111	btu
01100000	mlpm
01100001	IRISD
01100010	ES
01100011	ENS
01100100	MNS

unitType	Term ID of unit
01100101	MW
01100110	AU
01100111 - 11111111	Reserved

A.2.2 ColorCS

```
<ClassificationScheme uri="urn:mpeg:mpeg-v:01-SI-ColorCS-NS">
   <Term termID="alice_blue">
      <Name xml:lang="en">Alice blue</Name>
      <Definition>Describes the color Alice blue. Hex: #F0F8FF; RGB: 240, 248, 255; HSV:
208°, 6%, 100%.</Definition>
   </Term>
   <Term termID="alizarin">
      <Name xml:lang="en">Alizarin</Name>
      <Definition>Describes the color Alizarin. Hex: #E32636; RGB: 227, 38, 54; HSV: 355°,
83%, 89%.</Definition>
   </Term>
   <Term termID="amaranth">
      <Name xml:lang="en">Amaranth</Name>
      <Definition>Describes the color Amaranth. Hex: #E52B50; RGB: 229, 43, 80; HSV: 345°,
78%, 64%.</Definition>
   </Term>
   <Term termID="amaranth_pink">
      <Name xml:lang="en">Amaranth Pink</Name>
      <Definition>Describes the color Amaranth Pink. Hex: #F19CBB; RGB: 241, 156, 187; HSV:
345°, 47%, 92%.</Definition>
   </Term>
   <Term termID="amber">
      <Name xml:lang="en">Amber</Name>
      <Definition>Describes the color Amber. Hex: #FFBF00; RGB: 255, 191, 0; HSV: 45°,
100%, 100%.</Definition>
   </Term>
   <Term termID="amethyst">
      <Name xml:lang="en">Amethyst</Name>
      <Definition>Describes the color Amethyst. Hex: #9966CC; RGB: 153, 102, 204; HSV:
270°, 50%, 80%.</Definition>
   </Term>
   <Term termID="apricot">
      <Name xml:lang="en">Apricot</Name>
      <Definition>Describes the color Apricot. Hex: #FBCEB1; RGB: 251, 206, 177; HSV: 30°,
25%, 87%.</Definition>
   </Term>
   <Term termID="aqua">
      <Name xml:lang="en">Aqua</Name>
      <Definition>Describes the color Aqua. Hex: #00FFFF; RGB: 0, 255, 255; HSV: 180°,
100%, 100%.</Definition>
   </Term>
   <Term termID="aquamarine">
      <Name xml:lang="en">Aquamarine</Name>
      <Definition>Describes the color Aquamarine. Hex: #7FFFD4; RGB: 127, 255, 212; HSV:
160°, 50%, 100%.</Definition>
   </Term>
   <Term termID="army_green">
      <Name xml:lang="en">Army green</Name>
      <Definition>Describes the color Army green. Hex: #4B5320; RGB: 75, 83, 32; HSV: 46°,
106%, 54%.</Definition>
   </Term>
   <Term termID="asparagus">
      <Name xml:lang="en">Asparagus</Name>
      <Definition>Describes the color Asparagus. Hex: #7BA05B; RGB: 123, 160, 91; HSV: 92°,
43%, 63%.</Definition>
   </Term>
   <Term termID="atomic_tangerine">
      <Name xml:lang="en">Atomic tangerine</Name>
      <Definition>Describes the color Atomic tangerine. Hex: #FF9966; RGB: 255, 153, 102;
HSV: 20°, 100%, 75%.</Definition>
   </Term>
```

```
   <Term termID="auburn">
      <Name xml:lang="en">Auburn</Name>
      <Definition>Describes the color Auburn. Hex: #6D351A; RGB: 111, 53, 26; HSV: 7°, 67%,
45%.</Definition>
   </Term>
   <Term termID="azure_color_wheel">
      <Name xml:lang="en">Azure (color wheel)</Name>
      <Definition>Describes the color Azure (color wheel). Hex: #007FFF; RGB: 0, 127, 255;
HSV: 210°, 100%, 50%.</Definition>
   </Term>
   <Term termID="azure_web">
      <Name xml:lang="en">Azure (web)</Name>
      <Definition>Describes the color Azure (web). Hex: #F0FFFF; RGB: 240, 255, 255; HSV:
210°, 100%, 98%.</Definition>
   </Term>
   <Term termID="baby_blue">
      <Name xml:lang="en">Baby blue</Name>
      <Definition>Describes the color Baby blue. Hex: #E0FFFF; RGB: 224, 255, 255; HSV:
180°, 12%, 100%.</Definition>
   </Term>
   <Term termID="beige">
      <Name xml:lang="en">Beige</Name>
      <Definition>Describes the color Beige. Hex: #F5F5DC; RGB: 245, 245, 220; HSV: 60°,
10%, 96%.</Definition>
   </Term>
   <Term termID="bistre">
      <Name xml:lang="en">Bistre</Name>
      <Definition>Describes the color Bistre. Hex: #3D2B1F; RGB: 61, 43, 31; HSV: 24°, 49%,
24%.</Definition>
   </Term>
   <Term termID="black">
      <Name xml:lang="en">Black</Name>
      <Definition>Describes the color Black. Hex: #000000; RGB: 0, 0, 0; HSV: 0°, 0%, 0%.</
Definition>
   </Term>
   <Term termID="blue">
      <Name xml:lang="en">Blue</Name>
      <Definition>Describes the color Blue. Hex: #0000FF; RGB: 0, 0, 255; HSV: 240°, 100%,
100%.</Definition>
   </Term>
   <Term termID="blue_pigment">
      <Name xml:lang="en">Blue (pigment)</Name>
      <Definition>Describes the color Blue (pigment). Hex: #333399; RGB: 51, 51, 153; HSV:
240°, 50%, 35%.</Definition>
   </Term>
   <Term termID="blue_ryb">
      <Name xml:lang="en">Blue (RYB)</Name>
      <Definition>Describes the color Blue (RYB). Hex: #0247FE; RGB: 2, 71, 254; HSV: 240°,
100%, 82%.</Definition>
   </Term>
   <Term termID="blue-green">
      <Name xml:lang="en">Blue-green</Name>
      <Definition>Describes the color Blue-green. Hex: #00DDDD; RGB: 0, 223, 223; HSV:
180°, 100%, 50%.</Definition>
   </Term>
   <Term termID="blue-violet">
      <Name xml:lang="en">Blue-violet</Name>
      <Definition>Describes the color Blue-violet. Hex: #8A2BE2; RGB: 138, 43, 226; HSV:
271°, 81%, 42%.</Definition>
   </Term>
   <Term termID="bondi_blue">
      <Name xml:lang="en">Bondi blue</Name>
      <Definition>Describes the color Bondi blue. Hex: #0095B6; RGB: 0, 149, 182; HSV:
191°, 100%, 71%.</Definition>
   </Term>
   <Term termID="brass">
      <Name xml:lang="en">Brass</Name>
      <Definition>Describes the color Brass. Hex: #B5A642; RGB: 181, 166, 66; HSV: 37°,
119%, 124%.</Definition>
   </Term>
   <Term termID="bright_green">
```

```
      <Name xml:lang="en">Bright green</Name>
      <Definition>Describes the color Bright green. Hex: #66FF00; RGB: 102, 255, 0; HSV:
96°, 100%, 100%.</Definition>
   </Term>
   <Term termID="bright_pink">
      <Name xml:lang="en">Bright pink</Name>
      <Definition>Describes the color Bright pink. Hex: #FF007F; RGB: 255, 0, 127; HSV:
330°, 100%, 100%.</Definition>
   </Term>
   <Term termID="bright_turquoise">
      <Name xml:lang="en">Bright turquoise</Name>
      <Definition>Describes the color Bright turquoise. Hex: #08E8DE; RGB: 8, 232, 222;
HSV: 177°, 97%, 91%.</Definition>
   </Term>
   <Term termID="brilliant_rose">
      <Name xml:lang="en">Brilliant rose</Name>
      <Definition>Describes the color Brilliant rose. Hex: #FF55A3; RGB: 255, 85, 163; HSV:
330°, 75%, 84%.</Definition>
   </Term>
   <Term termID="brink_pink">
      <Name xml:lang="en">Brink Pink</Name>
      <Definition>Describes the color Brink Pink. Hex: #FB607F; RGB: 251, 96, 127; HSV:
333°, 88%, 80%.</Definition>
   </Term>
   <Term termID="bronze">
      <Name xml:lang="en">Bronze</Name>
      <Definition>Describes the color Bronze. Hex: #CD7F32; RGB: 205, 127, 50; HSV: 21°,
155%, 128%.</Definition>
   </Term>
   <Term termID="brown">
      <Name xml:lang="en">Brown</Name>
      <Definition>Describes the color Brown. Hex: #964B00; RGB: 150, 75, 0; HSV: 30°, 100%,
59%.</Definition>
   </Term>
   <Term termID="buff">
      <Name xml:lang="en">Buff</Name>
      <Definition>Describes the color Buff. Hex: #F0DC82; RGB: 240, 220, 130; HSV: 49°,
46%, 94%.</Definition>
   </Term>
   <Term termID="burgundy">
      <Name xml:lang="en">Burgundy</Name>
      <Definition>Describes the color Burgundy. Hex: #900020; RGB: 128, 0, 32; HSV: 345°,
50%, 50%.</Definition>
   </Term>
   <Term termID="burnt_orange">
      <Name xml:lang="en">Burnt orange</Name>
      <Definition>Describes the color Burnt orange. Hex: #CC5500; RGB: 204, 85, 0; HSV:
25°, 100%, 80%.</Definition>
   </Term>
   <Term termID="burnt_sienna">
      <Name xml:lang="en">Burnt sienna</Name>
      <Definition>Describes the color Burnt sienna. Hex: #E97451; RGB: 233, 116, 81; HSV:
14°, 65%, 91%.</Definition>
   </Term>
   <Term termID="burnt_umber">
      <Name xml:lang="en">Burnt umber</Name>
      <Definition>Describes the color Burnt umber. Hex: #8A3324; RGB: 138, 51, 36; HSV: 9°,
74%, 54%.</Definition>
   </Term>
   <Term termID="camouflage_green">
      <Name xml:lang="en">Camouflage green</Name>
      <Definition>Describes the color Camouflage green. Hex: #78866B; RGB: 120, 134, 107;
HSV: 91°, 20%, 53%.</Definition>
   </Term>
   <Term termID="caput_mortuum">
      <Name xml:lang="en">Caput Mortuum</Name>
      <Definition>Describes the color Caput Mortuum. Hex: #592720; RGB: 89, 39, 32; HSV:
7°, 64%, 35%.</Definition>
   </Term>
   <Term termID="cardinal">
      <Name xml:lang="en">Cardinal</Name>
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      <Definition>Describes the color Cardinal. Hex: #C41E3A; RGB: 196, 30, 58; HSV: 350°,
85%, 77%.</Definition>
   </Term>
   <Term termID="carmine">
      <Name xml:lang="en">Carmine</Name>
      <Definition>Describes the color Carmine. Hex: #960018; RGB: 150, 0, 24; HSV: 350°,
100%, 59%.</Definition>
   </Term>
   <Term termID="carmine_pink">
      <Name xml:lang="en">Carmine Pink</Name>
      <Definition>Describes the color Carmine Pink. Hex: #EB4C42; RGB: 235, 76, 66; HSV:
0°, 75%, 80%.</Definition>
   </Term>
   <Term termID="carnation_pink">
      <Name xml:lang="en">Carnation pink</Name>
      <Definition>Describes the color Carnation pink. Hex: #FFA6C9; RGB: 255, 166, 201;
HSV: 330°, 100%, 80%.</Definition>
   </Term>
   <Term termID="carolina_blue">
      <Name xml:lang="en">Carolina blue</Name>
      <Definition>Describes the color Carolina blue. Hex: #99BADD; RGB: 153, 186, 227; HSV:
210.9°, 30.8%, 86.7%.</Definition>
   </Term>
   <Term termID="carrot_orange">
      <Name xml:lang="en">Carrot orange</Name>
      <Definition>Describes the color Carrot orange. Hex: #ED9121; RGB: 237, 145, 33; HSV:
33°, 86%, 93%.</Definition>
   </Term>
   <Term termID="celadon">
      <Name xml:lang="en">Celadon</Name>
      <Definition>Describes the color Celadon. Hex: #ACE1AF; RGB: 172, 225, 175; HSV: 123°,
24%, 88%.</Definition>
   </Term>
   <Term termID="cerise">
      <Name xml:lang="en">Cerise</Name>
      <Definition>Describes the color Cerise. Hex: #DE3163; RGB: 222, 49, 99; HSV: 343°,
78%, 87%.</Definition>
   </Term>
   <Term termID="cerise_pink">
      <Name xml:lang="en">Cerise Pink</Name>
      <Definition>Describes the color Cerise Pink. Hex: #EC3B83; RGB: 236, 59, 131; HSV:
343°, 70%, 89%.</Definition>
   </Term>
   <Term termID="cerulean">
      <Name xml:lang="en">Cerulean</Name>
      <Definition>Describes the color Cerulean. Hex: #007BA7; RGB: 0, 123, 167; HSV: 196°,
100%, 65%.</Definition>
   </Term>
   <Term termID="cerulean_blue">
      <Name xml:lang="en">Cerulean blue</Name>
      <Definition>Describes the color Cerulean blue. Hex: #2A52BE; RGB: 42, 82, 190; HSV:
224°, 78%, 75%.</Definition>
   </Term>
   <Term termID="champagne">
      <Name xml:lang="en">Champagne</Name>
      <Definition>Describes the color Champagne. Hex: #F7E7CE; RGB: 247, 231, 206; HSV:
37°, 17%, 97%.</Definition>
   </Term>
   <Term termID="charcoal">
      <Name xml:lang="en">Charcoal</Name>
      <Definition>Describes the color Charcoal. Hex: #464646; RGB: 70, 70, 70; HSV: 170°,
0%, 70%.</Definition>
   </Term>
   <Term termID="chartreuse_traditional">
      <Name xml:lang="en">Chartreuse (traditional)</Name>
      <Definition>Describes the color Chartreuse (traditional). Hex: #DFFF00; RGB: 223,
255, 0; HSV: 67.5°, 100%, 100%.</Definition>
   </Term>
   <Term termID="chartreuse_web">
      <Name xml:lang="en">Chartreuse (web)</Name>
      <Definition>Describes the color Chartreuse (web). Hex: #7FFF00; RGB: 127, 255, 0;
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HSV: 90°, 100%, 100%.</Definition>
   </Term>
   <Term termID="cherry_blossom_pink">
      <Name xml:lang="en">Cherry blossom pink</Name>
      <Definition>Describes the color Cherry blossom pink. Hex: #FFB7C5; RGB: 255, 183,
197; HSV: 350°, 100%, 84%.</Definition>
   </Term>
   <Term termID="chestnut">
      <Name xml:lang="en">Chestnut</Name>
      <Definition>Describes the color Chestnut. Hex: #CD5C5C; RGB: 205, 92, 92; HSV: 0°,
55%, 80%.</Definition>
   </Term>
   <Term termID="chocolate">
      <Name xml:lang="en">Chocolate</Name>
      <Definition>Describes the color Chocolate. Hex: #7B3F00; RGB: 123, 63, 0; HSV: 31°,
100%, 48%.</Definition>
   </Term>
   <Term termID="cinnabar">
      <Name xml:lang="en">Cinnabar</Name>
      <Definition>Describes the color Cinnabar. Hex: #E34234; RGB: 227, 66, 52; HSV: 5°,
77%, 89%.</Definition>
   </Term>
   <Term termID="cinnamon">
      <Name xml:lang="en">Cinnamon</Name>
      <Definition>Describes the color Cinnamon. Hex: #D2691E; RGB: 210, 105, 30; HSV: 25°,
86%, 82%.</Definition>
   </Term>
   <Term termID="cobalt">
      <Name xml:lang="en">Cobalt</Name>
      <Definition>Describes the color Cobalt. Hex: #0047AB; RGB: 0, 71, 171; HSV: 215°,
100%, 67%.</Definition>
   </Term>
   <Term termID="columbia_blue">
      <Name xml:lang="en">Columbia blue</Name>
      <Definition>Describes the color Columbia blue. Hex: #9BDDFF; RGB: 155, 221, 255; HSV:
200°, 39%, 100%.</Definition>
   </Term>
   <Term termID="copper">
      <Name xml:lang="en">Copper</Name>
      <Definition>Describes the color Copper. Hex: #B87333; RGB: 184, 115, 51; HSV: 29°,
72%, 72%.</Definition>
   </Term>
   <Term termID="copper_rose">
      <Name xml:lang="en">Copper rose</Name>
      <Definition>Describes the color Copper rose. Hex: #996666; RGB: 153, 102, 102; HSV:
344°, 35%, 57%.</Definition>
   </Term>
   <Term termID="coral">
      <Name xml:lang="en">Coral</Name>
      <Definition>Describes the color Coral. Hex: #FF7F50; RGB: 255, 127, 80; HSV: 16°,
69%, 100%.</Definition>
   </Term>
   <Term termID="coral_pink">
      <Name xml:lang="en">Coral pink</Name>
      <Definition>Describes the color Coral pink. Hex: #F88379; RGB: 248, 131, 121; HSV:
16°, 69%, 100%.</Definition>
   </Term>
   <Term termID="coral_red">
      <Name xml:lang="en">Coral red</Name>
      <Definition>Describes the color Coral red. Hex: #FF4040; RGB: 255, 64, 64; HSV: 3°,
82%, 100%.</Definition>
   </Term>
   <Term termID="corn">
      <Name xml:lang="en">Corn</Name>
      <Definition>Describes the color Corn. Hex: #FBEC5D; RGB: 251, 236, 93; HSV: 54°, 63%,
98%.</Definition>
   </Term>
   <Term termID="cornflower_blue">
      <Name xml:lang="en">Cornflower blue</Name>
      <Definition>Describes the color Cornflower blue. Hex: #6495ED; RGB: 100, 149, 237;
HSV: 219°, 58%, 93%.</Definition>
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   </Term>
   <Term termID="cosmic_latte">
      <Name xml:lang="en">Cosmic latte</Name>
      <Definition>Describes the color Cosmic latte. Hex: #FFF8E7; RGB: 255, 248, 231; HSV:
40°, 94%, 90%.</Definition>
   </Term>
   <Term termID="cream">
      <Name xml:lang="en">Cream</Name>
      <Definition>Describes the color Cream. Hex: #FFFDD0; RGB: 255, 253, 208; HSV: 57°,
18%, 100%.</Definition>
   </Term>
   <Term termID="crimson">
      <Name xml:lang="en">Crimson</Name>
      <Definition>Describes the color Crimson. Hex: #DC143C; RGB: 220, 20, 60; HSV: 348°,
91%, 86%.</Definition>
   </Term>
   <Term termID="cyan">
      <Name xml:lang="en">Cyan</Name>
      <Definition>Describes the color Cyan. Hex: #00FFFF; RGB: 0, 255, 255; HSV: 180°,
100%, 100%.</Definition>
   </Term>
   <Term termID="cyan_process">
      <Name xml:lang="en">Cyan (process)</Name>
      oh yeah, it<Definition>Describes the color Cyan (process). Hex: #00B7EB; RGB: 0, 180,
247; HSV: 180°, 100%, 97%.</Definition>
   </Term>
   <Term termID="dark_blue">
      <Name xml:lang="en">Dark blue</Name>
      <Definition>Describes the color Dark blue. Hex: #00008B; RGB: 0, 0, 139; HSV: 240°,
100%, 25%.</Definition>
   </Term>
   <Term termID="dark_brown">
      <Name xml:lang="en">Dark brown</Name>
      <Definition>Describes the color Dark brown. Hex: #654321; RGB: 101, 67, 33; HSV: 30°,
67%, 40%.</Definition>
   </Term>
   <Term termID="dark_cerulean">
      <Name xml:lang="en">Dark cerulean</Name>
      <Definition>Describes the color Dark cerulean. Hex: #08457E; RGB: 8, 69, 126; HSV:
209°, 94%, 49%.</Definition>
   </Term>
   <Term termID="dark_chestnut">
      <Name xml:lang="en">Dark chestnut</Name>
      <Definition>Describes the color Dark chestnut. Hex: #986960; RGB: 152, 105, 96; HSV:
10°, 37%, 60%.</Definition>
   </Term>
   <Term termID="dark_coral">
      <Name xml:lang="en">Dark coral</Name>
      <Definition>Describes the color Dark coral. Hex: #CD5B45; RGB: 205, 91, 69; HSV: 10°,
66%, 80%.</Definition>
   </Term>
   <Term termID="dark_goldenrod">
      <Name xml:lang="en">Dark goldenrod</Name>
      <Definition>Describes the color Dark goldenrod. Hex: #B8860B; RGB: 184, 134, 11; HSV:
43°, 94%, 72%.</Definition>
   </Term>
   <Term termID="dark_green">
      <Name xml:lang="en">Dark green</Name>
      <Definition>Describes the color Dark green. Hex: #013220; RGB: 1, 50, 32; HSV: 158°,
98%, 20%.</Definition>
   </Term>
   <Term termID="dark_khaki">
      <Name xml:lang="en">Dark khaki</Name>
      <Definition>Describes the color Dark khaki. Hex: #BDB76B; RGB: 189, 183, 107; HSV:
56°, 43%, 74%.</Definition>
   </Term>
   <Term termID="dark_magenta">
      <Name xml:lang="en">Dark magenta</Name>
      <Definition>Describes the color Dark magenta. Hex: #8B008B; RGB: 139, 0, 139; HSV:
300°, 33%, 25%.</Definition>
   </Term>
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   <Term termID="dark_pastel_green">
      <Name xml:lang="en">Dark pastel green</Name>
      <Definition>Describes the color Dark pastel green. Hex: #03C03C; RGB: 3, 192, 60;
HSV: 138°, 98%, 75%.</Definition>
   </Term>
   <Term termID="dark_pink">
      <Name xml:lang="en">Dark pink</Name>
      <Definition>Describes the color Dark pink. Hex: #E75480; RGB: 231, 84, 128; HSV:
342°, 64%, 91%.</Definition>
   </Term>
   <Term termID="dark_scarlet">
      <Name xml:lang="en">Dark scarlet</Name>
      <Definition>Describes the color Dark scarlet. Hex: #560319; RGB: 86, 3, 25; HSV: 8°,
100%, 13%.</Definition>
   </Term>
   <Term termID="dark_salmon">
      <Name xml:lang="en">Dark salmon</Name>
      <Definition>Describes the color Dark salmon. Hex: #E9967A; RGB: 233, 150, 122; HSV:
15°, 48%, 91%.</Definition>
   </Term>
   <Term termID="dark_slate_gray">
      <Name xml:lang="en">Dark slate gray</Name>
      <Definition>Describes the color Dark slate gray. Hex: #2F4F4F; RGB: 47, 79, 79; HSV:
180°, 41%, 31%.</Definition>
   </Term>
   <Term termID="dark_spring_green">
      <Name xml:lang="en">Dark spring green</Name>
      <Definition>Describes the color Dark spring green. Hex: #177245; RGB: 23, 114, 69;
HSV: 150°, 80%, 45%.</Definition>
   </Term>
   <Term termID="dark_tan">
      <Name xml:lang="en">Dark tan</Name>
      <Definition>Describes the color Dark tan. Hex: #918151; RGB: 145, 129, 81; HSV: 45°,
44%, 57%.</Definition>
   </Term>
   <Term termID="dark_turquoise">
      <Name xml:lang="en">Dark turquoise</Name>
      <Definition>Describes the color Dark turquoise. Hex: #00CED1; RGB: 0, 206, 209; HSV:
175°, 40%, 94%.</Definition>
   </Term>
   <Term termID="dark_violet">
      <Name xml:lang="en">Dark violet</Name>
      <Definition>Describes the color Dark violet. Hex: #9400D3; RGB: 148, 0, 211; HSV:
282°, 40%, 40%.</Definition>
   </Term>
   <Term termID="deep_carmine_pink">
      <Name xml:lang="en">Deep Carmine Pink</Name>
      <Definition>Describes the color Deep Carmine Pink. Hex: #EF3038; RGB: 239, 48, 56;
HSV: 10°, 80%, 80%.</Definition>
   </Term>
   <Term termID="deep_cerise">
      <Name xml:lang="en">Deep cerise</Name>
      <Definition>Describes the color Deep cerise. Hex: #DA3287; RGB: 218, 50, 135; HSV:
317°, 77%, 62%.</Definition>
   </Term>
   <Term termID="deep_chestnut">
      <Name xml:lang="en">Deep chestnut</Name>
      <Definition>Describes the color Deep chestnut. Hex: #B94E48; RGB: 185, 78, 72; HSV:
0°, 50%, 75%.</Definition>
   </Term>
   <Term termID="deep_fuchsia">
      <Name xml:lang="en">Deep fuchsia</Name>
      <Definition>Describes the color Deep fuchsia. Hex: #C154C1; RGB: 193, 84, 193; HSV:
300°, 67%, 72%.</Definition>
   </Term>
   <Term termID="deep_lilac">
      <Name xml:lang="en">Deep lilac</Name>
      <Definition>Describes the color Deep lilac. Hex: #9955BB; RGB: 153, 85, 187; HSV:
270°, 68%, 67%.</Definition>
   </Term>
   <Term termID="deep_magenta">
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      <Name xml:lang="en">Deep magenta</Name>
      <Definition>Describes the color Deep magenta. Hex: #CD00CC; RGB: 204, 0, 204; HSV:
300°, 80%, 37%.</Definition>
   </Term>
   <Term termID="deep_peach">
      <Name xml:lang="en">Deep peach</Name>
      <Definition>Describes the color Deep peach. Hex: #FFCBA4; RGB: 255, 203, 164; HSV:
40°, 34%, 100%.</Definition>
   </Term>
   <Term termID="deep_pink">
      <Name xml:lang="en">Deep pink</Name>
      <Definition>Describes the color Deep pink. Hex: #FF1493; RGB: 255, 20, 147; HSV:
328°, 92%, 100%.</Definition>
   </Term>
   <Term termID="denim">
      <Name xml:lang="en">Denim</Name>
      <Definition>Describes the color Denim. Hex: #1560BD; RGB: 21, 96, 189; HSV: 213°,
89%, 74%.</Definition>
   </Term>
   <Term termID="dodger_blue">
      <Name xml:lang="en">Dodger blue</Name>
      <Definition>Describes the color Dodger blue. Hex: #1E90FF; RGB: 30, 144, 255; HSV:
210°, 88%, 100%.</Definition>
   </Term>
   <Term termID="ecru">
      <Name xml:lang="en">Ecru</Name>
      <Definition>Describes the color Ecru. Hex: #C2B280; RGB: 194, 178, 128; HSV: 39°,
27%, 77%.</Definition>
   </Term>
   <Term termID="egyptian_blue">
      <Name xml:lang="en">Egyptian blue</Name>
      <Definition>Describes the color Egyptian blue. Hex: #1034A6; RGB: 16, 52, 166; HSV:
244°, 77%, 42%.</Definition>
   </Term>
   <Term termID="electric_blue">
      <Name xml:lang="en">Electric blue</Name>
      <Definition>Describes the color Electric blue. Hex: #7DF9FF; RGB: 125, 249, 255; HSV:
180°, 40%, 90%.</Definition>
   </Term>
   <Term termID="electric_green_x11_green">
      <Name xml:lang="en">Electric green (X11 green)</Name>
      <Definition>Describes the color Electric green (X11 green). Hex: #00FF00; RGB: 0,
255, 0; HSV: 120°, 100%, 100%.</Definition>
   </Term>
   <Term termID="electric_indigo">
      <Name xml:lang="en">Electric indigo</Name>
      <Definition>Describes the color Electric indigo. Hex: #6600FF; RGB: 102, 0, 255; HSV:
264°, 100%, 50%.</Definition>
   </Term>
   <Term termID="electric_lime">
      <Name xml:lang="en">Electric lime</Name>
      <Definition>Describes the color Electric lime. Hex: #CCFF00; RGB: 204, 255, 0; HSV:
75°, 100%, 63%.</Definition>
   </Term>
   <Term termID="electric_purple">
      <Name xml:lang="en">Electric purple</Name>
      <Definition>Describes the color Electric purple. Hex: #BF00FF; RGB: 191, 0, 255; HSV:
285°, 100%, 80%.</Definition>
   </Term>
   <Term termID="emerald">
      <Name xml:lang="en">Emerald</Name>
      <Definition>Describes the color Emerald. Hex: #50C878; RGB: 80, 200, 120; HSV: 140°,
60%, 78%.</Definition>
   </Term>
   <Term termID="eggplant">
      <Name xml:lang="en">Eggplant</Name>
      <Definition>Describes the color Eggplant. Hex: #614051; RGB: 97, 64, 81; HSV: 320°,
100%, 50%.</Definition>
   </Term>
   <Term termID="falu_red">
      <Name xml:lang="en">Falu red</Name>
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      <Definition>Describes the color Falu red. Hex: #801818; RGB: 128, 24, 24; HSV: 0°,
81%, 50%.</Definition>
   </Term>
   <Term termID="fern_green">
      <Name xml:lang="en">Fern green</Name>
      <Definition>Describes the color Fern green. Hex: #4F7942; RGB: 79, 121, 66; HSV:
106°, 45%, 47%.</Definition>
   </Term>
   <Term termID="firebrick">
      <Name xml:lang="en">Firebrick</Name>
      <Definition>Describes the color Firebrick. Hex: #B22222; RGB: 178, 34, 34; HSV: 0°,
81%, 70%.</Definition>
   </Term>
   <Term termID="flax">
      <Name xml:lang="en">Flax</Name>
      <Definition>Describes the color Flax. Hex: #EEDC82; RGB: 238, 220, 130; HSV: 50°,
45%, 93%.</Definition>
   </Term>
   <Term termID="forest_green">
      <Name xml:lang="en">Forest green</Name>
      <Definition>Describes the color Forest green. Hex: #228B22; RGB: 34, 139, 34; HSV:
120°, 76%, 55%.</Definition>
   </Term>
   <Term termID="french_rose">
      <Name xml:lang="en">French Rose</Name>
      <Definition>Describes the color French Rose. Hex: #F64A8A; RGB: 246, 74, 138; HSV:
330°, 76%, 55%.</Definition>
   </Term>
   <Term termID="fuchsia">
      <Name xml:lang="en">Fuchsia</Name>
      <Definition>Describes the color Fuchsia. Hex: #FF00FF; RGB: 255, 0, 255; HSV: 300°,
100%, 100%.</Definition>
   </Term>
   <Term termID="fuchsia_pink">
      <Name xml:lang="en">Fuchsia Pink</Name>
      <Definition>Describes the color Fuchsia Pink. Hex: #FF77FF; RGB: 255, 119, 255; HSV:
300°, 47%, 84%.</Definition>
   </Term>
   <Term termID="gamboge">
      <Name xml:lang="en">Gamboge</Name>
      <Definition>Describes the color Gamboge. Hex: #E49B0F; RGB: 228, 155, 15; HSV: 38°,
94%, 94%.</Definition>
   </Term>
   <Term termID="gold_metallic">
      <Name xml:lang="en">Gold (metallic)</Name>
      <Definition>Describes the color Gold (metallic). Hex: #D4AF37; RGB: 212, 175, 55;
HSV: 51°, 67%, 72%.</Definition>
   </Term>
   <Term termID="gold_web_golden">
      <Name xml:lang="en">Gold (web) (Golden)</Name>
      <Definition>Describes the color Gold (web) (Golden). Hex: #FFD700; RGB: 255, 215, 0;
HSV: 51°, 100%, 100%.</Definition>
   </Term>
   <Term termID="golden_brown">
      <Name xml:lang="en">Golden brown</Name>
      <Definition>Describes the color Golden brown. Hex: #996515; RGB: 153, 101, 21; HSV:
51°, 37%, 47%.</Definition>
   </Term>
   <Term termID="golden_yellow">
      <Name xml:lang="en">Golden yellow</Name>
      <Definition>Describes the color Golden yellow. Hex: #FFDF00; RGB: 255, 223, 0; HSV:
52.5°, 100%, 100%.</Definition>
   </Term>
   <Term termID="goldenrod">
      <Name xml:lang="en">Goldenrod</Name>
      <Definition>Describes the color Goldenrod. Hex: #DAA520; RGB: 218, 165, 32; HSV: 43°,
85%, 85%.</Definition>
   </Term>
   <Term termID="grey-asparagus">
      <Name xml:lang="en">Grey-asparagus</Name>
      <Definition>Describes the color Grey-asparagus. Hex: #465945; RGB: 70, 89, 69; HSV:
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117°, 22%, 35%.</Definition>
   </Term>
   <Term termID="green_color_wheel_x11_green">
      <Name xml:lang="en">Green (color wheel) (X11 green)</Name>
      <Definition>Describes the color Green (color wheel) (X11 green). Hex: #00FF00; RGB:
0, 255, 0; HSV: 120°, 100%, 100%.</Definition>
   </Term>
   <Term termID="green_html/css_green">
      <Name xml:lang="en">Green (HTML/CSS green)</Name>
      <Definition>Describes the color Green (HTML/CSS green). Hex: #008000; RGB: 0, 128, 0;
HSV: 120°, 80%, 50%.</Definition>
   </Term>
   <Term termID="green_pigment">
      <Name xml:lang="en">Green (pigment)</Name>
      <Definition>Describes the color Green (pigment). Hex: #00A550; RGB: 0, 165, 80; HSV:
125°, 100%, 65%.</Definition>
   </Term>
   <Term termID="green_ryb">
      <Name xml:lang="en">Green (RYB)</Name>
      <Definition>Describes the color Green (RYB). Hex: #66B032; RGB: 102, 176, 50; HSV:
120°, 100%, 57%.</Definition>
   </Term>
   <Term termID="green-yellow">
      <Name xml:lang="en">Green-yellow</Name>
      <Definition>Describes the color Green-yellow. Hex: #ADFF2F; RGB: 173, 255, 47; HSV:
84°, 100%, 67%.</Definition>
   </Term>
   <Term termID="grey">
      <Name xml:lang="en">Grey</Name>
      <Definition>Describes the color Grey. Hex: #808080; RGB: 128, 128, 128; HSV: 0°, 0%,
50%.</Definition>
   </Term>
   <Term termID="han_purple">
      <Name xml:lang="en">Han Purple</Name>
      <Definition>Describes the color Han Purple. Hex: #5218FA; RGB: 82, 24, 250; HSV:
260°, 97%, 47%.</Definition>
   </Term>
   <Term termID="harlequin">
      <Name xml:lang="en">Harlequin</Name>
      <Definition>Describes the color Harlequin. Hex: #3FFF00; RGB: 63, 255, 0; HSV: 105°,
100%, 100%.</Definition>
   </Term>
   <Term termID="heliotrope">
      <Name xml:lang="en">Heliotrope</Name>
      <Definition>Describes the color Heliotrope. Hex: #DF73FF; RGB: 223, 115, 255; HSV:
286°, 55%, 100%.</Definition>
   </Term>
   <Term termID="hollywood_cerise">
      <Name xml:lang="en">Hollywood Cerise</Name>
      <Definition>Describes the color Hollywood Cerise. Hex: #F400A1; RGB: 244, 0, 161;
HSV: 320°, 100%, 96%.</Definition>
   </Term>
   <Term termID="hot_magenta">
      <Name xml:lang="en">Hot Magenta</Name>
      <Definition>Describes the color Hot Magenta. Hex: #FF00CC; RGB: 255, 0, 204; HSV:
310°, 57%, 74%.</Definition>
   </Term>
   <Term termID="hot_pink">
      <Name xml:lang="en">Hot Pink</Name>
      <Definition>Describes the color Hot Pink. Hex: #FF69B4; RGB: 255, 105, 180; HSV:
330°, 59%, 100%.</Definition>
   </Term>
   <Term termID="indigo_dye">
      <Name xml:lang="en">Indigo (dye)</Name>
      <Definition>Describes the color Indigo (dye). Hex: #00416A; RGB: 0, 65, 106; HSV:
275°, 40%, 40%.</Definition>
   </Term>
   <Term termID="indigo_web">
      <Name xml:lang="en">Indigo (web)</Name>
      <Definition>Describes the color Indigo (web). Hex: #4B0082; RGB: 75, 0, 130; HSV:
275°, 100%, 27%.</Definition>
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   </Term>
   <Term termID="international_klein_blue">
      <Name xml:lang="en">International Klein Blue</Name>
      <Definition>Describes the color International Klein Blue. Hex: #002FA7; RGB: 0, 47,
167; HSV: 223°, 100%, 65%.</Definition>
   </Term>
   <Term termID="international_orange">
      <Name xml:lang="en">International orange</Name>
      <Definition>Describes the color International orange. Hex: #FF4F00; RGB: 255, 79, 0;
HSV: 19°, 100%, 100%.</Definition>
   </Term>
   <Term termID="islamic_green">
      <Name xml:lang="en">Islamic green</Name>
      <Definition>Describes the color Islamic green. Hex: #009000; RGB: 0, 153, 0; HSV:
120°, 90%, 60%.</Definition>
   </Term>
   <Term termID="ivory">
      <Name xml:lang="en">Ivory</Name>
      <Definition>Describes the color Ivory. Hex: #FFFFF0; RGB: 255, 255, 240; HSV: 60°,
5%, 100%.</Definition>
   </Term>
   <Term termID="jade">
      <Name xml:lang="en">Jade</Name>
      <Definition>Describes the color Jade. Hex: #00A86B; RGB: 0, 168, 107; HSV: 158°,
100%, 66%.</Definition>
   </Term>
   <Term termID="kelly_green">
      <Name xml:lang="en">Kelly green</Name>
      <Definition>Describes the color Kelly green. Hex: #4CBB17; RGB: 76, 187, 23; HSV:
120°, 48%, 48%.</Definition>
   </Term>
   <Term termID="khaki">
      <Name xml:lang="en">Khaki</Name>
      <Definition>Describes the color Khaki. Hex: #C3B091; RGB: 195, 176, 145; HSV: 37°,
26%, 76%.</Definition>
   </Term>
   <Term termID="khaki_x11_light_khaki">
      <Name xml:lang="en">Khaki (X11) (Light khaki)</Name>
      <Definition>Describes the color Khaki (X11) (Light khaki). Hex: #F0E68C; RGB: 240,
230, 140; HSV: 54°, 41%, 94%.</Definition>
   </Term>
   <Term termID="lavender_floral">
      <Name xml:lang="en">Lavender (floral)</Name>
      <Definition>Describes the color Lavender (floral). Hex: #B57EDC; RGB: 181, 126, 220;
HSV: 275°, 43%, 86%.</Definition>
   </Term>
   <Term termID="lavender_web">
      <Name xml:lang="en">Lavender (web)</Name>
      <Definition>Describes the color Lavender (web). Hex: #E6E6FA; RGB: 230, 230, 250;
HSV: 245°, 8%, 98%.</Definition>
   </Term>
   <Term termID="lavender_blue">
      <Name xml:lang="en">Lavender blue</Name>
      <Definition>Describes the color Lavender blue. Hex: #CCCCFF; RGB: 204, 204, 255; HSV:
240°, 20%, 100%.</Definition>
   </Term>
   <Term termID="lavender_blush">
      <Name xml:lang="en">Lavender blush</Name>
      <Definition>Describes the color Lavender blush. Hex: #FFF0F5; RGB: 255, 240, 245;
HSV: 340°, 6%, 100%.</Definition>
   </Term>
   <Term termID="lavender_grey">
      <Name xml:lang="en">Lavender grey</Name>
      <Definition>Describes the color Lavender grey. Hex: #C4C3D0; RGB: 196, 195, 221; HSV:
245°, 6%, 82%.</Definition>
   </Term>
   <Term termID="lavender_magenta">
      <Name xml:lang="en">Lavender magenta</Name>
      <Definition>Describes the color Lavender magenta. Hex: #EE82EE; RGB: 238, 130, 238;
HSV: 300°, 45%, 93%.</Definition>
   </Term>
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   <Term termID="lavender_pink">
      <Name xml:lang="en">Lavender pink</Name>
      <Definition>Describes the color Lavender pink. Hex: #FBAED2; RGB: 251, 174, 210; HSV:
332°, 31%, 98%.</Definition>
   </Term>
   <Term termID="lavender_purple">
      <Name xml:lang="en">Lavender purple</Name>
      <Definition>Describes the color Lavender purple. Hex: #967BB6; RGB: 150, 120, 182;
HSV: 270°, 60%, 65%.</Definition>
   </Term>
   <Term termID="lavender_rose">
      <Name xml:lang="en">Lavender rose</Name>
      <Definition>Describes the color Lavender rose. Hex: #FBA0E3; RGB: 251, 160, 227; HSV:
310°, 57%, 90%.</Definition>
   </Term>
   <Term termID="lawn_green">
      <Name xml:lang="en">Lawn green</Name>
      <Definition>Describes the color Lawn green. Hex: #7CFC00; RGB: 124, 252, 0; HSV: 90°,
98%, 48%.</Definition>
   </Term>
   <Term termID="lemon">
      <Name xml:lang="en">Lemon</Name>
      <Definition>Describes the color Lemon. Hex: #FDE910; RGB: 253, 233, 16; HSV: 55°,
94%, 99%.</Definition>
   </Term>
   <Term termID="lemon_chiffon">
      <Name xml:lang="en">Lemon chiffon</Name>
      <Definition>Describes the color Lemon chiffon. Hex: #FFFACD; RGB: 255, 250, 205; HSV:
54°, 20%, 100%.</Definition>
   </Term>
   <Term termID="light_blue">
      <Name xml:lang="en">Light blue</Name>
      <Definition>Describes the color Light blue. Hex: #ADD8E6; RGB: 173, 216, 230; HSV:
240°, 90%, 80%.</Definition>
   </Term>
   <Term termID="light_pink">
      <Name xml:lang="en">Light pink</Name>
      <Definition>Describes the color Light pink. Hex: #FFB6C1; RGB: 255, 182, 193; HSV:
351°, 100%, 86%.</Definition>
   </Term>
   <Term termID="lilac">
      <Name xml:lang="en">Lilac</Name>
      <Definition>Describes the color Lilac. Hex: #C8A2C8; RGB: 200, 162, 200; HSV: 300°,
19%, 78%.</Definition>
   </Term>
   <Term termID="lime_color_wheel">
      <Name xml:lang="en">Lime (color wheel)</Name>
      <Definition>Describes the color Lime (color wheel). Hex: #BFFF00; RGB: 191, 255, 0;
HSV: 75°, 100%, 100%.</Definition>
   </Term>
   <Term termID="lime_web_x11_green">
      <Name xml:lang="en">Lime (web) (X11 green)</Name>
      <Definition>Describes the color Lime (web) (X11 green). Hex: #00FF00; RGB: 0, 255, 0;
HSV: 120°, 100%, 100%.</Definition>
   </Term>
   <Term termID="lime_green">
      <Name xml:lang="en">Lime green</Name>
      <Definition>Describes the color Lime green. Hex: #32CD32; RGB: 50, 205, 50; HSV:
120°, 67%, 40%.</Definition>
   </Term>
   <Term termID="linen">
      <Name xml:lang="en">Linen</Name>
      <Definition>Describes the color Linen. Hex: #FAF0E6; RGB: 250, 240, 230; HSV: 30°,
8%, 98%.</Definition>
   </Term>
   <Term termID="magenta">
      <Name xml:lang="en">Magenta</Name>
      <Definition>Describes the color Magenta. Hex: #FF00FF; RGB: 255, 0, 255; HSV: 300°,
100%, 100%.</Definition>
   </Term>
   <Term termID="magenta_dye">
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      <Name xml:lang="en">Magenta (dye)</Name>
      <Definition>Describes the color Magenta (dye). Hex: #CA1F7B; RGB: 202, 31, 23; HSV:
327°, 96%, 34%.</Definition>
   </Term>
   <Term termID="magenta_process">
      <Name xml:lang="en">Magenta (process)</Name>
      <Definition>Describes the color Magenta (process). Hex: #FF0090; RGB: 255, 0, 144;
HSV: 320°, 100%, 100%.</Definition>
   </Term>
   <Term termID="magic_mint">
      <Name xml:lang="en">Magic mint</Name>
      <Definition>Describes the color Magic mint. Hex: #AAF0D1; RGB: 170, 240, 209; HSV:
150°, 84%, 80%.</Definition>
   </Term>
   <Term termID="magnolia">
      <Name xml:lang="en">Magnolia</Name>
      <Definition>Describes the color Magnolia. Hex: #F8F4FF; RGB: 248, 244, 255; HSV:
247°, 94%, 92%.</Definition>
   </Term>
   <Term termID="malachite">
      <Name xml:lang="en">Malachite</Name>
      <Definition>Describes the color Malachite. Hex: #0BDA51; RGB: 11, 218, 81; HSV: 140°,
95%, 85%.</Definition>
   </Term>
   <Term termID="maroon_html/css">
      <Name xml:lang="en">Maroon (HTML/CSS)</Name>
      <Definition>Describes the color Maroon (HTML/CSS). Hex: #800000; RGB: 128, 0, 0; HSV:
0°, 100%, 50%.</Definition>
   </Term>
   <Term termID="maroon_x11">
      <Name xml:lang="en">Maroon (X11)</Name>
      <Definition>Describes the color Maroon (X11). Hex: #B03060; RGB: 176, 48, 96; HSV:
333°, 65%, 42%.</Definition>
   </Term>
   <Term termID="maya_blue">
      <Name xml:lang="en">Maya blue</Name>
      <Definition>Describes the color Maya blue. Hex: #73C2FB; RGB: 115, 194, 251; HSV:
210°, 96%, 87%.</Definition>
   </Term>
   <Term termID="mauve">
      <Name xml:lang="en">Mauve</Name>
      <Definition>Describes the color Mauve. Hex: #E0B0FF; RGB: 224, 176, 255; HSV: 276°,
31%, 100%.</Definition>
   </Term>
   <Term termID="mauve_taupe">
      <Name xml:lang="en">Mauve Taupe</Name>
      <Definition>Describes the color Mauve Taupe. Hex: #915F6D; RGB: 145, 95, 109; HSV:
285°, 37%, 54%.</Definition>
   </Term>
   <Term termID="medium_blue">
      <Name xml:lang="en">Medium blue</Name>
      <Definition>Describes the color Medium blue. Hex: #0000CD; RGB: 0, 0, 205; HSV: 240°,
100%, 40%.</Definition>
   </Term>
   <Term termID="medium_carmine">
      <Name xml:lang="en">Medium carmine</Name>
      <Definition>Describes the color Medium carmine. Hex: #AF4035; RGB: 175, 64, 53; HSV:
5°, 69%, 68%.</Definition>
   </Term>
   <Term termID="medium_lavender_magenta">
      <Name xml:lang="en">Medium lavender magenta</Name>
      <Definition>Describes the color Medium lavender magenta. Hex: #CC99CC; RGB: 204, 153,
204; HSV: 300°, 80%, 25%.</Definition>
   </Term>
   <Term termID="medium_purple">
      <Name xml:lang="en">Medium purple</Name>
      <Definition>Describes the color Medium purple. Hex: #9370DB; RGB: 147, 112, 219; HSV:
270°, 68%, 72%.</Definition>
   </Term>
   <Term termID="medium_spring_green">
      <Name xml:lang="en">Medium spring green</Name>
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      <Definition>Describes the color Medium spring green. Hex: #00FA9A; RGB: 0, 250, 154;
HSV: 150°, 97%, 97%.</Definition>
   </Term>
   <Term termID="midnight_blue">
      <Name xml:lang="en">Midnight Blue</Name>
      <Definition>Describes the color Midnight Blue. Hex: #191970; RGB: 25, 25, 112; HSV:
240°, 78%, 44%.</Definition>
   </Term>
   <Term termID="midnight_green_eagle_green">
      <Name xml:lang="en">Midnight Green (Eagle Green)</Name>
      <Definition>Describes the color Midnight Green (Eagle Green). Hex: #004953; RGB: 0,
73, 83; HSV: 187°, 100%, 33%.</Definition>
   </Term>
   <Term termID="mint_green">
      <Name xml:lang="en">Mint green</Name>
      <Definition>Describes the color Mint green. Hex: #98FF98; RGB: 152, 255, 152; HSV:
140°, 40%, 100%.</Definition>
   </Term>
   <Term termID="misty_rose">
      <Name xml:lang="en">Misty rose</Name>
      <Definition>Describes the color Misty rose. Hex: #FFE4E1; RGB: 255, 228, 225; HSV:
337°, 37%, 94%.</Definition>
   </Term>
   <Term termID="moss_green">
      <Name xml:lang="en">Moss green</Name>
      <Definition>Describes the color Moss green. Hex: #ADDFAD; RGB: 173, 223, 173; HSV:
120°, 22%, 87%.</Definition>
   </Term>
   <Term termID="mountbatten_pink">
      <Name xml:lang="en">Mountbatten pink</Name>
      <Definition>Describes the color Mountbatten pink. Hex: #997A8D; RGB: 153, 122, 141;
HSV: 323°, 20%, 60%.</Definition>
   </Term>
   <Term termID="mustard">
      <Name xml:lang="en">Mustard</Name>
      <Definition>Describes the color Mustard. Hex: #FFDB58; RGB: 255, 219, 88; HSV: 47°,
65%, 100%.</Definition>
   </Term>
   <Term termID="myrtle">
      <Name xml:lang="en">Myrtle</Name>
      <Definition>Describes the color Myrtle. Hex: #21421E; RGB: 33, 66, 30; HSV: 115°,
54%, 26%.</Definition>
   </Term>
   <Term termID="navajo_white">
      <Name xml:lang="en">Navajo white</Name>
      <Definition>Describes the color Navajo white. Hex: #FFDEAD; RGB: 255, 222, 173; HSV:
32°, 27%, 100%.</Definition>
   </Term>
   <Term termID="navy_blue">
      <Name xml:lang="en">Navy Blue</Name>
      <Definition>Describes the color Navy Blue. Hex: #000080; RGB: 0, 0, 128; HSV: 240°,
100%, 50%.</Definition>
   </Term>
   <Term termID="ochre">
      <Name xml:lang="en">Ochre</Name>
      <Definition>Describes the color Ochre. Hex: #CC7722; RGB: 204, 119, 34; HSV: 30°,
83%, 80%.</Definition>
   </Term>
   <Term termID="office_green">
      <Name xml:lang="en">Office green</Name>
      <Definition>Describes the color Office green. Hex: #008000; RGB: 0, 128, 0; HSV: 120°,
80%, 50%.</Definition>
   </Term>
   <Term termID="old_gold">
      <Name xml:lang="en">Old Gold</Name>
      <Definition>Describes the color Old Gold. Hex: #CFB53B; RGB: 207, 181, 59; HSV: 49°,
71%, 81%.</Definition>
   </Term>
   <Term termID="old_lace">
      <Name xml:lang="en">Old Lace</Name>
      <Definition>Describes the color Old Lace. Hex: #FDF5E6; RGB: 253, 245, 230; HSV: 40°,
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6%, 100%.</Definition>
   </Term>
   <Term termID="old_lavender">
      <Name xml:lang="en">Old Lavender</Name>
      <Definition>Describes the color Old Lavender. Hex: #796878; RGB: 121, 104, 120; HSV:
270°, 3%, 22%.</Definition>
   </Term>
   <Term termID="old_rose">
      <Name xml:lang="en">Old Rose</Name>
      <Definition>Describes the color Old Rose. Hex: #C08081; RGB: 192, 128, 129; HSV:
330°, 59%, 57%.</Definition>
   </Term>
   <Term termID="olive">
      <Name xml:lang="en">Olive</Name>
      <Definition>Describes the color Olive. Hex: #808000; RGB: 128, 128, 0; HSV: 60°,
100%, 50%.</Definition>
   </Term>
   <Term termID="olive_drab">
      <Name xml:lang="en">Olive Drab</Name>
      <Definition>Describes the color Olive Drab. Hex: #6B8E23; RGB: 107, 142, 35; HSV:
80°, 75%, 56%.</Definition>
   </Term>
   <Term termID="olivine">
      <Name xml:lang="en">Olivine</Name>
      <Definition>Describes the color Olivine. Hex: #9AB973; RGB: 154, 185, 115; HSV: 58°,
80%, 141%.</Definition>
   </Term>
   <Term termID="orange_color_wheel">
      <Name xml:lang="en">Orange (color wheel)</Name>
      <Definition>Describes the color Orange (color wheel). Hex: #FF7F00; RGB: 255, 127, 0;
HSV: 30°, 100%, 100%.</Definition>
   </Term>
   <Term termID="orange_ryb">
      <Name xml:lang="en">Orange (RYB)</Name>
      <Definition>Describes the color Orange (RYB). Hex: #FB9902; RGB: 251, 153, 2; HSV:
60°, 100%, 73%.</Definition>
   </Term>
   <Term termID="orange_web">
      <Name xml:lang="en">Orange (web)</Name>
      <Definition>Describes the color Orange (web). Hex: #FFA500; RGB: 255, 165, 0; HSV:
39°, 100%, 100%.</Definition>
   </Term>
   <Term termID="orange_peel">
      <Name xml:lang="en">Orange Peel</Name>
      <Definition>Describes the color Orange Peel. Hex: #FFA000; RGB: 255, 160, 0; HSV:
38°, 100%, 100%.</Definition>
   </Term>
   <Term termID="orange-red">
      <Name xml:lang="en">Orange-Red</Name>
      <Definition>Describes the color Orange-Red. Hex: #FF4500; RGB: 255, 69, 0; HSV: 5°,
100%, 52%.</Definition>
   </Term>
   <Term termID="orchid">
      <Name xml:lang="en">Orchid</Name>
      <Definition>Describes the color Orchid. Hex: #DA70D6; RGB: 218, 112, 214; HSV: 302°,
49%, 85%.</Definition>
   </Term>
   <Term termID="pale_blue">
      <Name xml:lang="en">Pale blue</Name>
      <Definition>Describes the color Pale blue. Hex: #AFEEEE; RGB: 175, 238, 238; HSV:
180°, 26%, 93%.</Definition>
   </Term>
   <Term termID="pale_brown">
      <Name xml:lang="en">Pale brown</Name>
      <Definition>Describes the color Pale brown. Hex: #987654; RGB: 152, 118, 84; HSV:
30°, 45%, 60%.</Definition>
   </Term>
   <Term termID="pale_carmine">
      <Name xml:lang="en">Pale carmine</Name>
      <Definition>Describes the color Pale carmine. Hex: #AF4035; RGB: 175, 64, 53; HSV:
5°, 69%, 68%.</Definition>
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   </Term>
   <Term termID="pale_chestnut">
      <Name xml:lang="en">Pale chestnut</Name>
      <Definition>Describes the color Pale chestnut. Hex: #DDADAF; RGB: 221, 173, 175; HSV:
358°, 22%, 87%.</Definition>
   </Term>
   <Term termID="pale_cornflower_blue">
      <Name xml:lang="en">Pale cornflower blue</Name>
      <Definition>Describes the color Pale cornflower blue. Hex: #ABCDEF; RGB: 171, 205,
239; HSV: 210°, 28%, 94%.</Definition>
   </Term>
   <Term termID="pale_magenta">
      <Name xml:lang="en">Pale magenta</Name>
      <Definition>Describes the color Pale magenta. Hex: #F984E5; RGB: 249, 132, 229; HSV:
310°, 47%, 98%.</Definition>
   </Term>
   <Term termID="pale_pink">
      <Name xml:lang="en">Pale pink</Name>
      <Definition>Describes the color Pale pink. Hex: #FADADD; RGB: 250, 218, 221; HSV:
354°, 13%, 98%.</Definition>
   </Term>
   <Term termID="pale_red-violet">
      <Name xml:lang="en">Pale red-violet</Name>
      <Definition>Describes the color Pale red-violet. Hex: #DB7093; RGB: 219, 112, 147;
HSV: 340°, 49%, 86%.</Definition>
   </Term>
   <Term termID="papaya_whip">
      <Name xml:lang="en">Papaya whip</Name>
      <Definition>Describes the color Papaya whip. Hex: #FFEFD5; RGB: 255, 239, 213; HSV:
37°, 16%, 100%.</Definition>
   </Term>
   <Term termID="pastel_green">
      <Name xml:lang="en">Pastel green</Name>
      <Definition>Describes the color Pastel green. Hex: #77DD77; RGB: 119, 221, 119; HSV:
120°, 46%, 87%.</Definition>
   </Term>
   <Term termID="pastel_pink">
      <Name xml:lang="en">Pastel pink</Name>
      <Definition>Describes the color Pastel pink. Hex: #FFD1DC; RGB: 255, 209, 220; HSV:
346°, 18%, 100%.</Definition>
   </Term>
   <Term termID="peach">
      <Name xml:lang="en">Peach</Name>
      <Definition>Describes the color Peach. Hex: #FFE5B4; RGB: 255, 229, 180; HSV: 39°,
29%, 100%.</Definition>
   </Term>
   <Term termID="peach-orange">
      <Name xml:lang="en">Peach-orange</Name>
      <Definition>Describes the color Peach-orange. Hex: #FFCC99; RGB: 255, 204, 153; HSV:
30°, 40%, 100%.</Definition>
   </Term>
   <Term termID="peach-yellow">
      <Name xml:lang="en">Peach-yellow</Name>
      <Definition>Describes the color Peach-yellow. Hex: #FADFAD; RGB: 250, 223, 173; HSV:
39°, 31%, 98%.</Definition>
   </Term>
   <Term termID="pear">
      <Name xml:lang="en">Pear</Name>
      <Definition>Describes the color Pear. Hex: #D1E231; RGB: 209, 226, 49; HSV: 66°, 78%,
89%.</Definition>
   </Term>
   <Term termID="periwinkle">
      <Name xml:lang="en">Periwinkle</Name>
      <Definition>Describes the color Periwinkle. Hex: #CCCCFF; RGB: 204, 204, 255; HSV:
240°, 20%, 100%.</Definition>
   </Term>
   <Term termID="persian_blue">
      <Name xml:lang="en">Persian blue</Name>
      <Definition>Describes the color Persian blue. Hex: #1C39BB; RGB: 28, 57, 187; HSV:
248°, 75%, 50%.</Definition>
   </Term>
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   <Term termID="persian_green">
      <Name xml:lang="en">Persian green</Name>
      <Definition>Describes the color Persian green. Hex: #00A693; RGB: 0, 166, 147; HSV:
135°, 75%, 60%.</Definition>
   </Term>
   <Term termID="persian_indigo">
      <Name xml:lang="en">Persian indigo</Name>
      <Definition>Describes the color Persian indigo. Hex: #32127A; RGB: 50, 18, 122; HSV:
249°, 85%, 49%.</Definition>
   </Term>
   <Term termID="persian_orange">
      <Name xml:lang="en">Persian orange</Name>
      <Definition>Describes the color Persian orange. Hex: #D99058; RGB: 217, 144, 88; HSV:
26°, 59%, 85%.</Definition>
   </Term>
   <Term termID="persian_red">
      <Name xml:lang="en">Persian red</Name>
      <Definition>Describes the color Persian red. Hex: #CC3333; RGB: 204, 51, 51; HSV: 5°,
50%, 50%.</Definition>
   </Term>
   <Term termID="persian_pink">
      <Name xml:lang="en">Persian pink</Name>
      <Definition>Describes the color Persian pink. Hex: #F77FBE; RGB: 247, 127, 190; HSV:
330°, 72%, 77%.</Definition>
   </Term>
   <Term termID="persian_rose">
      <Name xml:lang="en">Persian rose</Name>
      <Definition>Describes the color Persian rose. Hex: #FE28A2; RGB: 254, 40, 162; HSV:
318°, 96%, 88%.</Definition>
   </Term>
   <Term termID="persimmon">
      <Name xml:lang="en">Persimmon</Name>
      <Definition>Describes the color Persimmon. Hex: #EC5800; RGB: 236, 88, 0; HSV: 10°,
85%, 94%.</Definition>
   </Term>
   <Term termID="pine_green">
      <Name xml:lang="en">Pine Green</Name>
      <Definition>Describes the color Pine Green. Hex: #01796F; RGB: 1, 121, 111; HSV:
175°, 99%, 47%.</Definition>
   </Term>
   <Term termID="pink">
      <Name xml:lang="en">Pink</Name>
      <Definition>Describes the color Pink. Hex: #FFC0CB; RGB: 255, 192, 203; HSV: 350°,
25%, 100%.</Definition>
   </Term>
   <Term termID="pink-orange">
      <Name xml:lang="en">Pink-orange</Name>
      <Definition>Describes the color Pink-orange. Hex: #FF9966; RGB: 255, 153, 102; HSV:
20°, 60%, 100%.</Definition>
   </Term>
   <Term termID="platinum">
      <Name xml:lang="en">Platinum</Name>
      <Definition>Describes the color Platinum. Hex: #E5E4E2; RGB: 229, 228, 226; HSV: 40°,
1%, 90%.</Definition>
   </Term>
   <Term termID="plum_web">
      <Name xml:lang="en">Plum (web)</Name>
      <Definition>Describes the color Plum (web). Hex: #CC99CC; RGB: 204, 153, 204; HSV:
300°, 80%, 25%.</Definition>
   </Term>
   <Term termID="powder_blue_web">
      <Name xml:lang="en">Powder blue (web)</Name>
      <Definition>Describes the color Powder blue (web). Hex: #B0E0E6; RGB: 176, 224, 230;
HSV: 220°, 70%, 90%.</Definition>
   </Term>
   <Term termID="puce">
      <Name xml:lang="en">Puce</Name>
      <Definition>Describes the color Puce. Hex: #CC8899; RGB: 204, 136, 153; HSV: 345°,
33%, 80%.</Definition>
   </Term>
   <Term termID="prussian_blue">
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      <Name xml:lang="en">Prussian blue</Name>
      <Definition>Describes the color Prussian blue. Hex: #003153; RGB: 0, 49, 83; HSV:
205°, 100%, 33%.</Definition>
   </Term>
   <Term termID="psychedelic_purple">
      <Name xml:lang="en">Psychedelic purple</Name>
      <Definition>Describes the color Psychedelic purple. Hex: #DD00FF; RGB: 221, 0, 255;
HSV: 290°, 100%, 92%.</Definition>
   </Term>
   <Term termID="pumpkin">
      <Name xml:lang="en">Pumpkin</Name>
      <Definition>Describes the color Pumpkin. Hex: #FF7518; RGB: 255, 117, 24; HSV: 24°,
90%, 100%.</Definition>
   </Term>
   <Term termID="purple_html/css">
      <Name xml:lang="en">Purple (HTML/CSS)</Name>
      <Definition>Describes the color Purple (HTML/CSS). Hex: #800080; RGB: 128, 0, 128;
HSV: 300°, 67%, 44%.</Definition>
   </Term>
   <Term termID="purple_x11">
      <Name xml:lang="en">Purple (X11)</Name>
      <Definition>Describes the color Purple (X11). Hex: #A020F0; RGB: 160, 92, 240; HSV:
285°, 97%, 77%.</Definition>
   </Term>
   <Term termID="purple_taupe">
      <Name xml:lang="en">Purple Taupe</Name>
      <Definition>Describes the color Purple Taupe. Hex: #50404D; RGB: 80, 64, 77; HSV:
285°, 19%, 33%.</Definition>
   </Term>
   <Term termID="raw_umber">
      <Name xml:lang="en">Raw umber</Name>
      <Definition>Describes the color Raw umber. Hex: #734A12; RGB: 115, 74, 18; HSV: 34°,
84%, 45%.</Definition>
   </Term>
   <Term termID="razzmatazz">
      <Name xml:lang="en">Razzmatazz</Name>
      <Definition>Describes the color Razzmatazz. Hex: #E30B5C; RGB: 227, 11, 92; HSV:
339°, 100%, 70%.</Definition>
   </Term>
   <Term termID="red">
      <Name xml:lang="en">Red</Name>
      <Definition>Describes the color Red. Hex: #FF0000; RGB: 255, 0, 0; HSV: 0°, 100%,
100%.</Definition>
  </Term>
  <Term termID="red_pigment">
    <Name xml:lang="en">Red (pigment)</Name>
    <Definition>Describes the color Red (pigment). Hex: #ED1C24; RGB: 237, 28, 36; HSV: 0°,
100%, 65%.</Definition>
   </Term>
   <Term termID="red_ryb">
      <Name xml:lang="en">Red (RYB)</Name>
      <Definition>Describes the color Red (RYB). Hex: #FE2712; RGB: 254, 39, 18; HSV: 0°,
100%, 87%.</Definition>
   </Term>
   <Term termID="red-violet">
      <Name xml:lang="en">Red-violet</Name>
      <Definition>Describes the color Red-violet. Hex: #C71585; RGB: 199, 21, 133; HSV:
322°, 89%, 78%.</Definition>
   </Term>
   <Term termID="rich_carmine">
      <Name xml:lang="en">Rich carmine</Name>
      <Definition>Describes the color Rich carmine. Hex: #D70040; RGB: 215, 0, 64; HSV:
356°, 94%, 44%.</Definition>
   </Term>
   <Term termID="robin_egg_blue">
      <Name xml:lang="en">Robin egg blue</Name>
      <Definition>Describes the color Robin egg blue. Hex: #00CCCC; RGB: 0, 204, 204; HSV:
180°, 100%, 80%.</Definition>
   </Term>
   <Term termID="rose">
      <Name xml:lang="en">Rose</Name>
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      <Definition>Describes the color Rose. Hex: #FF007F; RGB: 255, 0, 127; HSV: 330°,
100%, 100%.</Definition>
   </Term>
   <Term termID="rose_madder">
      <Name xml:lang="en">Rose Madder</Name>
      <Definition>Describes the color Rose Madder. Hex: #E32636; RGB: 227, 38, 54; HSV:
355°, 83%, 89%.</Definition>
   </Term>
   <Term termID="rose_taupe">
      <Name xml:lang="en">Rose Taupe</Name>
      <Definition>Describes the color Rose Taupe. Hex: #905D5D; RGB: 144, 93, 93; HSV:
330°, 42%, 46%.</Definition>
   </Term>
   <Term termID="royal_blue">
      <Name xml:lang="en">Royal blue</Name>
      <Definition>Describes the color Royal blue. Hex: #4169E1; RGB: 65, 105, 225; HSV:
225°, 71%, 88%.</Definition>
   </Term>
   <Term termID="royal_purple">
      <Name xml:lang="en">Royal purple</Name>
      <Definition>Describes the color Royal purple. Hex: #6B3FA0; RGB: 107, 63, 160; HSV:
273°, 62%, 54%.</Definition>
   </Term>
   <Term termID="ruby">
      <Name xml:lang="en">Ruby</Name>
      <Definition>Describes the color Ruby. Hex: #E0115F; RGB: 224, 17, 95; HSV: 338°,
100%, 40%.</Definition>
   </Term>
   <Term termID="russet">
      <Name xml:lang="en">Russet</Name>
      <Definition>Describes the color Russet. Hex: #80461B; RGB: 128, 70, 27; HSV: 25°,
78%, 50%.</Definition>
   </Term>
   <Term termID="rust">
      <Name xml:lang="en">Rust</Name>
      <Definition>Describes the color Rust. Hex: #B7410E; RGB: 183, 65, 14; HSV: 18°, 92%,
72%.</Definition>
   </Term>
   <Term termID="safety_orange_blaze_orange">
      <Name xml:lang="en">Safety orange (blaze orange)</Name>
      <Definition>Describes the color Safety orange (blaze orange). Hex: #FF6600; RGB: 255,
102, 0; HSV: 24°, 100%, 100%.</Definition>
   </Term>
   <Term termID="saffron">
      <Name xml:lang="en">Saffron</Name>
      <Definition>Describes the color Saffron. Hex: #F4C430; RGB: 244, 196, 48; HSV: 45°,
80%, 96%.</Definition>
   </Term>
   <Term termID="salmon">
      <Name xml:lang="en">Salmon</Name>
      <Definition>Describes the color Salmon. Hex: #FF8C69; RGB: 255, 140, 105; HSV: 14°,
59%, 100%.</Definition>
   </Term>
   <Term termID="sandy_brown">
      <Name xml:lang="en">Sandy brown</Name>
      <Definition>Describes the color Sandy brown. Hex: #F4A460; RGB: 244, 164, 96; HSV:
28°, 61%, 96%.</Definition>
   </Term>
   <Term termID="sangria">
      <Name xml:lang="en">Sangria</Name>
      <Definition>Describes the color Sangria. Hex: #92000A; RGB: 146, 0, 10; HSV: 356°,
100%, 57%.</Definition>
   </Term>
   <Term termID="sapphire">
      <Name xml:lang="en">Sapphire</Name>
      <Definition>Describes the color Sapphire. Hex: #082567; RGB: 8, 37, 103; HSV: 222°,
92%, 40%.</Definition>
   </Term>
   <Term termID="scarlet">
      <Name xml:lang="en">Scarlet</Name>
      <Definition>Describes the color Scarlet. Hex: #FF2400; RGB: 255, 36, 0; HSV: 8°,
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100%, 100%.</Definition>
   </Term>
   <Term termID="school_bus_yellow">
      <Name xml:lang="en">School bus yellow</Name>
      <Definition>Describes the color School bus yellow. Hex: #FFD800; RGB: 255, 216, 0;
HSV: 36°, 100%, 50%.</Definition>
   </Term>
   <Term termID="sea_green">
      <Name xml:lang="en">Sea Green</Name>
      <Definition>Describes the color Sea Green. Hex: #2E8B57; RGB: 46, 139, 87; HSV: 146°,
77%, 55%.</Definition>
   </Term>
   <Term termID="seashell">
      <Name xml:lang="en">Seashell</Name>
      <Definition>Describes the color Seashell. Hex: #FFF5EE; RGB: 255, 245, 238; HSV: 25°,
7%, 100%.</Definition>
   </Term>
   <Term termID="selective_yellow">
      <Name xml:lang="en">Selective yellow</Name>
      <Definition>Describes the color Selective yellow. Hex: #FFBA00; RGB: 255, 186, 0;
HSV: 44°, 100%, 100%.</Definition>
   </Term>
   <Term termID="sepia">
      <Name xml:lang="en">Sepia</Name>
      <Definition>Describes the color Sepia. Hex: #704214; RGB: 112, 66, 20; HSV: 30°, 82%,
44%.</Definition>
   </Term>
   <Term termID="shamrock_green">
      <Name xml:lang="en">Shamrock green</Name>
      <Definition>Describes the color Shamrock green. Hex: #009E60; RGB: 0, 158, 96; HSV:
120°, 91%, 75%.</Definition>
   </Term>
   <Term termID="shocking_pink">
      <Name xml:lang="en">Shocking Pink</Name>
      <Definition>Describes the color Shocking Pink. Hex: #FC0FC0; RGB: 252, 15, 192; HSV:
315°, 94%, 99%.</Definition>
   </Term>
   <Term termID="silver">
      <Name xml:lang="en">Silver</Name>
      <Definition>Describes the color Silver. Hex: #C0C0C0; RGB: 192, 192, 192; HSV: 0°,
0%, 75%.</Definition>
   </Term>
   <Term termID="sky_blue">
      <Name xml:lang="en">Sky Blue</Name>
      <Definition>Describes the color Sky Blue. Hex: #87CEEB; RGB: 135, 206, 235; HSV:
210°, 67%, 96%.</Definition>
   </Term>
   <Term termID="slate_grey">
      <Name xml:lang="en">Slate grey</Name>
      <Definition>Describes the color Slate grey. Hex: #708090; RGB: 112, 128, 144; HSV:
210°, 33%, 56%.</Definition>
   </Term>
   <Term termID="smalt_dark_powder_blue">
      <Name xml:lang="en">Smalt (Dark powder blue)</Name>
      <Definition>Describes the color Smalt (Dark powder blue). Hex: #003399; RGB: 0, 51,
153; HSV: 200°, 70%, 60%.</Definition>
   </Term>
   <Term termID="spring_bud">
      <Name xml:lang="en">Spring bud</Name>
      <Definition>Describes the color Spring bud. Hex: #A7FC00; RGB: 167, 252, 0; HSV: 88°,
90%, 63%.</Definition>
   </Term>
   <Term termID="spring_green">
      <Name xml:lang="en">Spring green</Name>
      <Definition>Describes the color Spring green. Hex: #00FF7F; RGB: 0, 255, 127; HSV:
150°, 100%, 100%.</Definition>
   </Term>
   <Term termID="steel_blue">
      <Name xml:lang="en">Steel blue</Name>
      <Definition>Describes the color Steel blue. Hex: #4682B4; RGB: 70, 130, 180; HSV:
207°, 61%, 71%.</Definition>
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   </Term>
   <Term termID="tan">
      <Name xml:lang="en">Tan</Name>
      <Definition>Describes the color Tan. Hex: #D2B48C; RGB: 210, 180, 140; HSV: 34°, 33%,
82%.</Definition>
   </Term>
   <Term termID="tangerine">
      <Name xml:lang="en">Tangerine</Name>
      <Definition>Describes the color Tangerine. Hex: #F28500; RGB: 242, 133, 0; HSV: 33°,
100%, 95%.</Definition>
   </Term>
   <Term termID="tangerine_yellow">
      <Name xml:lang="en">Tangerine yellow</Name>
      <Definition>Describes the color Tangerine yellow. Hex: #FFCC00; RGB: 255, 204, 0;
HSV: 33°, 100%, 50%.</Definition>
   </Term>
   <Term termID="taupe">
      <Name xml:lang="en">Taupe</Name>
      <Definition>Describes the color Taupe. Hex: #483C32; RGB: 72, 60, 50; HSV: 30°, 17%,
34%.</Definition>
   </Term>
   <Term termID="tea_green">
      <Name xml:lang="en">Tea Green</Name>
      <Definition>Describes the color Tea Green. Hex: #D0F0C0; RGB: 208, 240, 192; HSV:
100°, 20%, 94%.</Definition>
   </Term>
   <Term termID="tea_rose_orange">
      <Name xml:lang="en">Tea rose (orange)</Name>
      <Definition>Describes the color Tea rose (orange). Hex: #F88379; RGB: 248, 131, 194;
HSV: 16°, 70%, 70%.</Definition>
   </Term>
   <Term termID="tea_rose_rose">
      <Name xml:lang="en">Tea rose (rose)</Name>
      <Definition>Describes the color Tea rose (rose). Hex: #F4C2C2; RGB: 244, 194, 194;
HSV: 337°, 47%, 93%.</Definition>
   </Term>
   <Term termID="teal">
      <Name xml:lang="en">Teal</Name>
      <Definition>Describes the color Teal. Hex: #008080; RGB: 0, 128, 128; HSV: 180°,
100%, 50%.</Definition>
   </Term>
   <Term termID="tenné_tawny">
      <Name xml:lang="en">Tenné (Tawny)</Name>
      <Definition>Describes the color Tenné (Tawny). Hex: #CD5700; RGB: 205, 87, 0; HSV:
25°, 100%, 80%.</Definition>
   </Term>
   <Term termID="terra_cotta">
      <Name xml:lang="en">Terra cotta</Name>
      <Definition>Describes the color Terra cotta. Hex: #E2725B; RGB: 226, 114, 91; HSV:
10°, 70%, 62%.</Definition>
   </Term>
   <Term termID="thistle">
      <Name xml:lang="en">Thistle</Name>
      <Definition>Describes the color Thistle. Hex: #D8BFD8; RGB: 216, 191, 216; HSV: 300°,
12%, 85%.</Definition>
   </Term>
   <Term termID="tomato">
      <Name xml:lang="en">Tomato</Name>
      <Definition>Describes the color Tomato. Hex: #FF6347; RGB: 255, 99, 71; HSV: 15°,
75%, 50%.</Definition>
   </Term>
   <Term termID="turquoise">
      <Name xml:lang="en">Turquoise</Name>
      <Definition>Describes the color Turquoise. Hex: #30D5C8; RGB: 48, 213, 200; HSV:
175°, 77%, 84%.</Definition>
   </Term>
   <Term termID="tyrian_purple">
      <Name xml:lang="en">Tyrian purple</Name>
      <Definition>Describes the color Tyrian purple. Hex: #66023C; RGB: 102, 2, 60; HSV:
277°, 67%, 44%.</Definition>
   </Term>
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   <Term termID="ultramarine">
      <Name xml:lang="en">Ultramarine</Name>
      <Definition>Describes the color Ultramarine. Hex: #120A8F; RGB: 18 , 10 , 143; HSV:
244°, 93%, 56%.</Definition>
   </Term>
   <Term termID="ultra_pink">
      <Name xml:lang="en">Ultra pink</Name>
      <Definition>Describes the color Ultra pink. Hex: #FF6FFF; RGB: 255, 111, 255; HSV:
300°, 48%, 83%.</Definition>
   </Term>
   <Term termID="united_nations_blue">
      <Name xml:lang="en">United Nations blue</Name>
      <Definition>Describes the color United Nations blue. Hex: #5B92E5; RGB: 91, 146, 229;
HSV: 210°, 60%, 90%.</Definition>
   </Term>
   <Term termID="vegas_gold">
      <Name xml:lang="en">Vegas Gold</Name>
      <Definition>Describes the color Vegas Gold. Hex: #C5B358; RGB: 197, 179, 88; HSV:
50°, 55%, 77%.</Definition>
   </Term>
   <Term termID="vermilion">
      <Name xml:lang="en">Vermilion</Name>
      <Definition>Describes the color Vermilion. Hex: #E34234; RGB: 227, 66, 51; HSV: 5°,
77%, 89%.</Definition>
   </Term>
   <Term termID="violet">
      <Name xml:lang="en">Violet</Name>
      <Definition>Describes the color Violet. Hex: #8B00FF; RGB: 139, 0, 255; HSV: 273°,
100%, 100%.</Definition>
   </Term>
   <Term termID="violet_web">
      <Name xml:lang="en">Violet (web)</Name>
      <Definition>Describes the color Violet (web). Hex: #EE82EE; RGB: 238, 130, 238; HSV:
300°, 45%, 93%.</Definition>
   </Term>
   <Term termID="violet_ryb">
      <Name xml:lang="en">Violet (RYB)</Name>
      <Definition>Describes the color Violet (RYB). Hex: #8601AF; RGB: 2, 71, 54; HSV:
270°, 100%, 71%.</Definition>
   </Term>
   <Term termID="viridian">
      <Name xml:lang="en">Viridian</Name>
      <Definition>Describes the color Viridian. Hex: #40826D; RGB: 64, 130, 109; HSV: 161°,
51%, 51%.</Definition>
   </Term>
   <Term termID="wheat">
      <Name xml:lang="en">Wheat</Name>
      <Definition>Describes the color Wheat. Hex: #F5DEB3; RGB: 245, 222, 179; HSV: 39°,
26%, 96%.</Definition>
   </Term>
   <Term termID="white">
      <Name xml:lang="en">White</Name>
      <Definition>Describes the color White. Hex: #FFFFFF; RGB: 255, 255, 255; HSV: ---°,
0%, 100%.</Definition>
   </Term>
   <Term termID="wisteria">
      <Name xml:lang="en">Wisteria</Name>
      <Definition>Describes the color Wisteria. Hex: #C9A0DC; RGB: 201, 160, 220; HSV:
281°, 27%, 86%.</Definition>
   </Term>
   <Term termID="yellow">
      <Name xml:lang="en">Yellow</Name>
      <Definition>Describes the color Yellow. Hex: #FFFF00; RGB: 255, 255, 0; HSV: 60°,
100%, 100%.</Definition>
   </Term>
   <Term termID="yellow_process">
      <Name xml:lang="en">Yellow (process)</Name>
      <Definition>Describes the color Yellow (process). Hex: #FFEF00; RGB: 255, 239, 0;
HSV: 56°, 100%, 100%.</Definition>
   </Term>
   <Term termID="yellow_ryb">
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      <Name xml:lang="en">Yellow (RYB)</Name>
      <Definition>Describes the color Yellow (RYB). Hex: #FEFE33; RGB: 254, 254, 51; HSV:
60°, 99%, 60%.</Definition>
   </Term>
   <Term termID="yellow-green">
      <Name xml:lang="en">Yellow-green</Name>
      <Definition>Describes the color Yellow-green. Hex: #9ACD32; RGB: 154, 205, 50; HSV:
60°, 60%, 54%.</Definition>
   </Term>
</ClassificationScheme>
```

Binary representation of ColorCS

NamedcolorType	Term ID of color
000000000	alice_blue
000000001	Alizarin
000000010	Amaranth
000000011	amaranth_pink
000000100	amber
000000101	amethyst
000000110	apricot
000000111	aqua
000001000	aquamarine
000001001	army_green
000001010	asparagus
000001011	atomic_tangerine
000001100	auburn
000001101	azure_color_wheel
000001110	azure_web
000001111	baby_blue
000010000	beige
000010001	bistre
000010010	black
000010011	blue
000010100	blue_pigment
000010101	blue_ryb
000010110	blue_green
000010111	blue-green
000011000	blue-violet
000011001	bondi_blue
000011010	brass
000011011	bright_green
000011100	bright_pink
000011101	bright_turquoise
000011110	brilliant_rose
000011111	brink_pink
000100000	bronze
000100001	brown
000100010	buff
000100011	burgundy

NamedcolorType	Term ID of color
000100100	burnt_orange
000100101	burnt_sienna
000100110	burnt_umber
000100111	camouflage_green
000101000	caput_mortuum
000101001	cardinal
000101010	carmine
000101011	carmine_pink
000101100	carnation_pink
000101101	Carolina_blue
000101110	carrot_orange
000101111	celadon
000110000	cerise
000110001	cerise_pink
000110010	cerulean
000110011	cerulean_blue
000110100	champagne
000110101	charcoal
000110110	chartreuse_traditional
000110111	chartreuse_web
000111000	cherry_blossom_pink
000111001	chestnut
000111010	chocolate
000111011	cinnabar
000111100	cinnamon
000111101	cobalt
000111110	Columbia_blue
000111111	copper
001000000	copper_rose
001000001	coral
001000010	coral_pink
001000011	coral_red
001000100	corn
001000101	cornflower_blue
001000110	cosmic_latte
001000111	cream
001001000	crimson
001001001	cyan
001001010	cyan_process
001001011	dark_blue
001001100	dark_brown
001001101	dark_cerulean
001001110	dark_chestnut
001001111	dark_coral
001010000	dark_goldenrod

NamedcolorType	Term ID of color
001010001	dark_green
001010010	dark_khaki
001010011	dark_magenta
001010100	dark_pastel_green
001010101	dark_pink
001010110	dark_scarlet
001010111	dark_salmon
001011000	dark_slate_gray
001011001	dark_spring_green
001011010	dark_tan
001011011	dark_turquoise
001011100	dark_violet
001011101	deep_carmine_pink
001011110	deep_cerise
001011111	deep_chestnut
001100000	deep_fuchsia
001100001	deep_lilac
001100010	deep_magenta
001100011	deep_magenta
001100100	deep_peach
001100101	deep_pink
001100110	denim
001100111	dodger_blue
001101000	ecru
001101001	egyptian_blue
001101010	electric_blue
001101011	electric_green
001101100	elctric_indigo
001101101	electric_lime
001101110	electric_purple
001101111	emerald
001110000	eggplant
001110001	falu_red
001110010	fern_green
001110011	firebrick
001110100	flax
001110101	forest_green
001110110	french_rose
001110111	fuchsia
001111000	fuchsia_pink
001111001	gamboge
001111010	gold_metallic
001111011	gold_web_golden
001111100	golden_brown
001111101	golden_yellow

NamedcolorType	Term ID of color
001111110	goldenrod
001111111	grey-asparagus
010000000	green_color_wheel_x11_green
010000001	green_html/css_green
010000010	green_pigment
010000011	green_ryb
010000100	green_yellow
010000101	grey
010000110	han_purple
010000111	harlequin
010001000	heliotrope
010001001	Hollywood_cerise
010001010	hot_magenta
010001011	hot_pink
010001100	indigo_dye
010001101	international_klein_blue
010001110	international_orange
010001111	Islamic_green
010010000	ivory
010010001	jade
010010010	kelly_green
010010011	khaki
010010100	khaki_x11_light_khaki
010010101	lavender_floral
010010110	lavender_web
010010111	lavender_blue
010011000	lavender_blush
010011001	lavender_grey
010011010	lavender_magenta
010011011	lavender_pink
010011100	lavender_purple
010011101	lavender_rose
010011110	lawn_green
010011111	lemon
010100000	lemon_chiffon
010100001	light_blue
010100010	light_pink
010100011	lilac
010100100	lime_color_wheel
010100101	lime_web_x11_green
010100110	lime_green
010100111	linen
010101000	magenta
010101001	magenta_dye
010101010	magenta_process

NamedcolorType	Term ID of color
010101011	magic_mint
010101100	magnolia
010101101	malachite
010101110	maroon_html/css
010101111	marron_x11
010110000	maya_blue
010110001	mauve
010110010	mauve_taupe
010110011	medium_blue
010110100	medium_carmine
010110101	medium_lavender_magenta
010110110	medum_purple
010110111	medium_spring_green
010111000	midnight_blue
010111001	midnight_green_eagle_green
010111010	mint_green
010111011	misty_rose
010111100	moss_green
010111101	mountbatten_pink
010111110	mustard
010111111	myrtle
011000000	navajo_white
011000001	navy_blue
011000010	ochre
011000011	office_green
011000100	old_gold
011000101	old_lace
011000110	old_lavender
011000111	old_rose
011001000	olive
011001001	olive_drab
011001010	olivine
011001011	orange_color_wheel
011001100	orange_ryb
011001101	orange_web
011001110	orange_peel
011001111	orange-red
011010000	orchid
011010001	pale_blue
011010010	pale_brown
011010011	pale_carmine
011010100	pale_chestnut
011010101	pale_cornflower_blue
011010110	pale_magenta
011010111	pale_pink

NamedcolorType	Term ID of color
011011000	pale_red-violet
011011001	papaya_whip
011011010	pastel_green
011011011	pastel_pink
011011100	peach
011011101	peach-orange
011011110	peach-yellow
011011111	pear
011100000	periwinkle
011100001	persian_blue
011100010	persian_green
011100011	persian_indigo
011100100	persian_orange
011100101	persian_red
011100110	persian_pink
011100111	persian_rose
011101000	persimmon
011101001	pine_green
011101010	pink
011101011	pink-orange
011101100	platinum
011101101	plum_web
011101110	powder_blue_web
011101111	puce
011110000	prussian_blue
011110001	psychedelic_purple
011110010	pumpkin
011110011	purple_html/css
011110100	purple_x11
011110101	purple_taupe
011110110	raw_umber
011110111	razzmatazz
011111000	red
011111001	red_pigment
011111010	red_ryb
011111011	red-violet
011111100	rich_carmine
011111101	robin_egg_blue
011111110	rose
011111111	rose_madder
100000000	rose_taupe
100000001	royal_blue
100000010	royal_purple
100000011	ruby
100000100	russet

NamedcolorType	Term ID of color
100000101	rust
100000110	safety_orange_blaze_orange
100000111	saffron
100001000	salmon
100001001	sandy_brown
100001010	sangria
100001011	sapphire
100001100	scarlet
100001101	school_bus_yellow
100001110	sea_green
100001111	seashell
100010000	selective_yellow
100010001	sepia
100010010	shamrock_green
100010011	shocking_pink
100010100	silver
100010101	sky_blue
100010110	slate_grey
100010111	small_dark_powder_blue
100011000	spring_bud
100011001	spring_green
100011010	steel_blue
100011011	tan
100011100	tangerine
100011101	tangerine_yellow
100011110	taupe
100011111	tea_green
100100000	tea_rose_orange
100100001	tea_rose_rose
100100010	teal
100100011	tenné_tawny
100100100	terra_cotta
100100101	thistle
100100110	tomato
100100111	turquoise
100101000	tyrian_purple
100101001	ultramarine
100101010	ultra_pink
100101011	united_nation_blue
100101100	vegas_gold
100101101	vermilion
100101110	violet
100101111	violet_web
100110000	violet_ryb
100110001	viridian

NamedcolorType	Term ID of color
100110010	wheat
100110011	white
100110100	wisteria
100110101	yellow
100110110	yellow_process
100110111	yellow_ryb
100111000	yellow_green
100111001 - 111111111	Reserved

A.2.3 LocationCS

```
<ClassificationScheme uri="urn:mpeg:mpeg-v:01-SI-LocationCS-NS">
   <Term termID="left">
      <Name xml:lang="en">Left</Name>
      <Definition xml:lang="en">
Describes the location on the left side according to the location model.
      </Definition>
   </Term>
   <Term termID="centerleft">
      <Name xml:lang="en">Center Left</Name>
      <Definition xml:lang="en">
Describes the location on the center left side according to the location model.
      </Definition>
   </Term>
   <Term termID="center">
      <Name xml:lang="en">Center</Name>
      <Definition xml:lang="en">
Describes the location at the center according to the location model.
      </Definition>
   </Term>
   <Term termID="centerright">
      <Name xml:lang="en">Center Right</Name>
      <Definition xml:lang="en">
Describes the location on the center right side according to the location model.
      </Definition>
   </Term>
   <Term termID="right">
      <Name xml:lang="en">Right</Name>
      <Definition xml:lang="en">
Describes the location on the right side according to the location model.
      </Definition>
   </Term>
   <Term termID="bottom">
      <Name xml:lang="en">Bottom</Name>
      <Definition xml:lang="en">
Describes the location at the bottom according to the location model.
      </Definition>
   </Term>
   <Term termID="middle">
      <Name xml:lang="en">Middle</Name>
      <Definition xml:lang="en">
Describes the location at the middle according to the location model.
      </Definition>
   </Term>
   <Term termID="top">
      <Name xml:lang="en">Top</Name>
      <Definition xml:lang="en">
Describes the location at the top according to the location model.
      </Definition>
   </Term>
   <Term termID="back">
      <Name xml:lang="en">Back</Name>
      <Definition xml:lang="en">
Describes the location at the back according to the location model.
      </Definition>
```

```
   </Term>
   <Term termID="midway">
      <Name xml:lang="en">Midway</Name>
      <Definition xml:lang="en">
Describes the location at the midway according to the location model.
      </Definition>
   </Term>
   <Term termID="front">
      <Name xml:lang="en">Front</Name>
      <Definition xml:lang="en">
Describes the location at the front according to the location model.
      </Definition>
   </Term>
</ClassificationScheme>
```

Binary representation of LocationCS

locationType	**Term ID of location**
0000	left
0001	centerleft
0010	center
0011	centerright
0100	right
0101	bottom
0110	middle
0111	top
1000	back
1001	midway
1010	front
1011-1111	Reserved

For three-dimensional binary representation of location based on this locationCS, the following binary representation of 7-bits shall be used.

location	**term of location**
0000000	*:*:*
0000001	left:*:*
0000010	centerleft:*:*
0000011	center:*:*
0000100	centerright:*:*
0000101	right:*:*
0000110	*:bottom:*
0000111	*:middle:*
0001000	*:top:*
0001001	*:*:back
0001010	*:*:midway
0001011	*:*:front
0001100	left:bottom:*
0001101	centerleft:bottom:*
0001110	center:bottom:*
0001111	centerright:bottom:*
0010000	right:bottom:*
0010001	left:middle:*

location	term of location
0010010	centerleft:middle:*
0010011	center:middle:*
0010100	centerright:middle:*
0010101	right:middle:*
0010110	left:top:*
0010111	centerleft:top:*
0011000	center:top:*
0011001	centerright:top:*
0011010	right:top:*
0011011	left:*:back
0011100	centerleft:*:back
0011101	center:*:back
0011110	centerright:*:back
0011111	right:*:back
0100000	left:*:midway
0100001	centerleft:*:midway
0100010	center:*:midway
0100011	centerright:*:midway
0100100	right:*:midway
0100101	left:*:front
0100110	centerleft:*:front
0100111	center:*:front
0101000	centerright:*:front
0101001	right:*:front
0101010	*:bottom:back
0101011	*:middle:back
0101100	*:top:back
0101101	*:bottom:midway
0101110	*:middle:midway
0101111	*:top:midway
0110000	*:bottom:front
0110001	*:middle:front
0110010	*:top:front
0110011	left:bottom:back
0110100	centerleft:bottom:back
0110101	center:bottom:back
0110110	centerright:bottom:back
0110111	right:bottom:back
0111000	left:middle:back
0111001	centerleft:middle:back
0111010	center:middle:back
0111011	centerright:middle:back
0111100	right:middle:back
0111101	left:top:back
0111110	centerleft:top:back

location	term of location
0111111	center:top:back
1000000	centerright:top:back
1000001	right:top:back
1000010	left:bottom:midway
1000011	centerleft:bottom:midway
1000100	center:bottom:midway
1000101	centerright:bottom:midway
1000110	right:bottom:midway
1000111	left:middle:midway
1001000	centerleft:middle:midway
1001001	center:middle:midway
1001010	centerright:middle:midway
1001011	right:middle:midway
1001100	left:top:midway
1001101	centerleft:top:midway
1001110	center:top:midway
1001111	centerright:top:midway
1010000	right:top:midway
1010001	left:bottom:midway
1010010	centerleft:bottom:midway
1010011	center:bottom:midway
1010100	centerright:bottom:midway
1010101	right:bottom:midway
1010110	left:middle:midway
1010111	centerleft:middle:midway
1011000	center:middle:midway
1011001	centerright:middle:midway
1011010	right:middle:midway
1011011	left:top:midway
1011100	centerleft:top:midway
1011101	center:top:midway
1011110	centerright:top:midway
1011111	right:top:midway
1100000-1111111	Reserved

A.2.4 ScentCS

```
<ClassificationScheme uri="urn:mpeg:mpeg-v:01-SI-ScentCS-NS">
   <Term termID="rose">
      <Name xml:lang="en">Scent of rose</Name>
      <Definition xml:lang="en">Describes the scent of rose</Definition>
   </Term>
   <Term termID="acacia">
      <Name xml:lang="en">Scent of acacia</Name>
      <Definition xml:lang="en">Describes the scent of acacia</Definition>
   </Term>
   <Term termID="chrysanthemum">
      <Name xml:lang="en">Scent of chrysanthemum</Name>
      <Definition xml:lang="en">Describes the scent of chrysanthemum</Definition>
   </Term>
   <Term termID="lilac">
```

```
    <Name xml:lang="en">Scent of lilac</Name>
    <Definition xml:lang="en">Describes the scent of lilac</Definition>
</Term>
<Term termID="mint">
    <Name xml:lang="en">Scent of mint</Name>
    <Definition xml:lang="en">Describes the scent of mint</Definition>
</Term>
<Term termID="jasmine">
    <Name xml:lang="en">Scent of jasmine</Name>
    <Definition xml:lang="en">Describes the scent of jasmine</Definition>
</Term>
<Term termID="pine_tree">
    <Name xml:lang="en">Scent of pine tree</Name>
    <Definition xml:lang="en">Describes the scent of pine tree</Definition>
</Term>
<Term termID="orange">
    <Name xml:lang="en">Scent of orange</Name>
    <Definition xml:lang="en">Describes the scent of orange</Definition>
</Term>
<Term termID="grape">
    <Name xml:lang="en">Scent of grape</Name>
    <Definition xml:lang="en">Describes the scent of grape</Definition>
</Term>

<!-- ######################## -->
<!--   New classifications   (DaleAir) -->
<!-- ######################## -->
<!-- Food related -->
<Term termID="almonds">
    <Name xml:lang="en">Scent of almonds</Name>
    <Definition xml:lang="en">Describes the scent of almonds</Definition>
</Term>
<Term termID="amaretto">
    <Name xml:lang="en">Scent of amaretto</Name>
    <Definition xml:lang="en">Describes the scent of amaretto</Definition>
</Term>
<Term termID="apples_green">
    <Name xml:lang="en">Scent of apples green</Name>
    <Definition xml:lang="en">Describes the scent of apples green</Definition>
</Term>
<Term termID="apples_red">
    <Name xml:lang="en">Scent of apples red</Name>
    <Definition xml:lang="en">Describes the scent of apples red</Definition>
</Term>
<Term termID="bacon">
    <Name xml:lang="en">Scent of bacon</Name>
    <Definition xml:lang="en">Describes the scent of bacon</Definition>
</Term>
<Term termID="bacon_smokey">
    <Name xml:lang="en">Scent of bacon smokey</Name>
    <Definition xml:lang="en">Describes the scent of bacon smokey</Definition>
</Term>
<Term termID="banana">
    <Name xml:lang="en">Scent of banana</Name>
    <Definition xml:lang="en">Describes the scent of banana</Definition>
</Term>
<Term termID="banana_splits">
    <Name xml:lang="en">Scent of banana splits</Name>
    <Definition xml:lang="en">Describes the scent of banana splits</Definition>
</Term>
<Term termID="basil_herd">
    <Name xml:lang="en">Scent of basil herd</Name>
    <Definition xml:lang="en">Describes the scent of basil herd</Definition>
</Term>
<Term termID="beef">
    <Name xml:lang="en">Scent of beef</Name>
    <Definition xml:lang="en">Describes the scent of beef</Definition>
</Term>
<Term termID="blackcurrant">
    <Name xml:lang="en">Scent of blackcurrant</Name>
    <Definition xml:lang="en">Describes the scent of blackcurrant</Definition>
```

```
</Term>
<Term termID="boiled_cabbage">
   <Name xml:lang="en">Scent of boiled cabbage</Name>
   <Definition xml:lang="en">Describes the scent of boiled cabbage</Definition>
</Term>
<Term termID="brandy">
   <Name xml:lang="en">Scent of brandy</Name>
   <Definition xml:lang="en">Describes the scent of brandy</Definition>
</Term>
<Term termID="bread">
   <Name xml:lang="en">Scent of bread</Name>
   <Definition xml:lang="en">Describes the scent of bread</Definition>
</Term>
<Term termID="bubble_gum">
   <Name xml:lang="en">Scent of bubble gum</Name>
   <Definition xml:lang="en">Describes the scent of bubble gum</Definition>
</Term>
<Term termID="cake_shop">
   <Name xml:lang="en">Scent of cake shop</Name>
   <Definition xml:lang="en">Describes the scent of cake shop</Definition>
</Term>
<Term termID="candy_floss">
   <Name xml:lang="en">Scent of candy floss</Name>
   <Definition xml:lang="en">Describes the scent of candy floss</Definition>
</Term>
<Term termID="caramel_toffee">
   <Name xml:lang="en">Scent of caramel toffee</Name>
   <Definition xml:lang="en">Describes the scent of caramel toffee</Definition>
</Term>
<Term termID="carrot">
   <Name xml:lang="en">Scent of carrot</Name>
   <Definition xml:lang="en">Describes the scent of carrot</Definition>
</Term>
<Term termID="celery">
   <Name xml:lang="en">Scent of celery</Name>
   <Definition xml:lang="en">Describes the scent of celery</Definition>
</Term>
<Term termID="cherry">
   <Name xml:lang="en">Scent of cherry</Name>
   <Definition xml:lang="en">Describes the scent of cherry</Definition>
</Term>
<Term termID="chicken">
   <Name xml:lang="en">Scent of chicken</Name>
   <Definition xml:lang="en">Describes the scent of chicken</Definition>
</Term>
<Term termID="coconut">
   <Name xml:lang="en">Scent of coconut</Name>
   <Definition xml:lang="en">Describes the scent of coconut</Definition>
</Term>
<Term termID="chocolate_dark">
   <Name xml:lang="en">Scent of chocolate (dark)</Name>
   <Definition xml:lang="en">Describes the scent of chocolate (dark)</Definition>
</Term>
<Term termID="chocolate_orange">
   <Name xml:lang="en">Scent of chocolate orange</Name>
   <Definition xml:lang="en">Describes the scent of chocolate orange</Definition>
</Term>
<Term termID="christmas_apple">
   <Name xml:lang="en">Scent of christmas apple</Name>
   <Definition xml:lang="en">Describes the scent of christmas apple</Definition>
</Term>
<Term termID="christmas_pudding">
   <Name xml:lang="en">Scent of christmas pudding</Name>
   <Definition xml:lang="en">Describes the scent of christmas pudding</Definition>
</Term>
<Term termID="cinnamon">
   <Name xml:lang="en">Scent of cinnamon</Name>
   <Definition xml:lang="en">Describes the scent of cinnamon</Definition>
</Term>
<Term termID="coffee_chocolate">
   <Name xml:lang="en">Scent of coffee chocolate</Name>
```

```
      <Definition xml:lang="en">Describes the scent of coffee chocolate</Definition>
   </Term>
   <Term termID="coffee_cream">
      <Name xml:lang="en">Scent of coffee cream</Name>
      <Definition xml:lang="en">Describes the scent of coffee cream</Definition>
   </Term>
   <Term termID="cola">
      <Name xml:lang="en">Scent of cola</Name>
      <Definition xml:lang="en">Describes the scent of cola</Definition>
   </Term>
   <Term termID="confectionary">
      <Name xml:lang="en">Scent of confectionary</Name>
      <Definition xml:lang="en">Describes the scent of confectionary</Definition>
   </Term>
   <Term termID="cookie">
      <Name xml:lang="en">Scent of cookie</Name>
      <Definition xml:lang="en">Describes the scent of cookie</Definition>
   </Term>
   <Term termID="coriander">
      <Name xml:lang="en">Scent of coriander</Name>
      <Definition xml:lang="en">Describes the scent of coriander</Definition>
   </Term>
   <Term termID="crusty_bread">
      <Name xml:lang="en">Scent of crusty bread</Name>
      <Definition xml:lang="en">Describes the scent of crusty bread</Definition>
   </Term>
   <Term termID="curry">
      <Name xml:lang="en">Scent of curry</Name>
      <Definition xml:lang="en">Describes the scent of curry</Definition>
   </Term>
   <Term termID="fishmarket">
      <Name xml:lang="en">Scent of fishmarket</Name>
      <Definition xml:lang="en">Describes the scent of fishmarket</Definition>
   </Term>
   <Term termID="fruit_cake">
      <Name xml:lang="en">Scent of fruit cake</Name>
      <Definition xml:lang="en">Describes the scent of fruit cake</Definition>
   </Term>
   <Term termID="fruit_punch_br_fruity_sweets">
      <Name xml:lang="en">Scent of fruit punch,br/. fruity sweets</Name>
      <Definition xml:lang="en">Describes the scent of fruit punch,br/.
fruity sweets</Definition>
   </Term>
   <Term termID="garden_mint">
      <Name xml:lang="en">Scent of garden mint</Name>
      <Definition xml:lang="en">Describes the scent of garden mint</Definition>
   </Term>
   <Term termID="garlic">
      <Name xml:lang="en">Scent of garlic</Name>
      <Definition xml:lang="en">Describes the scent of garlic</Definition>
   </Term>
   <Term termID="gingerbread">
      <Name xml:lang="en">Scent of gingerbread</Name>
      <Definition xml:lang="en">Describes the scent of gingerbread</Definition>
   </Term>
   <Term termID="grannies_kitchen">
      <Name xml:lang="en">Scent of grannies kitchen</Name>
      <Definition xml:lang="en">Describes the scent of grannies kitchen</Definition>
   </Term>
   <Term termID="grapefruit">
      <Name xml:lang="en">Scent of grapefruit</Name>
      <Definition xml:lang="en">Describes the scent of grapefruit</Definition>
   </Term>
   <Term termID="herbs_mixed">
      <Name xml:lang="en">Scent of herbs - mixed</Name>
      <Definition xml:lang="en">Describes the scent of herbs - mixed</Definition>
   </Term>
   <Term termID="herring">
      <Name xml:lang="en">Scent of herring</Name>
      <Definition xml:lang="en">Describes the scent of herring</Definition>
   </Term>
```

```
<Term termID="honey">
   <Name xml:lang="en">Scent of honey</Name>
   <Definition xml:lang="en">Describes the scent of honey</Definition>
</Term>
<Term termID="hot_apple_pie">
   <Name xml:lang="en">Scent of hot apple pie</Name>
   <Definition xml:lang="en">Describes the scent of hot apple pie</Definition>
</Term>
<Term termID="irish_cream">
   <Name xml:lang="en">Scent of irish cream</Name>
   <Definition xml:lang="en">Describes the scent of irish cream</Definition>
</Term>
<Term termID="jambalaya">
   <Name xml:lang="en">Scent of jambalaya</Name>
   <Definition xml:lang="en">Describes the scent of jambalaya</Definition>
</Term>
<Term termID="jelly_babies">
   <Name xml:lang="en">Scent of jelly babies</Name>
   <Definition xml:lang="en">Describes the scent of jelly babies</Definition>
</Term>
<Term termID="kiwi_fruit">
   <Name xml:lang="en">Scent of kiwi fruit</Name>
   <Definition xml:lang="en">Describes the scent of kiwi fruit</Definition>
</Term>
<Term termID="lime_splash">
   <Name xml:lang="en">Scent of lime splash</Name>
   <Definition xml:lang="en">Describes the scent of lime splash</Definition>
</Term>
<Term termID="liquorice">
   <Name xml:lang="en">Scent of liquorice</Name>
   <Definition xml:lang="en">Describes the scent of liquorice</Definition>
</Term>
<Term termID="mango_delight">
   <Name xml:lang="en">Scent of mango delight</Name>
   <Definition xml:lang="en">Describes the scent of mango delight</Definition>
</Term>
<Term termID="melon">
   <Name xml:lang="en">Scent of melon</Name>
   <Definition xml:lang="en">Describes the scent of melon</Definition>
</Term>
<Term termID="mint_chocolate">
   <Name xml:lang="en">Scent of mint chocolate</Name>
   <Definition xml:lang="en">Describes the scent of mint chocolate</Definition>
</Term>
<Term termID="mulled_wine">
   <Name xml:lang="en">Scent of mulled wine</Name>
   <Definition xml:lang="en">Describes the scent of mulled wine</Definition>
</Term>
<Term termID="nutmeg">
   <Name xml:lang="en">Scent of nutmeg</Name>
   <Definition xml:lang="en">Describes the scent of nutmeg</Definition>
</Term>
<Term termID="onion">
   <Name xml:lang="en">Scent of onion</Name>
   <Definition xml:lang="en">Describes the scent of onion</Definition>
</Term>
<Term termID="orange_cupcake">
   <Name xml:lang="en">Scent of orange cupcake</Name>
   <Definition xml:lang="en">Describes the scent of orange cupcake</Definition>
</Term>
<Term termID="orange_nf">
   <Name xml:lang="en">Scent of orange nf</Name>
   <Definition xml:lang="en">Describes the scent of orange nf</Definition>
</Term>
<Term termID="passion_fruit">
   <Name xml:lang="en">Scent of passion fruit</Name>
   <Definition xml:lang="en">Describes the scent of passion fruit</Definition>
</Term>
<Term termID="peach_flesh">
   <Name xml:lang="en">Scent of peach flesh</Name>
   <Definition xml:lang="en">Describes the scent of peach flesh</Definition>
```

```
   </Term>
   <Term termID="pear_drops">
      <Name xml:lang="en">Scent of pear drops</Name>
      <Definition xml:lang="en">Describes the scent of pear drops</Definition>
   </Term>
   <Term termID="peppermint">
      <Name xml:lang="en">Scent of peppermint</Name>
      <Definition xml:lang="en">Describes the scent of peppermint</Definition>
   </Term>
   <Term termID="pina_colada">
      <Name xml:lang="en">Scent of pina colada</Name>
      <Definition xml:lang="en">Describes the scent of pina colada</Definition>
   </Term>
   <Term termID="pineapple">
      <Name xml:lang="en">Scent of pineapple</Name>
      <Definition xml:lang="en">Describes the scent of pineapple</Definition>
   </Term>
   <Term termID="popcorn">
      <Name xml:lang="en">Scent of popcorn</Name>
      <Definition xml:lang="en">Describes the scent of popcorn</Definition>
   </Term>
   <Term termID="raspberry">
      <Name xml:lang="en">Scent of raspberry</Name>
      <Definition xml:lang="en">Describes the scent of raspberry</Definition>
   </Term>
   <Term termID="raspberry_ripples">
      <Name xml:lang="en">Scent of raspberry ripples</Name>
      <Definition xml:lang="en">Describes the scent of raspberry ripples</Definition>
   </Term>
   <Term termID="rhubarb">
      <Name xml:lang="en">Scent of rhubarb</Name>
      <Definition xml:lang="en">Describes the scent of rhubarb</Definition>
   </Term>
   <Term termID="rosemary">
      <Name xml:lang="en">Scent of rosemary</Name>
      <Definition xml:lang="en">Describes the scent of rosemary</Definition>
   </Term>
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mint</Definition>
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   </Term>
   <Term termID="sweaty_feet">
      <Name xml:lang="en">Scent of sweaty feet</Name>
      <Definition xml:lang="en">Describes the scent of sweaty feet</Definition>
   </Term>
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<Term termID="sweet_peas">
   <Name xml:lang="en">Scent of sweet peas</Name>
   <Definition xml:lang="en">Describes the scent of sweet peas</Definition>
</Term>
<Term termID="tobacco_leaf">
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   <Definition xml:lang="en">Describes the scent of tobacco leaf</Definition>
</Term>
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   <Definition xml:lang="en">Describes the scent of train smoke</Definition>
</Term>
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   <Definition xml:lang="en">Describes the scent of trophy room</Definition>
</Term>
<Term termID="tropical">
   <Name xml:lang="en">Scent of tropical</Name>
   <Definition xml:lang="en">Describes the scent of tropical</Definition>
</Term>
<Term termID="tropical_rain_forest">
   <Name xml:lang="en">Scent of tropical rain forest</Name>
   <Definition xml:lang="en">Describes the scent of tropical rain forest</Definition>
</Term>
<Term termID="unisex_perfume">
   <Name xml:lang="en">Scent of unisex perfume</Name>
   <Definition xml:lang="en">Describes the scent of unisex perfume</Definition>
</Term>
<Term termID="urine">
   <Name xml:lang="en">Scent of urine</Name>
   <Definition xml:lang="en">Describes the scent of urine</Definition>
</Term>
<Term termID="usa_swamp">
   <Name xml:lang="en">Scent of usa swamp</Name>
   <Definition xml:lang="en">Describes the scent of usa swamp</Definition>
</Term>
<Term termID="victorian_lavender">
   <Name xml:lang="en">Scent of victorian lavender</Name>
   <Definition xml:lang="en">Describes the scent of victorian lavender</Definition>
</Term>
<Term termID="violets">
   <Name xml:lang="en">Scent of violets</Name>
   <Definition xml:lang="en">Describes the scent of violets</Definition>
</Term>
<Term termID="volcano">
   <Name xml:lang="en">Scent of volcano</Name>
   <Definition xml:lang="en">Describes the scent of volcano</Definition>
</Term>
<Term termID="vomit">
   <Name xml:lang="en">Scent of vomit</Name>
   <Definition xml:lang="en">Describes the scent of vomit</Definition>
</Term>
<Term termID="wallflower">
   <Name xml:lang="en">Scent of wallflower</Name>
   <Definition xml:lang="en">Describes the scent of wallflower</Definition>
</Term>
<Term termID="washday">
   <Name xml:lang="en">Scent of washday</Name>
   <Definition xml:lang="en">Describes the scent of washday</Definition>
</Term>
<Term termID="wild_stag">
   <Name xml:lang="en">Scent of wild stag</Name>
   <Definition xml:lang="en">Describes the scent of wild stag</Definition>
</Term>
<Term termID="wine_cask-oak">
   <Name xml:lang="en">Scent of wine cask-oak</Name>
   <Definition xml:lang="en">Describes the scent of wine cask-oak</Definition>
</Term>
<Term termID="wisteria">
   <Name xml:lang="en">Scent of wisteria</Name>
   <Definition xml:lang="en">Describes the scent of wisteria</Definition>
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</Term>
<Term termID="woodsmoke">
   <Name xml:lang="en">Scent of woodsmoke</Name>
   <Definition xml:lang="en">Describes the scent of woodsmoke</Definition>
</Term>
<Term termID="ylang_jasmin_myrrh">
   <Name xml:lang="en">Scent of ylang jasmin &amp;amp; myrrh</Name>
   <Definition xml:lang="en">Describes the scent of ylang jasmin &amp;amp; myrrh</Definition>
</Term>
<Term termID="yuletide">
   <Name xml:lang="en">Scent of yuletide</Name>
   <Definition xml:lang="en">Describes the scent of yuletide</Definition>
</Term>
<!-- ######################## -->
<!--   New classifications   (ScentScience) -->
<!-- ######################## -->
<Term termID="african_rain">
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   <Definition xml:lang="en">Describes the scent of african rain</Definition>
</Term>
<Term termID="allegria">
   <Name xml:lang="en">Scent of allegria</Name>
   <Definition xml:lang="en">Describes the scent of allegria</Definition>
</Term>
<Term termID="amber">
   <Name xml:lang="en">Scent of amber</Name>
   <Definition xml:lang="en">Describes the scent of amber</Definition>
</Term>
<Term termID="apple_green">
   <Name xml:lang="en">Scent of apple green</Name>
   <Definition xml:lang="en">Describes the scent of apple green</Definition>
</Term>
<Term termID="asafoetida">
   <Name xml:lang="en">Scent of asafoetida</Name>
   <Definition xml:lang="en">Describes the scent of asafoetida</Definition>
</Term>
<Term termID="autumn_fields">
   <Name xml:lang="en">Scent of autumn fields</Name>
   <Definition xml:lang="en">Describes the scent of autumn fields</Definition>
</Term>
<Term termID="autumn_harvest">
   <Name xml:lang="en">Scent of autumn harvest</Name>
   <Definition xml:lang="en">Describes the scent of autumn harvest</Definition>
</Term>
<Term termID="balsam_fir">
   <Name xml:lang="en">Scent of balsam fir</Name>
   <Definition xml:lang="en">Describes the scent of balsam fir</Definition>
</Term>
<Term termID="balsam_fir_needle">
   <Name xml:lang="en">Scent of balsam fir, needle</Name>
   <Definition xml:lang="en">Describes the scent of balsam fir, needle</Definition>
</Term>
<Term termID="barnyard">
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   <Definition xml:lang="en">Describes the scent of barnyard</Definition>
</Term>
<Term termID="beer">
   <Name xml:lang="en">Scent of beer</Name>
   <Definition xml:lang="en">Describes the scent of beer</Definition>
</Term>
<Term termID="benzoin">
   <Name xml:lang="en">Scent of benzoin</Name>
   <Definition xml:lang="en">Describes the scent of benzoin</Definition>
</Term>
<Term termID="birch_tar">
   <Name xml:lang="en">Scent of birch tar</Name>
   <Definition xml:lang="en">Describes the scent of birch tar</Definition>
</Term>
<Term termID="birthday_cake">
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   <Definition xml:lang="en">Describes the scent of birthday cake</Definition>
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    </Term>
    <Term termID="blueberry_cobbler">
       <Name xml:lang="en">Scent of blueberry cobbler</Name>
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    </Term>
    <Term termID="bouquet_of_roses">
       <Name xml:lang="en">Scent of bouquet of roses</Name>
       <Definition xml:lang="en">Describes the scent of bouquet of roses</Definition>
    </Term>
    <Term termID="buchu">
       <Name xml:lang="en">Scent of buchu</Name>
       <Definition xml:lang="en">Describes the scent of buchu</Definition>
    </Term>
    <Term termID="burning_rubber">
       <Name xml:lang="en">Scent of burning rubber</Name>
       <Definition xml:lang="en">Describes the scent of burning rubber</Definition>
    </Term>
    <Term termID="cactus_flower">
       <Name xml:lang="en">Scent of cactus flower</Name>
       <Definition xml:lang="en">Describes the scent of cactus flower</Definition>
    </Term>
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       <Name xml:lang="en">Scent of cade</Name>
       <Definition xml:lang="en">Describes the scent of cade</Definition>
    </Term>
    <Term termID="campfire">
       <Name xml:lang="en">Scent of campfire</Name>
       <Definition xml:lang="en">Describes the scent of campfire</Definition>
    </Term>
    <Term termID="campfire_smoke">
       <Name xml:lang="en">Scent of campfire/smoke</Name>
       <Definition xml:lang="en">Describes the scent of campfire/smoke</Definition>
    </Term>
    <Term termID="camphor">
       <Name xml:lang="en">Scent of camphor</Name>
       <Definition xml:lang="en">Describes the scent of camphor</Definition>
    </Term>
    <Term termID="caribbean_night">
       <Name xml:lang="en">Scent of caribbean night</Name>
       <Definition xml:lang="en">Describes the scent of caribbean night</Definition>
    </Term>
    <Term termID="cedar">
       <Name xml:lang="en">Scent of cedar</Name>
       <Definition xml:lang="en">Describes the scent of cedar</Definition>
    </Term>
    <Term termID="champagne_strawberries">
       <Name xml:lang="en">Scent of champagne &amp;amp; strawberries</Name>
       <Definition xml:lang="en">Describes the scent of champagne &amp;amp;
strawberries</Definition>
    </Term>
    <Term termID="chanel_no5_type">
       <Name xml:lang="en">Scent of chanel no. 5 type</Name>
       <Definition xml:lang="en">Describes the scent of chanel no. 5 type</Definition>
    </Term>
    <Term termID="chocolate">
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       <Definition xml:lang="en">Describes the scent of chocolate</Definition>
    </Term>
    <Term termID="christmas_cookies">
       <Name xml:lang="en">Scent of christmas cookies</Name>
       <Definition xml:lang="en">Describes the scent of christmas cookies</Definition>
    </Term>
    <Term termID="clean_cotton">
       <Name xml:lang="en">Scent of clean cotton</Name>
       <Definition xml:lang="en">Describes the scent of clean cotton</Definition>
    </Term>
    <Term termID="cotton_candy">
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    </Term>
    <Term termID="creme_brule">
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      <Name xml:lang="en">Scent of crème brule</Name>
      <Definition xml:lang="en">Describes the scent of crème brule</Definition>
   </Term>
   <Term termID="cypress_grove">
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      <Definition xml:lang="en">Describes the scent of cypress grove</Definition>
   </Term>
   <Term termID="dumpster">
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      <Definition xml:lang="en">Describes the scent of dumpster</Definition>
   </Term>
   <Term termID="dung">
      <Name xml:lang="en">Scent of dung</Name>
      <Definition xml:lang="en">Describes the scent of dung</Definition>
   </Term>
   <Term termID="easter_lillies">
      <Name xml:lang="en">Scent of easter lillies</Name>
      <Definition xml:lang="en">Describes the scent of easter lillies</Definition>
   </Term>
   <Term termID="egg_nog_2">
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      <Definition xml:lang="en">Describes the scent of egg nog 2</Definition>
   </Term>
   <Term termID="eucalyptus_dives">
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      <Definition xml:lang="en">Describes the scent of eucalyptus dives</Definition>
   </Term>
   <Term termID="evergreen">
      <Name xml:lang="en">Scent of evergreen</Name>
      <Definition xml:lang="en">Describes the scent of evergreen</Definition>
   </Term>
   <Term termID="exhaust">
      <Name xml:lang="en">Scent of exhaust</Name>
      <Definition xml:lang="en">Describes the scent of exhaust</Definition>
   </Term>
   <Term termID="fish">
      <Name xml:lang="en">Scent of fish</Name>
      <Definition xml:lang="en">Describes the scent of fish</Definition>
   </Term>
   <Term termID="forest_rain">
      <Name xml:lang="en">Scent of forest rain</Name>
      <Definition xml:lang="en">Describes the scent of forest rain</Definition>
   </Term>
   <Term termID="forget-me-not">
      <Name xml:lang="en">Scent of forget-me-not</Name>
      <Definition xml:lang="en">Describes the scent of forget-me-not</Definition>
   </Term>
   <Term termID="frangipani">
      <Name xml:lang="en">Scent of frangipani</Name>
      <Definition xml:lang="en">Describes the scent of frangipani</Definition>
   </Term>
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      <Definition xml:lang="en">Describes the scent of french fries</Definition>
   </Term>
   <Term termID="fresh_bread">
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      <Definition xml:lang="en">Describes the scent of fresh bread</Definition>
   </Term>
   <Term termID="fresh_cut_grass">
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      <Definition xml:lang="en">Describes the scent of fresh cut grass</Definition>
   </Term>
   <Term termID="fresh_laundry">
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      <Definition xml:lang="en">Describes the scent of fresh laundry</Definition>
   </Term>
   <Term termID="frying_bacon">
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   </Term>
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   <Definition xml:lang="en">Describes the scent of fudge brownie</Definition>
</Term>
<Term termID="gardenia">
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   <Definition xml:lang="en">Describes the scent of gardenia</Definition>
</Term>
<Term termID="grandmas_attic">
   <Name xml:lang="en">Scent of grandma's attic</Name>
   <Definition xml:lang="en">Describes the scent of grandma's attic</Definition>
</Term>
<Term termID="halloween_greasepaint">
   <Name xml:lang="en">Scent of halloween greasepaint</Name>
   <Definition xml:lang="en">Describes the scent of halloween greasepaint</Definition>
</Term>
<Term termID="hawaian_treat">
   <Name xml:lang="en">Scent of hawaian treat</Name>
   <Definition xml:lang="en">Describes the scent of hawaian treat</Definition>
</Term>
<Term termID="indian_summer">
   <Name xml:lang="en">Scent of indian summer</Name>
   <Definition xml:lang="en">Describes the scent of indian summer</Definition>
</Term>
<Term termID="jet_fuel">
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   <Definition xml:lang="en">Describes the scent of jet fuel</Definition>
</Term>
<Term termID="juniper_berry">
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   <Definition xml:lang="en">Describes the scent of juniper berry</Definition>
</Term>
<Term termID="leather">
   <Name xml:lang="en">Scent of leather</Name>
   <Definition xml:lang="en">Describes the scent of leather</Definition>
</Term>
<Term termID="lotus">
   <Name xml:lang="en">Scent of lotus</Name>
   <Definition xml:lang="en">Describes the scent of lotus</Definition>
</Term>
<Term termID="mango_mandarin">
   <Name xml:lang="en">Scent of mango mandarin</Name>
   <Definition xml:lang="en">Describes the scent of mango mandarin</Definition>
</Term>
<Term termID="maple_syrup">
   <Name xml:lang="en">Scent of maple syrup</Name>
   <Definition xml:lang="en">Describes the scent of maple syrup</Definition>
</Term>
<Term termID="mildew">
   <Name xml:lang="en">Scent of mildew</Name>
   <Definition xml:lang="en">Describes the scent of mildew</Definition>
</Term>
<Term termID="mother_earth">
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   <Definition xml:lang="en">Describes the scent of mother earth</Definition>
</Term>
<Term termID="musk">
   <Name xml:lang="en">Scent of musk</Name>
   <Definition xml:lang="en">Describes the scent of musk</Definition>
</Term>
<Term termID="new_mown_grass_2">
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   <Definition xml:lang="en">Describes the scent of new mown grass 2</Definition>
</Term>
<Term termID="new_mown_grass_3">
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   <Definition xml:lang="en">Describes the scent of new mown grass 3</Definition>
</Term>
<Term termID="oak_moss">
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   <Definition xml:lang="en">Describes the scent of oak moss</Definition>
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</Term>
<Term termID="open_fireplace">
   <Name xml:lang="en">Scent of open fireplace</Name>
   <Definition xml:lang="en">Describes the scent of open fireplace</Definition>
</Term>
<Term termID="palmarosa">
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   <Definition xml:lang="en">Describes the scent of palmarosa</Definition>
</Term>
<Term termID="pancakes_maple_syrup">
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   <Definition xml:lang="en">Describes the scent of pancakes and maple syrup</Definition>
</Term>
<Term termID="patchouli">
   <Name xml:lang="en">Scent of patchouli</Name>
   <Definition xml:lang="en">Describes the scent of patchouli</Definition>
</Term>
<Term termID="pecan_pie">
   <Name xml:lang="en">Scent of pecan pie</Name>
   <Definition xml:lang="en">Describes the scent of pecan pie</Definition>
</Term>
<Term termID="rain_forest">
   <Name xml:lang="en">Scent of rain forest</Name>
   <Definition xml:lang="en">Describes the scent of rain forest</Definition>
</Term>
<Term termID="rich_potting_soil">
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   <Definition xml:lang="en">Describes the scent of rich potting soil</Definition>
</Term>
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   <Definition xml:lang="en">Describes the scent of roasted chicken</Definition>
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   <Definition xml:lang="en">Describes the scent of sage dalmatian</Definition>
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</Term>
<Term termID="spanish_moss">
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   <Definition xml:lang="en">Describes the scent of spanish moss</Definition>
</Term>
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</Term>
<Term termID="suntan">
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   <Definition xml:lang="en">Describes the scent of suntan</Definition>
</Term>
<Term termID="thyme_borneol">
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   <Definition xml:lang="en">Describes the scent of thyme, borneol</Definition>
</Term>
<Term termID="tomato_vine">
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   <Definition xml:lang="en">Describes the scent of tomato vine</Definition>
</Term>
<Term termID="tuberose">
   <Name xml:lang="en">Scent of tuberose</Name>
   <Definition xml:lang="en">Describes the scent of tuberose</Definition>
</Term>
<Term termID="violet">
   <Name xml:lang="en">Scent of violet</Name>
   <Definition xml:lang="en">Describes the scent of violet</Definition>
</Term>
<Term termID="warming_ginger">
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      <Definition xml:lang="en">Describes the scent of warming ginger</Definition>
   </Term>
   <Term termID="ylang_ylang">
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      <Definition xml:lang="en">Describes the scent of ylang ylang</Definition>
   </Term>
</ClassificationScheme>
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Binary representation of ScentCS

scentType	**Term ID of scent**
000000000	rose
000000001	acacia
000000010	chrysanthemum
000000011	lilac
000000100	mint
000000101	jasmine
000000110	pine_tree
000000111	orange
000001000	grape
000001001	almonds
000001010	amaretto
000001011	apples_green
000001100	apples_red
000001101	bacon
000001110	bacon_smokey
000001111	banana
000010000	banana_splits
000010001	basil_herd
000010010	beef
000010011	blackcurrant
000010100	boiled_cabbage
000010101	brandy
000010110	bread
000010111	bubble_gum
000011000	cake_shop
000011001	candy_floss
000011010	caramel_toffee
000011011	carrot
000011100	celery
000011101	cherry
000011110	chicken
000011111	coconut
000100000	chocolate_dark
000100001	chocolate_orange
000100010	christmas_apple
000100011	christmas_pudding
000100100	cinnamon
000100101	coffee_chocolate

scentType	**Term ID of scent**
000100110	coffee_cream
000100111	cola
000101000	confectionary
000101001	cookie
000101010	coriander
000101011	crusty_bread
000101100	curry
000101101	fishmarket
000101110	fruit_cake
000101111	fruit_punch_br_fruity_sweets
000110000	garden_mint
000110001	garlic
000110010	gingerbread
000110011	grannies_kitchen
000110100	grapefruit
000110101	herbs_mixed
000110110	herring
000110111	honey
000111000	hot_apple_pie
000111001	irish_cream
000111010	jambalaya
000111011	jelly_babies
000111100	kiwi_fruit
000111101	lime_splash
000111110	liquorice
000111111	mango_delight
001000000	melon
001000001	mint_chocolate
001000010	mulled_wine
001000011	nutmeg
001000100	onion
001000101	orange_cupcake
001000110	orange_nf
001000111	passion_fruit
001001000	peach_flesh
001001001	pear_drops
001001010	peppermint
001001011	pina_colada
001001100	pineapple
001001101	popcorn
001001110	raspberry
001001111	raspberry_ripples
001010000	rhubarb
001010001	rosemary
001010010	rum

scentType	**Term ID of scent**
001010011	smoked_fish
001010100	spices_mixed
001010101	stir_fry
001010110	strawberry
001010111	sugar_spice_christmas_aroma
001011000	sweet_sherry
001011001	tangerine
001011010	tea_leaf
001011011	thai_curry
001011100	toffee_apple
001011101	tomato_plant
001011110	watermelon
001011111	whisky
001100000	wine_oak_cask
001100001	vanilla
001100010	whisky_scotch
001100011	alpine_laundry_powder
001100100	alpine
001100101	amulet
001100110	aquawave
001100111	aristocrat
001101000	baby_powder
001101001	beauty_soap
001101010	bergamot
001101011	boiler_room
001101100	bouquet
001101101	brewery
001101110	burning_peat
001101111	burnt_wood
001110000	cannon
001110001	carnation
001110010	caribbean_holiday
001110011	carbolic_soap
001110100	cedar_wood
001110101	chamomile
001110110	christmas_berries
001110111	christmas_tree
001111000	christmas_time
001111001	church_incense
001111010	cloisters
001111011	clinic_hospital
001111100	coal_face
001111101	coal_fire
001111110	coal_gas
001111111	cocomango

scentType	**Term ID of scent**
010000000	cuban_cigar_smoke
010000001	cut_grass
010000010	deep_heat
010000011	dentist-clove_oil
010000100	dinosaur
010000101	dirty_linen
010000110	dragons_breath
010000111	dressing_room_football
010001000	Scent of earthy
010001001	eau_de_cologne
010001010	eucalyptus
010001011	eau_de_cologne_factory
010001100	farmyard
010001101	factory
010001110	fish_market
010001111	flatulence
010010000	footie_pitch
010010001	forest
010010010	fox
010010011	freesia
010010100	fresh_air
010010101	frosty
010010110	golden_one
010010111	grass_hay
010011000	gun_smoke
010011001	havana_cigar
010011010	hawaiian
010011011	heather_bracken
010011100	honeysuckle
010011101	hospital_modern_day
010011110	hyacinth
010011111	incense
010100000	iron_smelting
010100001	jaguar_spray
010100010	japanese_pow
010100011	lavender
010100100	leather_cream
010100101	leather_hide
010100110	lemon_eucalyptus_mint
010100111	machine_oil
010101000	mahogany
010101001	man_o_war
010101010	manure_br_methane
010101011	modern_day_hospital
010101100	mountain_heather

scentType	**Term ID of scent**
010101101	mummy_egyptian
010101110	musty
010101111	oak
010110000	old_drifter_ship
010110001	old_inn
010110010	old_river
010110011	old_smithy
010110100	out_at_sea
010110101	ozone
010110110	peat
010110111	pencil_wood_shavings
010111000	peony
010111001	phosgene_gas
010111010	pine
010111011	pineapple_plantation
010111100	pine_heather_peat
010111101	pit_ponies
010111110	polish-wax
010111111	pot-pourri
011000000	riverbank
011000001	river_tropics
011000010	rope_tar
011000011	rosewood
011000100	rubbish_acrid
011000101	sandalwood
011000110	sandalwood_basil
011000111	sea_breeze
011001000	sea_shore
011001001	sheba
011001010	ships_cannon
011001011	snowdrop
011001100	sports_changing_room
011001101	stables_horses
011001110	stars_dressing_room
011001111	steam_oil_ships
011010000	steam_oil_trains
011010001	street_1930s
011010010	street_bomb
011010011	sun_sand_coconut
011010100	swamp
011010101	sweaty_feet
011010110	sweet_peas
011010111	tobacco_leaf
011011000	train_smoke
011011001	trophy_room

scentType	**Term ID of scent**
011011010	tropical
011011011	tropical_rain_forest
011011100	unisex_perfume
011011101	urine
011011110	usa_swamp
011011111	victorian_lavender
011100000	violets
011100001	volcano
011100010	vomit
011100011	wallflower
011100100	washday
011100101	wild_stag
011100110	wine_cask-oak
011100111	wisteria
011101000	woodsmoke
011101001	ylang_jasmin_myrrh
011101010	yuletide
011101011	african_rain
011101100	allegria
011101101	amber
011101110	apple_green
011101111	asafoetida
011110000	autumn_fields
011110001	autumn_harvest
011110010	balsam_fir
011110011	balsam_fir_needle
011110100	barnyard
011110101	beer
011110110	benzoin
011110111	birch_tar
011111000	birthday_cake
011111001	blueberry_cobbler
011111010	bouquet_of_roses
011111011	buchu
011111100	burning_rubber
011111101	cactus_flower
011111110	cade
011111111	campfire
100000000	campfire_smoke
100000001	camphor
100000010	caribbean_night
100000011	cedar
100000100	champagne_strawberries
100000101	chanel_no5_type
100000110	chocolate

scentType	**Term ID of scent**
100000111	christmas_cookies
100001000	clean_cotton
100001001	cotton_candy
100001010	creme_brule
100001011	cypress_grove
100001100	dumpster
100001101	dung
100001110	easter_lillies
100001111	egg_nog_2
100010000	eucalyptus_dives
100010001	evergreen
100010010	exhaust
100010011	fish
100010100	forest_rain
100010101	forget-me-not
100010110	frangipani
100010111	french_fries
100011000	fresh_bread
100011001	fresh_cut_grass
100011010	fresh_laundry
100011011	frying_bacon
100011100	fudge_brownie
100011101	gardenia
100011110	grandmas_attic
100011111	halloween_greasepaint
100100000	hawaian_treat
100100001	indian_summer
100100010	jet_fuel
100100011	juniper_berry
100100100	leather
100100101	lotus
100100110	mango_mandarin
100100111	maple_syrup
100101000	mildew
100101001	mother_earth
100101010	musk
100101011	new_mown_grass_2
100101100	new_mown_grass_3
100101101	oak_moss
100101110	open_fireplace
100101111	palmarosa
100110000	pancakes_maple_syrup
100110001	patchouli
100110010	pecan_pie
100110011	rain_forest

scentType	**Term ID of scent**
100110100	rich_potting_soil
100110101	roasted_chicken
100110110	sage_dalmatian
100110111	seaweed
100111000	spanish_moss
100111001	spring_bouquet
100111010	suntan
100111011	thyme_borneol
100111100	tomato_vine
100111101	tuberose
100111110	violet
100111111	warming_ginger
101000000	ylang_ylang
101000001~111111111	Reserved

A.2.5 ShakeDirectionCS

```
<ClassificationScheme uri="urn:mpeg:mpeg-v:01-SI-ShakeDirectionCS-NS">
   <Term termID="heave">
      <Name xml:lang="en">Heave</Name>
      <Definition xml:lang="en">
Describes the shaking direction from up to down, or vice versa.
      </Definition>
   </Term>
   <Term termID="sway">
      <Name xml:lang="en">Sway</Name>
      <Definition xml:lang="en">
Describes the shaking direction from left to right, or vice versa.
      </Definition>
   </Term>
   <Term termID="surge">
      <Name xml:lang="en">Surge</Name>
      <Definition xml:lang="en">
Describes the shaking direction from front to rear, or vice versa.
      </Definition>
   </Term>
</ClassificationScheme>
```

Binary representation of ShakeDirectionCS

ShakeDirectionType	**Term ID of ShakeDirection**
000	heave
001	sway
010	surge
011-111	reserved

A.2.6 SpinDirectionCS

```
<ClassificationScheme uri="urn:mpeg:mpeg-v:01-SI-SpinDirectionCS-NS">
   <Term termID="xf">
      <Name xml:lang="en">XF</Name>
      <Definition xml:lang="en">
Describes the forward spinning direction based on X axis.
      </Definition>
   </Term>
   <Term termID="xb">
      <Name xml:lang="en">XB</Name>
      <Definition xml:lang="en">
```

```
Describes the backward spinning direction based on X axis.
      </Definition>
   </Term>
<Term termID="yf">
      <Name xml:lang="en">YF</Name>
      <Definition xml:lang="en">
Describes the forward spinning direction based on Y axis.
      </Definition>
   </Term>
   <Term termID="yb">
      <Name xml:lang="en">YB</Name>
      <Definition xml:lang="en">
Describes the backward spinning direction based on Y axis.
      </Definition>
   </Term>
<Term termID="zf">
      <Name xml:lang="en">ZF</Name>
      <Definition xml:lang="en">
Describes the forward spinning direction based on Z axis.
      </Definition>
   </Term>
   <Term termID="zb">
      <Name xml:lang="en">ZB</Name>
      <Definition xml:lang="en">
Describes the backward spinning direction based on Z axis.
      </Definition>
   </Term>
</ClassificationScheme>
```

Binary representation of SpinDirectionCS

SpinDirectionType	**Term ID of SpinDirection**
000	xf
001	xb
010	yf
011	yb
100	zf
101	zb
110-111	Reserved

A.2.7 SprayingTypeCS

```
<ClassificationScheme uri="urn:mpeg:mpeg-v:01-SI-SprayingTypeCS-NS">
   <Term termID="water">
      <Name xml:lang="en">Purified Water</Name>
      <Definition xml:lang="en">Describes purified water.</Definition>
   </Term>
</ClassificationScheme>
```

Binary representation of SprayingTypeCS

SprayingType	**Term ID of Spraying**
00000000	water
00000001-11111111	Reserved

A.2.8 TactileEffectCS

```
<ClassificationScheme uri="urn:mpeg:mpeg-v:01-SI-TactileEffectCS-NS">
   <Term termID="vibration">
      <Name xml:lang="en">Vibration Effect</Name>
      <Definition xml:lang="en">Describes the tactile effect of vibration</Definition>
   </Term>
   <Term termID="temperature">
      <Name xml:lang="en">Temperature Effect</Name>
```

```
      <Definition xml:lang="en">Describes the tactile effect of temperature</Definition>
   </Term>
   <Term termID="pressure">
      <Name xml:lang="en">Pressure Effect</Name>
      <Definition xml:lang="en">Describes the tactile effect of pressure</Definition>
   </Term>
</ClassificationScheme>
```

Binary reprentation of TactileEffectCS

TactileEffectType	Term ID of TactileEffect
000	vibration
001	temperature
010	pressure
011-111	Reserved

A.2.9 WaveDirectionCS

```
<ClassificationScheme uri="urn:mpeg:mpeg-v:01-SI-WaveDirectionCS-NS">
   <Term termID="left_right">
      <Name xml:lang="en">Left right</Name>
      <Definition xml:lang="en">
Describes the waving direction from left-up to right-down, or vice versa.
      </Definition>
   </Term>
   <Term termID="front_rear">
      <Name xml:lang="en">Front rear</Name>
      <Definition xml:lang="en">
Describes the waving direction from front-up to rear-down, or vice versa.
      </Definition>
   </Term>
</ClassificationScheme>
```

Binary reprentation of WaveDirectionCS

WaveDirectionType	Term ID of WaveDirection
00	left_right
01	front_rear
10-11	Reserved

A.2.10 WaveStartDirectionCS

```
<ClassificationScheme uri="urn:mpeg:mpeg-v:01-SI-WaveStartDirectionCS-NS">
   <Term termID="up">
      <Name xml:lang="en">Up</Name>
      <Definition xml:lang="en">
Describes the starting wave direction toward up side.
      </Definition>
   </Term>
   <Term termID="down">
      <Name xml:lang="en">Down</Name>
      <Definition xml:lang="en">
Describes the starting wave direction toward down side.
      </Definition>
   </Term>
</ClassificationScheme>
```

Binary reprentation of WaveStartDirectionCS

WaveStartDirectionType	Term ID of WaveStartDirection
00	up
01	down
10-11	Reserved

A.2.11 TactileDisplayCS

```
<ClassificationScheme uri="urn:mpeg:mpeg-v:01-CI-TactileDisplayCS-NS">
   <Term termID="vibrotactile">
      <Name xml:lang="en">Vibrating motor</Name>
      <Definition xml:lang="en">Describes the vibrotactile display</Definition>
   </Term>
   <Term termID="electrotactile">
      <Name xml:lang="en">Electric Current</Name>
      <Definition xml:lang="en">Describes the electro-tactile display</Definition>
   </Term>
   <Term termID="pneumatictactile">
      <Name xml:lang="en">Air Jet</Name>
      <Definition xml:lang="en">Describes the pneumatic tactile display</Definition>
   </Term>
   <Term termID="piezoelectrictactile">
      <Name xml:lang="en">Piezoelectric Actuator</Name>
      <Definition xml:lang="en">Describes the piezoelectric tactile display</Definition>
   </Term>
   <Term termID="thermal">
      <Name xml:lang="en">Thermal Display</Name>
      <Definition xml:lang="en">Describes the thermal display</Definition>
   </Term>
</ClassificationScheme>
```

Binary reprentation of TactileDisplayCS

TactileDisplayCSType	Term ID of TactileDisplay
000	vibrotactile
001	Electrotactile
010	Pneumatictactile
011	Piezoelectrictactile
100	Thermal
101-111	Reserved

A.2.12 Classification schemes for human body skeleton features

This Subclause contains a set of classification schemes for human body skeleton features. Each of the classification schemes corresponds to each of the element values in the `ControlBodyFeaturesType` in ISO/IEC 23005-4. In addition, the set of classification schemes shall be used for a location model for effects applied on human body.

A.2.12.1 HeadBonesCS

This classification scheme corresponds to the element, `HeadBones` in `ControlBodyFeaturesType` of ISO/IEC 23005-4.

```
<ClassificationScheme uri="urn:mpeg:mpeg-v:01-VWOC-HeadBonesCS-NS">
   <Term termID="cervicalVertebrae7">
      <Name xml:lang="en">Cervical Vertebrae 7</Name>
      <Definition xml:lang="en">
         Describes the cervical vertebrae 7.
      </Definition>
   </Term>
   <Term termID="cervicalVertebrae6">
```

```
      <Name xml:lang="en">Cervical Vertebrae 6</Name>
      <Definition xml:lang="en">
         Describes the cervical vertebrae 6.
      </Definition>
   </Term>
   <Term termID="cervicalVertebrae5">
      <Name xml:lang="en">Cervical Vertebrae 5</Name>
      <Definition xml:lang="en">
         Describes the cervical vertebrae 5.
      </Definition>
   </Term>
   <Term termID="cervicalVertebrae4">
      <Name xml:lang="en">Cervical Vertebrae 4</Name>
      <Definition xml:lang="en">
         Describes the cervical vertebrae 4.
      </Definition>
   </Term>
   <Term termID="cervicalVertebrae3">
      <Name xml:lang="en">Cervical Vertebrae 3</Name>
      <Definition xml:lang="en">
         Describes the cervical vertebrae 3.
      </Definition>
   </Term>
   <Term termID="cervicalVertebrae2">
      <Name xml:lang="en">Cervical Vertebrae 2</Name>
      <Definition xml:lang="en">
         Describes the cervical vertebrae 2.
      </Definition>
   </Term>
   <Term termID="cervicalVertebrae1">
      <Name xml:lang="en">Cervical Vertebrae 1</Name>
      <Definition xml:lang="en">
         Describes the cervical vertebrae 1.
      </Definition>
   </Term>
   <Term termID="skull">
      <Name xml:lang="en">Skull</Name>
      <Definition xml:lang="en">
         Describes the skull.
      </Definition>
   </Term>
   <Term termID="lEyelid">
      <Name xml:lang="en">Left Eyelid</Name>
      <Definition xml:lang="en">
         Describes the left eyelid.
      </Definition>
   </Term>
   <Term termID="rEyelid">
      <Name xml:lang="en">Right Eyelid</Name>
      <Definition xml:lang="en">
         Describes the right eyelid.
      </Definition>
   </Term>
   <Term termID="lEyeball">
      <Name xml:lang="en">Left Eyeball</Name>
      <Definition xml:lang="en">
         Describes the left eyeball.
      </Definition>
   </Term>
   <Term termID="rEyeball">
      <Name xml:lang="en">Right Eyeball</Name>
      <Definition xml:lang="en">
         Describes the right eyeball.
      </Definition>
   </Term>
   <Term termID="lEyebrow">
      <Name xml:lang="en">Left Eyebrow</Name>
      <Definition xml:lang="en">
         Describes the left eyebrow.
      </Definition>
   </Term>
```

```
   <Term termID="rEyebrow">
      <Name xml:lang="en">Right Eyebrow</Name>
      <Definition xml:lang="en">
         Describes the right eyebrow.
      </Definition>
   </Term>
   <Term termID="jaw">
      <Name xml:lang="en">Jaw </Name>
      <Definition xml:lang="en">
         Describes the jaw.
      </Definition>
   </Term>
</ClassificationScheme>
```

Binary reprentation of HeadBonesCS

HeadBonesType	Term ID of HeadBones
0000	cervicalVertebrae7
0001	cervicalVertebrae6
0010	cervicalVertebrae5
0011	cervicalVertebrae4
0100	cervicalVertebrae3
0101	cervicalVertebrae2
0110	cervicalVertebrae1
0111	Skull
1000	lEyelid
1001	rEyelid
1010	lEyeball
1011	rEyeball
1100	lEyebrow
1101	rEyebrow
1110	Jaw
1111	Reserved

A.2.12.2 UpperBodyBonesCS

This classification scheme corresponds to the element, `UpperBodyBones` in `ControlBodyFeaturesType` of ISO/IEC 23005-4.

```
<ClassificationScheme uri="urn:mpeg:mpeg-v:01-VWOC-UpperBodyBonesCS-NS">
   <Term termID="lClavicle">
      <Name xml:lang="en">Left Clavicle</Name>
      <Definition xml:lang="en">
         Describes the left clavicle.
      </Definition>
   </Term>
   <Term termID="lScapulae">
      <Name xml:lang="en">Left Scapulae</Name>
      <Definition xml:lang="en">
         Describes the left scapulae.
      </Definition>
   </Term>
   <Term termID="lHumerus">
      <Name xml:lang="en">Left Humerus</Name>
      <Definition xml:lang="en">
         Describes the left humerus.
      </Definition>
   </Term>
   <Term termID="lRadius">
      <Name xml:lang="en">Left Radius</Name>
      <Definition xml:lang="en">
```

```
      Describes the left radius.
   </Definition>
</Term>
<Term termID="lWrist">
   <Name xml:lang="en">Left Wrist</Name>
   <Definition xml:lang="en">
      Describes the left wrist.
   </Definition>
</Term>
<Term termID="lHand">
   <Name xml:lang="en">Left Hand</Name>
   <Definition xml:lang="en">
      Describes the left hand.
   </Definition>
</Term>
<Term termID="lThumb">
   <Name xml:lang="en">Left Thumb</Name>
   <Definition xml:lang="en">
      Describes the left thumb metacarpal.
   </Definition>
</Term>
<Term termID="lPhalanges1">
   <Name xml:lang="en">Left Phalanges 1</Name>
   <Definition xml:lang="en">
      Describes the left phalanges 1.
   </Definition>
</Term>
<Term termID="lThumb2">
   <Name xml:lang="en">Left Thumb 2</Name>
   <Definition xml:lang="en">
      Describes the left thumb.
   </Definition>
</Term>
<Term termID="lPhalanges2">
   <Name xml:lang="en">Left Phalanges 2</Name>
   <Definition xml:lang="en">
      Describes the left phalanges 2.
   </Definition>
</Term>
<Term termID="lIndex">
   <Name xml:lang="en">Left Index</Name>
   <Definition xml:lang="en">
      Describes the left index metacarpal.
   </Definition>
</Term>
<Term termID="lPhalanges3">
   <Name xml:lang="en">Left Phalanges 3</Name>
   <Definition xml:lang="en">
      Describes the left phalanges 3.
   </Definition>
</Term>
<Term termID="lPhalanges4">
   <Name xml:lang="en">Left Phalanges 4</Name>
   <Definition xml:lang="en">
      Describes the left phalanges 4.
   </Definition>
</Term>
<Term termID="lPhalanges5">
   <Name xml:lang="en">Left Phalanges 5</Name>
   <Definition xml:lang="en">
      Describes the left phalanges 5.
   </Definition>
</Term>
<Term termID="lMiddle">
   <Name xml:lang="en">Left Middle</Name>
   <Definition xml:lang="en">
      Describes the left middle metacarpal.
   </Definition>
</Term>
<Term termID="lPhalanges6">
   <Name xml:lang="en">Left Phalanges 6</Name>
```

```
      <Definition xml:lang="en">
         Describes the left phalanges 6.
      </Definition>
   </Term>
   <Term termID="lPhalanges7">
      <Name xml:lang="en">Left Phalanges 7 </Name>
      <Definition xml:lang="en">
         Describes the left phalanges 7.
      </Definition>
   </Term>
   <Term termID="lPhalanges8">
      <Name xml:lang="en">Left Phalanges 8</Name>
      <Definition xml:lang="en">
         Describes the left phalanges 8.
      </Definition>
   </Term>
   <Term termID="lRing">
      <Name xml:lang="en">Left Ring</Name>
      <Definition xml:lang="en">
         Describes the left ring metacarpal.
      </Definition>
   </Term>
   <Term termID="lPhalanges9">
      <Name xml:lang="en">Left Phalanges 9</Name>
      <Definition xml:lang="en">
         Describes the left phalanges 9.
      </Definition>
   </Term>
   <Term termID="lPhalanges10">
      <Name xml:lang="en">Left Phalanges 10</Name>
      <Definition xml:lang="en">
         Describes the left phalanges 10.
      </Definition>
   </Term>
   <Term termID="lPhalanges11">
      <Name xml:lang="en">Left Phalanges 11</Name>
      <Definition xml:lang="en">
         Describes the left phalanges 11.
      </Definition>
   </Term>
   <Term termID="lPinky">
      <Name xml:lang="en">Left Pinky</Name>
      <Definition xml:lang="en">
         Describes the left pinky metacarpal.
      </Definition>
   </Term>
   <Term termID="lPhalanges12">
      <Name xml:lang="en">Left Phalanges 12</Name>
      <Definition xml:lang="en">
         Describes the left phalanges 12.
      </Definition>
   </Term>
   <Term termID="lPhalanges13">
      <Name xml:lang="en">Left Phalanges 13</Name>
      <Definition xml:lang="en">
         Describes the left phalanges 13.
      </Definition>
   </Term>
   <Term termID="lPhalanges14">
      <Name xml:lang="en">Left Phalanges 14</Name>
      <Definition xml:lang="en">
         Describes the left phalanges 14.
      </Definition>
   </Term>
   <Term termID="rClavicle">
      <Name xml:lang="en">Right Clavicle</Name>
      <Definition xml:lang="en">
         Describes the right clavicle.
      </Definition>
   </Term>
   <Term termID="rScapulae">
```

```
      <Name xml:lang="en">Right Scapulae</Name>
      <Definition xml:lang="en">
         Describes the right scapulae.
      </Definition>
   </Term>
   <Term termID="rHumerus">
      <Name xml:lang="en">Right Humerus</Name>
      <Definition xml:lang="en">
         Describes the right humerus.
      </Definition>
   </Term>
   <Term termID="rRadius">
      <Name xml:lang="en">Right Radius</Name>
      <Definition xml:lang="en">
         Describes the right radius.
      </Definition>
   </Term>
   <Term termID="rWrist">
      <Name xml:lang="en">Right Wrist</Name>
      <Definition xml:lang="en">
         Describes the right wrist.
      </Definition>
   </Term>
   <Term termID="rHand">
      <Name xml:lang="en">Right Hand</Name>
      <Definition xml:lang="en">
         Describes the right hand.
      </Definition>
   </Term>
   <Term termID="rThumb">
      <Name xml:lang="en">Right Thumb</Name>
      <Definition xml:lang="en">
         Describes the right thumb metacarpal.
      </Definition>
   </Term>
   <Term termID="rPhalanges1">
      <Name xml:lang="en">Right Phalanges 1</Name>
      <Definition xml:lang="en">
         Describes the right phalanges 1.
      </Definition>
   </Term>
   <Term termID="rThumb2">
      <Name xml:lang="en">Right Thumb 2</Name>
      <Definition xml:lang="en">
         Describes the right thumb.
      </Definition>
   </Term>
   <Term termID="rPhalanges2">
      <Name xml:lang="en">Right Phalanges 2</Name>
      <Definition xml:lang="en">
         Describes the right phalanges 2.
      </Definition>
   </Term>
   <Term termID="rIndex">
      <Name xml:lang="en">Right Index</Name>
      <Definition xml:lang="en">
         Describes the right index metacarpal.
      </Definition>
   </Term>
   <Term termID="rPhalanges3">
      <Name xml:lang="en">Right Phalanges 3</Name>
      <Definition xml:lang="en">
         Describes the right phalanges 3.
      </Definition>
   </Term>
   <Term termID="rPhalanges4">
      <Name xml:lang="en">Right Phalanges 4</Name>
      <Definition xml:lang="en">
         Describes the right phalanges 4.
      </Definition>
   </Term>
```

```
<Term termID="rPhalanges5">
   <Name xml:lang="en">Right Phalanges 5</Name>
   <Definition xml:lang="en">
      Describes the right phalanges 5.
   </Definition>
</Term>
<Term termID="rMiddle">
   <Name xml:lang="en">Right Middle</Name>
   <Definition xml:lang="en">
      Describes the right middle metacarpal.
   </Definition>
</Term>
<Term termID="rPhalanges6">
   <Name xml:lang="en">Right Phalanges 6</Name>
   <Definition xml:lang="en">
      Describes the right phalanges 6.
   </Definition>
</Term>
<Term termID="rPhalanges7">
   <Name xml:lang="en">Right Phalanges 7</Name>
   <Definition xml:lang="en">
      Describes the right phalanges 7.
   </Definition>
</Term>
<Term termID="rPhalanges8">
   <Name xml:lang="en">Right Phalanges 8</Name>
   <Definition xml:lang="en">
      Describes the right phalanges 8.
   </Definition>
</Term>
<Term termID="rRing">
   <Name xml:lang="en">Right Ring</Name>
   <Definition xml:lang="en">
      Describes the right ring metacarpal.
   </Definition>
</Term>
<Term termID="rPhalanges9">
   <Name xml:lang="en">Right Phalanges 9</Name>
   <Definition xml:lang="en">
      Describes the right phalanges 9.
   </Definition>
</Term>
<Term termID="rPhalanges10">
   <Name xml:lang="en">Right Phalanges 10</Name>
   <Definition xml:lang="en">
      Describes the right phalanges 10.
   </Definition>
</Term>
<Term termID="rPhalanges11">
   <Name xml:lang="en">Right Phalanges 11</Name>
   <Definition xml:lang="en">
      Describes the right phalanges 11.
   </Definition>
</Term>
<Term termID="rPinky">
   <Name xml:lang="en">Right Pinky</Name>
   <Definition xml:lang="en">
      Describes the right pinky metacarpal.
   </Definition>
</Term>
<Term termID="rPhalanges12">
   <Name xml:lang="en">Right Phalanges 12</Name>
   <Definition xml:lang="en">
      Describes the right phalanges 12.
   </Definition>
</Term>
<Term termID="rPhalanges13">
   <Name xml:lang="en">Right Phalanges 13</Name>
   <Definition xml:lang="en">
      Describes the right phalanges 13.
   </Definition>
```

```
   </Term>
   <Term termID="rPhalanges14">
      <Name xml:lang="en">Right Phalanges 14</Name>
      <Definition xml:lang="en">
         Describes the right phalanges 14.
      </Definition>
   </Term>
</ClassificationScheme>
```

Binary reprentation of UpperBodyBonesCS

UpperBodyBonesType	Term ID of UpperBodyBones
000000	lClavicle
000001	lScapulae
000010	lHumerus
000011	lRadius
000100	lWrist
000101	lHand
000110	lThumb
000111	lPhalanges1
001000	lThumb2
001001	LPhalanges2
001010	lIndex
001011	LPhalanges3
001100	LPhalanges4
001101	lPhalanges5
001110	lMiddle
001111	lPhalanges6
010000	lPhalanges7
010001	lPhalanges8
010010	lRing
010011	lPhalanges9
010100	lPhalanges10
010101	lPhalanges11
010110	lPinky
010111	lPhalanges12
011000	lPhalanges13
011001	lPhalanges14
011010	rClavicle
011011	rScapulae
011100	rHumerus
011101	rRadius
011110	rWrist
011111	rHand
100000	rThumb
100001	rPhalanges1
100010	rThumb2
100011	rPhalanges2
100100	rIndex
100101	rPhalanges3

UpperBodyBonesType	Term ID of UpperBodyBones
100110	rPhalanges4
100111	rPhalanges5
101000	rMiddle
101001	rPhalanges6
101010	rPhalanges7
101011	rPhalanges8
101100	rRing
101101	rPhalanges9
101110	rPhalanges10
101111	rPhalanges11
110000	rPinky
110001	rPhalanges12
110010	rPhalanges13
110011	rPhalanges14
110100-111111	Reserved

A.2.12.3 DownBodyBonesCS

This classification scheme corresponds to the element, `DownBodyBones` in `ControlBodyFeaturesType` of ISO/IEC 23005-4.

```
<ClassificationScheme uri="urn:mpeg:mpeg-v:01-VWOC-DownBodyBonesCS-NS">
   <Term termID="lFemur">
      <Name xml:lang="en">Left Femur</Name>
      <Definition xml:lang="en">
         Describes the left femur.
      </Definition>
   </Term>
   <Term termID="lPatella">
      <Name xml:lang="en">Left Patella</Name>
      <Definition xml:lang="en">
         Describes the left patella (knee bone).
      </Definition>
   </Term>
   <Term termID="lTibia">
      <Name xml:lang="en">Left Tibia</Name>
      <Definition xml:lang="en">
         Describes the left tibia (femur in front).
      </Definition>
   </Term>
   <Term termID="lFibulae">
      <Name xml:lang="en">Left Fibulae</Name>
      <Definition xml:lang="en">
         Describes the left fibulae.
      </Definition>
   </Term>
   <Term termID="lTarsals1">
      <Name xml:lang="en">Left Tarsals 1</Name>
      <Definition xml:lang="en">
         Describes the left tarsals 1.
      </Definition>
   </Term>
   <Term termID="lTarsals2">
      <Name xml:lang="en">Left Tarsals 2</Name>
      <Definition xml:lang="en">
         Describes the left tarsals 2 (7 are all).
      </Definition>
   </Term>
   <Term termID="lMetaTarsals">
      <Name xml:lang="en">Left MetaTarsals</Name>
```

```
      <Definition xml:lang="en">
         Describes the left metatarsals (5) (foot parts)
      </Definition>
   </Term>
   <Term termID="lPhalanges">
      <Name xml:lang="en">Left Phalanges</Name>
      <Definition xml:lang="en">
         Describes the left phalanges (1 - 14) (foot parts).
      </Definition>
   </Term>
   <Term termID="rFemur">
      <Name xml:lang="en">Right Femur</Name>
      <Definition xml:lang="en">
         Describes the right femur.
      </Definition>
   </Term>
   <Term termID="rPatella">
      <Name xml:lang="en">Right Patella</Name>
      <Definition xml:lang="en">
         Describes the right patella (knee bone).
      </Definition>
   </Term>
   <Term termID="rTibia">
      <Name xml:lang="en">Right Tibia</Name>
      <Definition xml:lang="en">
         Describes the right tibia (femur in front).
      </Definition>
   </Term>
   <Term termID="rFibulae">
      <Name xml:lang="en">Right Fibulae</Name>
      <Definition xml:lang="en">
         Describes the right fibulae.
      </Definition>
   </Term>
   <Term termID="rTarsals1">
      <Name xml:lang="en">Right Tarsals 1</Name>
      <Definition xml:lang="en">
         Describes the right tarsals1 (parts of ankle).
      </Definition>
   </Term>
   <Term termID="rTarsals2">
      <Name xml:lang="en">Right Tarsals 2</Name>
      <Definition xml:lang="en">
         Describes the right tarsals2 (7 are all).
      </Definition>
   </Term>
   <Term termID="rMetaTarsals">
      <Name xml:lang="en">Right MetaTarsals</Name>
      <Definition xml:lang="en">
         Describes the right metatarsals (5) (foot parts).
      </Definition>
   </Term>
   <Term termID="rPhalanges">
      <Name xml:lang="en">Right Phalanges</Name>
      <Definition xml:lang="en">
         Describes the right phalanges (1 - 14) (foot parts).
      </Definition>
   </Term>
</ClassificationScheme>
```


Binary reprentation of DownBodyBonesCS

DownBodyBonesType	Term ID of DownBodyBones
00000	lFemur
00001	lPatella
00010	lTibia
00011	lFibulae

DownBodyBonesType	Term ID of DownBodyBones
00100	lTarsals1
00101	lTarsals2
00110	lMetaTarsals
00111	lPhalanges
01000	rFemur
01001	rPatella
01010	rTibia
01011	rFibulae
01100	rTarsals1
01101	rTarsals2
01110	rMetaTarsals
01111	rPhalanges
10000-11111	Reserved

A.2.12.4 MiddleBodyBonesCS

This classification scheme corresponds to the element, `MiddleBodyBones` in `ControlBodyFeaturesType` of ISO/IEC 23005-4.

```
<ClassificationScheme uri="urn:mpeg:mpeg-v:01-VWOC-MiddleBodyBonesCS-NS">
   <Term termID="sacrum">
      <Name xml:lang="en">Sacrum</Name>
      <Definition xml:lang="en">
         Describes the sacrum.
      </Definition>
   </Term>
   <Term termID="pelvis">
      <Name xml:lang="en">Pelvis</Name>
      <Definition xml:lang="en">
         Describes the pelvis.
      </Definition>
   </Term>
   <Term termID="lumbarVertebrae5">
      <Name xml:lang="en">Lumbar Vertebrae 5</Name>
      <Definition xml:lang="en">
         Describes the lumbar vertebrae 5.
      </Definition>
   </Term>
   <Term termID="lumbarVertebrae4">
      <Name xml:lang="en">Lumbar Vertebrae 4</Name>
      <Definition xml:lang="en">
         Describes the lumbar vertebrae 4.
      </Definition>
   </Term>
   <Term termID="lumbarVertebrae3">
      <Name xml:lang="en">Lumbar Vertebrae 3</Name>
      <Definition xml:lang="en">
         Describes the lumbar vertebrae 3.
      </Definition>
   </Term>
   <Term termID="lumbarVertebrae2">
      <Name xml:lang="en">Lumbar Vertebrae 2</Name>
      <Definition xml:lang="en">
         Describes the lumbar vertebrae 2.
      </Definition>
   </Term>
   <Term termID="lumbarVertebrae1">
      <Name xml:lang="en">Lumbar Vertebrae 1</Name>
      <Definition xml:lang="en">
         Describes the lumbar vertebrae 1.
      </Definition>
```

```
</Term>
<Term termID="thoracicVertebrae12">
   <Name xml:lang="en">Thoracic Vertebrae 12</Name>
   <Definition xml:lang="en">
      Describes the thoracic vertebrae 12.
   </Definition>
</Term>
<Term termID="thoracicVertebrae11">
   <Name xml:lang="en">Thoracic Vertebrae 11</Name>
   <Definition xml:lang="en">
      Describes the thoracic vertebrae 11.
   </Definition>
</Term>
<Term termID="thoracicVertebrae10">
   <Name xml:lang="en">Thoracic Vertebrae 10</Name>
   <Definition xml:lang="en">
      Describes the thoracic vertebrae 10.
   </Definition>
</Term>
<Term termID="thoracicVertebrae09">
   <Name xml:lang="en">Thoracic Vertebrae 09</Name>
   <Definition xml:lang="en">
      Describes the thoracic vertebrae 09.
   </Definition>
</Term>
<Term termID="thoracicVertebrae08">
   <Name xml:lang="en">Thoracic Vertebrae 08</Name>
   <Definition xml:lang="en">
      Describes the thoracic vertebrae 08.
   </Definition>
</Term>
<Term termID="thoracicVertebrae07">
   <Name xml:lang="en">Thoracic Vertebrae 07</Name>
   <Definition xml:lang="en">
      Describes the thoracic vertebrae 07.
   </Definition>
</Term>
<Term termID="thoracicVertebrae06">
   <Name xml:lang="en">Thoracic Vertebrae 06</Name>
   <Definition xml:lang="en">
      Describes the thoracic vertebrae 06.
   </Definition>
</Term>
<Term termID="thoracicVertebrae05">
   <Name xml:lang="en">Thoracic Vertebrae 05</Name>
   <Definition xml:lang="en">
      Describes the thoracic vertebrae 05.
   </Definition>
</Term>
<Term termID="thoracicVertebrae04">
   <Name xml:lang="en">Thoracic Vertebrae 04</Name>
   <Definition xml:lang="en">
      Describes the thoracic vertebrae 04.
   </Definition>
</Term>
<Term termID="thoracicVertebrae03">
   <Name xml:lang="en">Thoracic Vertebrae 03</Name>
   <Definition xml:lang="en">
      Describes the thoracic vertebrae 03.
   </Definition>
</Term>
<Term termID="thoracicVertebrae02">
   <Name xml:lang="en">Thoracic Vertebrae 02</Name>
   <Definition xml:lang="en">
      Describes the thoracic vertebrae 02.
   </Definition>
</Term>
<Term termID="thoracicVertebrae01">
   <Name xml:lang="en">Thoracic Vertebrae 01</Name>
   <Definition xml:lang="en">
      Describes the thoracic vertebrae 01.
```

```
      </Definition>
   </Term>
</ClassificationScheme>
```

Binary reprentation of MiddleBodyBonesCS

MiddleBodyBonesType	Term ID of MiddleBodyBones
00000	sacrum
00001	pelvis
00010	lumbarVertebrae5
00011	lumbarVertebrae4
00100	lumbarVertebrae3
00101	lumbarVertebrae2
00110	lumbarVertebrae1
00111	thoracicVertebrae12
01000	thoracicVertebrae11
01001	thoracicVertebrae10
01010	thoracicVertebrae09
01011	thoracicVertebrae08
01100	thoracicVertebrae07
01101	thoracicVertebrae06
01110	thoracicVertebrae05
01111	thoracicVertebrae04
10000	thoracicVertebrae03
10001	thoracicVertebrae02
10010	thoracicVertebrae01
10011-11111	Reserved

A.2.13 OdorSensorTechnologyCS

```
<ClassificationScheme uri="urn:mpeg:mpeg-v:01-SI- OdorSensorTechnologyCS-NS">
   <Term termID="MOS_sensor">
      <Name xml:lang="en">Metal Oxide Semiconductor Sensor</Name>
      <Definition xml:lang="en">
         Describes metal oxide semiconductor sensor</Definition>
   </Term>
   <Term termID="MOSFET_sensor">
      <Name xml:lang="en">Metal Oxide Semiconductor Field Effect Transistor sensor</Name>
      <Definition xml:lang="en">
         Describes metal oxide semiconductor field effect transistor sensor</Definition>
   </Term>
   <Term termID="CP_sensor">
      <Name xml:lang="en">Conducting Organic Polymer sensor</Name>
      <Definition xml:lang="en">
         Describes conducting organic polymer sensor</Definition>
   </Term>
   <Term termID="SAW_sensor">
      <Name xml:lang="en">Surface Acoustic Wave sensor</Name>
      <Definition xml:lang="en">
         Describes surface acoustic wave</Definition>
   </Term>
   <Term termID="QMB_sensor">
      <Name xml:lang="en">Quartz Microbalance sensor</Name>
      <Definition xml:lang="en">
         Describes quartz microbalance</Definition>
   </Term>
</ClassificationScheme>
```

Binary representation of OdorSensorTechnologyCS

OdorSensorTechnologyCS	**Term ID of OdorSensorTechnologyCS**
0000	MOS_sensor
0001	MOSFET_sensor
0010	CP_sensor
0011	SAW_sensor
0100	QMB_sensor
0101-1111	Reserved

A.2.14 CameraFilterTypeCS

```
<ClassificationScheme uri="urn:mpeg:mpeg-v:01-SI-CameraFilterTypeCS-NS">
   <Term termID="UV">
      <Name xml:lang="en">ultraviolet</Name>
      <Definition xml:lang="en">
Describes the UV filter used to reduce haziness created by ultraviolet light, to which
photographic film and sensors are sensitive, but not the human eye.
      </Definition>
   </Term>
   <Term termID="Polarizing">
      <Name xml:lang="en">polarizing</Name>
      <Definition xml:lang="en">
Describes the polarizing filter used to color and contrast enhancement, as well as
reflection control, using optical principles different from any other filter types.
      </Definition>
   </Term>
   <Term termID="NB">
      <Name xml:lang="en">neutral density </Name>
      <Definition xml:lang="en">
Describes the neutral density filter used to allow a longer exposure (to create blur) or
larger aperture (for selective focus) than otherwise required for correct exposure in the
prevailing light conditions, without changing the tonal balance of the photograph.
      </Definition>
   </Term>
   <Term termID="Diffusion">
      <Name xml:lang="en">diffusion</Name>
      <Definition xml:lang="en">
Describes the diffusion filter used to softens subjects and generates a dreamy haze.
      </Definition>
   </Term>
   <Term termID="Star">
      <Name xml:lang="en">star</Name>
      <Definition xml:lang="en">
Describes the star filter used to create a star pattern, in which lines radiate outward
from bright objects.
      </Definition>
   </Term>
</ClassificationScheme>
```


Binary representation of CameraFilterTypeCS

CameraFilterTypeCS	**Term ID of CameraFilterTypeCS**
0000	UV
0001	Polarizing
0010	NB
0011	Diffusion
0100	Star
0101~1111	Reserved

A.2.15 CosmeticTypeCS

```
<ClassificationScheme uri="urn:mpeg:mpeg-v:01-VWOC-CosmeticTypeCS-NS">
   <Term termID="Foundation">
      <Name xml:lang="en">foundation</Name>
      <Definition xml:lang="en">
Describes the foundation used to smooth out the face and cover spots or uneven skin
coloration.
      </Definition>
   </Term>
   <Term termID="Concealer">
      <Name xml:lang="en">concealer</Name>
      <Definition xml:lang="en">
Describes the concealer used to cover any imperfections of the skin.
      </Definition>
   </Term>
<Term termID="Powder">
      <Name xml:lang="en">powder</Name>
      <Definition xml:lang="en">
Describes the powder used to set the foundation, giving a matte finish, and also to conceal
small flaws or blemishes.
      </Definition>
   </Term>
   <Term termID="Eyebrow">
      <Name xml:lang="en">eyebrow</Name>
      <Definition xml:lang="en">
Describes the eyebrow used to color and define the brows such as pencils, creams, waxes,
gels and powders.
      </Definition>
   </Term>
   <Term termID="Eye Shadow">
      <Name xml:lang="en">eye shadow</Name>
      <Definition xml:lang="en">
Describes the eye shadow applied on the eyelids and under the eyebrows. It is commonly
used to make the wearer's eyes stand out or look more attractive.
      </Definition>
   </Term>
   <Term termID="Eyeliner">
      <Name xml:lang="en">eyeliner</Name>
      <Definition xml:lang="en">
Describes the eyeliner used to define the eyes. It is applied around the contours of the
eye to create a variety of aesthetic illusions.
      </Definition>
   </Term>
   <Term termID="Blusher">
      <Name xml:lang="en">blusher</Name>
      <Definition xml:lang="en">
Describes the blusher used by women to redden the cheeks so as to provide a more youthful
appearance, and to emphasize the cheekbones.
      </Definition>
   </Term>
   <Term termID="Highlight">
      <Name xml:lang="en">highlight</Name>
      <Definition xml:lang="en">
Describes the highlight used to draw attention to the high points of the face as well as
to add glow to the face.
      </Definition>
   </Term>
   <Term termID="Shading">
      <Name xml:lang="en">shading</Name>
      <Definition xml:lang="en">
Describes the shading used to define the face. It can be used to give the illusion of a
slimmer face or to even modify a person’s face shape as desired.
      </Definition>
   </Term>
   <Term termID="Lipliner">
      <Name xml:lang="en">lipliner</Name>
      <Definition xml:lang="en">
Describes the lipliner used to outline the lips, keeping lipstick inside the lip area and
preventing it from "bleeding".
      </Definition>
```

```
   </Term>
   <Term termID="Lipstick">
      <Name xml:lang="en">lipstick</Name>
      <Definition xml:lang="en">
Describes the lipstick that are applies color, texture, and protection to the lips.
      </Definition>
   </Term>
   <Term termID="Lipgloss">
      <Name xml:lang="en">lipgloss</Name>
      <Definition xml:lang="en">
Describes the lipgloss used primarily to give lips a glossy lustre and sometimes subtle
color.
      </Definition>
   </Term>
   <Term termID="Mascara">
      <Name xml:lang="en">mascara</Name>
      <Definition xml:lang="en">
Describes the mascara used to darken, lengthen, and thicken the eyelashes.
      </Definition>
   </Term>
</ClassificationScheme>
```

Binary representation of CosmeticTypeCS

CosmeticTypeCS	**Term ID of CosmeticTypeCS**
00000	Foundation
00001	Concealer
00010	Powder
00011	Eyebrow
00100	Eye Shadow
00101	Eyeliner
00110	Blusher
00111	Highlight
01000	Shading
01001	Lipliner
01010	Lipstick
01011	Lipgloss
01100	Mascara
01101~11111	Reserved

A.2.16 GasTypeCS

```
<ClassificationScheme uri="urn:mpeg:mpeg-v:01-GasTypeCS-NS">
   <Term termID="CO">
      <Name xml:lang="en">CO</Name>
      <Definition xml:lang="en">
Carbon Monoxide
      </Definition>
   </Term>
   <Term termID="CO2">
      <Name xml:lang="en">CO2</Name>
      <Definition xml:lang="en">
Carbon Dioxide
      </Definition>
   </Term>
   <Term termID="H2SO4">
      <Name xml:lang="en">H2SO3</Name>
      <Definition xml:lang="en">
Sulfurous Acid
      </Definition>
   </Term>
   <Term termID="NO">
```

```
      <Name xml:lang="en">NO</Name>
      <Definition xml:lang="en">
Nitrogen Oxide
      </Definition>
   </Term>
   <Term termID="O2">
      <Name xml:lang="en">O2</Name>
      <Definition xml:lang="en">
Oxygen
      </Definition>
   </Term>
   <Term termID="O3">
      <Name xml:lang="en">O3</Name>
      <Definition xml:lang="en">
Ozone
      </Definition>
   </Term>
   <Term termID="H2">
      <Name xml:lang="en">H2</Name>
      <Definition xml:lang="en">
Hydrogen
      </Definition>
   </Term>
   <Term termID="VOC">
      <Name xml:lang="en">VOC</Name>
      <Definition xml:lang="en">
Volatile Organic Compounds
      </Definition>
   </Term>
   <Term termID="ETH">
      <Name xml:lang="en">Ethanol</Name>
      <Definition xml:lang="en">
Ethanol (C2H5OH)
      </Definition>
   </Term>
   <Term termID="Propane">
      <Name xml:lang="en">Propnae</Name>
      <Definition xml:lang="en">
Propane (C3H8)
      </Definition>
   </Term>
   <Term termID="METH">
      <Name xml:lang="en">Methane</Name>
      <Definition xml:lang="en">
Methane
      </Definition>
   </Term>
   <Term termID="Butane">
      <Name xml:lang="en">Butane</Name>
      <Definition xml:lang="en">
Butane (C4H10)
      </Definition>
   </Term>
   <Term termID="Form">
      <Name xml:lang="en">Formaldehyde</Name>
      <Definition xml:lang="en">
Formaldehyde (CH2O HCHO) also Methanal
      </Definition>
   </Term>
   <Term termID="Rn">
      <Name xml:lang="en">Radon</Name>
      <Definition xml:lang="en">
Radon222
      </Definition>
   </Term>
</ClassificationScheme>
```

Binary representation of GasTypeCS

GasTypeCS (16bits)	Type
0000000000000000	Reserved
0000000000000001	carbon monoxide
0000000000000010	carbon dioxide
0000000000000011	sulfurous acid
0000000000000100	nitrogen oxide
0000000000000101	oxygen
0000000000000110	ozone
0000000000000111	hydrogen
0000000000001000	VOC (Volatile Organic Compounds)
0000000000001001	ethanol (chemical symbol of ethanol is C_2H_5OH)
0000000000001010	propane
0000000000001011	methane
0000000000001100	butane
0000000000001101	formaldehyde
0000000000001110	Radon222
0000000000001111-1111111111111111	reserved

A.2.17 3DPrinterFileFormatTypeCS

```
<ClassificationScheme uri="urn:mpeg:mpeg-v:01-SI-3DPrinterFileFormatType-NS">
   <Term termID="obj">
      <Name xml:lang="en">OBJ</Name>
      <Definition xml:lang="en">Wavefront OBJ file (.obj)</Definition>
   </Term>
   <Term termID="stl">
      <Name xml:lang="en">STL</Name>
      <Definition xml:lang="en">STereoLithography STL file(.stl)</Definition>
   </Term>
   <Term termID="amf">
      <Name xml:lang="en">AMF</Name>
      <Definition xml:lang="en"> Additive Manufacturing Format </Definition>
   </Term>
   <Term termID="gcode">
      <Name xml:lang="en">GCODE</Name>
      <Definition xml:lang="en"> Slice like file used for H/W control </Definition>
   </Term>
   <Term termID="fbx">
      <Name xml:lang="en">FBX</Name>
      <Definition xml:lang="en">Filmbox, Autodesk FBX file(.fbx)</Definition>
   </Term>
   <Term termID="ply">
      <Name xml:lang="en">PLY</Name>
      <Definition xml:lang="en">Polygon File Format of Stanford, (.ply)</Definition>
   </Term>
   <Term termID="wrl">
      <Name xml:lang="en">WRL</Name>
      <Definition xml:lang="en">3D file format written by Virtual Reality Modeling Language
of Web3D, (.wrl)</Definition>
   </Term>
</ClassificationScheme>
```

Binary representation of 3DPrinterFileFormatTypeCS

3D Printer File Format CS	Term ID of 3D Printer File Format
0000	obj
0001	stl
0010	gcode
0011	amf
0100	fbx
0101	ply
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A.2.18 3DPrinterTypeCS

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