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Information technology — MPEG systems technologies —

Part 10: Carriage of timed metadata metrics of media in ISO base media file format

AMENDMENT 1: Carriage of spatial information

Technologies de l'information — Technologies des systèmes MPEG —

Partie 10: Transport de métriques de métadonnées de temporisation de supports au format de fichier de support en base ISO

AMENDEMENT 1: Transport d'information spatiale

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Information technology — MPEG systems technologies —

Part 10:
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Add a new Clause 6

6 Carriage of coordinates

6.1 General

This document specifies the carriage of ROI coordinates in the ISO Base Media File Format using metadata tracks. Different coordinate types and corresponding storage formats are identified by their sample entry. This clause defines those coordinates.

The ROI metadata track shall be linked to the track it describes by means of a 'cdsc' (content describes) track reference.

The ROI described by a sample in the ROI track indicates the position of the ROI in the video track with respect to the dimensions documented by the track header (i.e. on a uniformly sampled grid, possibly upscaled to track header width and height) but before the application of the track (or movie) matrix, if any.

6.2 2D Cartesian coordinates

6.2.1 2D Cartesian coordinates Sample Entry

Sample Entry Type: '2dcc'

Container: Sample Description Box ('stsd')

Mandatory: No

Quantity: 0 or 1

The 2D Cartesian coordinates sample entry provides spatial information related to the referenced track expressed in a two-dimension Cartesian coordinate system.

6.2.1.1 Syntax

The 2D Cartesian coordinates sample entry shall be as follows:

```
aligned(8) class 2DCartesianCoordinatesSampleEntry
      extends MetadataSampleEntry ('2dcc') {
      unsigned int(16)    reference_width;
      unsigned int(16)    reference_height;
}
```

6.2.1.2 Semantics

reference_width and reference_height give respectively the width and height of the reference rectangular space in which all ROI coordinates (top_left_x, top_left_y, width and height) are computed.

These fields allow associating a ROI metadata track with video tracks of different resolutions but representing the same visual source.

6.2.2 2D Cartesian coordinates Sample format

6.2.2.1 Syntax

The 2D Cartesian coordinates sample shall conform to the following syntax:

```
aligned(8) class 2DCartesianCoordinatesSample(){
       unsigned int(16)    top_left_x;
       unsigned int(16)    top_left_y;
       unsigned int(16)    width;
       unsigned int(16)    height;
       unsigned int(1)     interpolate;
       unsigned int(7)     reserved;
}
```

Sync samples for ROI metadata tracks are samples for which the interpolate value is 0.

6.2.3 Semantics

top_left_x and top_left_y give respectively the horizontal and vertical coordinate of the top-left corner of the rectangle region associated with the media sample of the referenced track.

width and height give respectively the width and height of the rectangular region associated with the media sample of the referenced track.

interpolate indicates the continuity in time of the successive samples. When true, the application may linearly interpolate values of the ROI coordinates between the previous sample and the current sample. When false, there shall not be any interpolation of values between the previous and the current samples.

NOTE When using interpolation, it is expected that the interpolated samples match the presentation time of the samples in the referenced track. For instance, for each video sample of a video track, one interpolated 2D Cartesian coordinate sample is calculated.

Add a new Annex A

Annex A

(informative)

Use cases for carriage of ROI coordinates

A.1 Close-up view (video-to-video)

In this scenario, the content provider offers two videos, namely a wide angle view and a close up view. The close up view generally focuses on particularly interesting parts of the scene, e.g. most popular athletes in sport events. But to ensure a satisfying Quality of Experience for the end-user, it is utterly important to be able to describe the position of the close-up cam with respect to the wide angle cam at any point in time of the broadcast. This way, the end-user application may seamlessly switch from one video to another provide a smooth experience for the end-user. Figure A.1 illustrates this concept for a live broadcast of cycling races.

