An introduction to Volumetric Video Guidelines

1st December 2021
Volumetric Video Guidelines

• Previous VRIF’s guidelines focused entirely around VR360
• Volumetric Video Guidelines v0.95 is the first public release from the VRIF’s Volumetric track

Volumetric Track
• It covers aspects of capture, production, storage and distribution formats, and security of volumetric assets (6DOF).
• It can be rendered in HMD, AR glasses and flat screens.
• Meshes and Point Clouds formats are discussed as well as compression and distribution mechanisms.
Volumetric Video

Guidelines use case: end-2-end streaming of one volumetric asset

Example of three Volumetric Assets

Volumetric Video Capture
Guidelines highlights

- Volumetric video production workflows for meshes and point clouds
- A survey of most common volumetric capture systems
- A media profile standard for distribution using Video Point Cloud Compression (V-PCC) based on HEVC
Interested in joining or knowing more

www.vr-if.org/join

For press and guidelines’ feedback (31st January 2022) contact: info@vr-if.org

Industry mailing list – open to all: http://goo.gl/4xZgbt
LinkedIn group: https://www.linkedin.com/company/vr-industry-forum