
**Information technology — Coding of
audio-visual objects —**

**Part 16:
Animation Framework eXtension (AFX)**

**AMENDMENT 4: Pattern-based 3D mesh
coding (PB3DMC)**

*Technologies de l'information — Codage des objets audiovisuels —
Partie 16: Extension du cadre d'animation (AFX)
AMENDEMENT 4: Codage de maille 3D fondé sur un modèle*





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