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Information technology — Coding of audio-visual objects —

Part 27: **3D Graphics conformance**

AMENDMENT 6: Pattern-based 3D mesh coding conformance

Technologies de l'information — Codage des objets audiovisuels —

Partie 27: Conformité aux graphiques 3D

*AMENDEMENT 6: Conformité de codage d'un réseau 3D fondé sur un
modèle*

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