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

**Part 5:
Reference software**

**AMENDMENT 26: Reference software for
scalable complexity 3D mesh coding in 3DG
compression model**

Technologies de l'information — Codage des objets audiovisuels —

Partie 5: Logiciel de référence

*AMENDEMENT 26: Logiciel de référence d'encodage de maille 3D de
complexité atteignable dans le modèle de compression 3DG*



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