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

**Part 5:
Reference software**

**AMENDMENT 31: Reference software for
efficient representation of 3D meshes with
multiple attributes**

*Technologie de l'information — Codage des objets audio-visuels —
Partie 5: Logiciel de référence*

*AMENDEMENT 31: Logiciel de référence pour une représentation
efficace de mailles en 3D avec attributs multiples*



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