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

**Part 5:
Reference software**

**AMENDMENT 36: Pattern-based 3D
mesh coding reference software**

*Technologies de l'information — Codage des objets audiovisuels —
Partie 5: Logiciel de référence*

*AMENDEMENT 36: Logiciel de référence d'encodage de maille en 3D
basé sur les modèles*



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