

## **Volumetric Video: The “MPEG Metadata for Immersive Video” Distribution Format**

### **Abstract:**

The presentation will start reviewing the key use cases related to Volumetric Video, nickname of an immersive video experience where the user gets the sensation of depth and parallax. Such contents are produced by a combination of means, which lead to highly redundant information. The technique for removing this redundancy constitutes the core part of the pre-processing to be put upfront the video coding and has a direct impact on coding efficiency. The related processes will be illustrated and placed in the current MPEG reference architecture, as defined in the MPEG Video group preparing the Metadata for Immersive Video (MIV) MPEG-I part 12 standard.