**Source: VIDEO SWG Chairman[[1]](#footnote-1)**

**Title: Exec summary from the chair – VIDEO SWG during SA4#131**

Full report available in S4-250341

This week:

* 7 slots (+ offline)
* Around 37 delegates
* 98 documents.

The topics covered:

* Some maintenance on XRTRaffic Characteristics
* The work item on Video Operation points harmonization + MV-HEVC (VOPS)
* The study on AIML for Media (FS\_AI4Media)
* The study on Avatar for real time communications (FS\_Avatar)
* The study on beyond 2D formats (FS\_Beyond2D)
* And the study on Spatial computing for AR (FS\_ARSpatial)

On Maintenance

* Agreed editorial CR improving the readability of the TR 26.926.

On VOPS

* Reviewed and agreed the description of MV-HEVC interoperability aspects including integration into adaptive streaming and messaging.
* Progressed a CR to 5GMS on MV-HEVC that is endorsed for the time being.
* Agreed to limit the stereoscopic video capability to 4K.
* Progress on the description of the system operation points, video operation points, frame packing stereoscopic support and signaling with SEI.
* The Draft TS is to be sent to SA for information.

On FS\_AI4Media

* On functional aspects
  + Progress on the Draft TR 26.927 with editorial improvements, description of federated learning metadata, the signaling of AIML tasks in IMS
  + The conclusions were discussed but not concluded in the VIDEO SWG, only anticipated normative work documented into the TR and the rest in the Permanent document.
* On the evaluation aspects
  + reviewed text to speech and speech to text real time language results that need to be further refined.
  + The incremental model delivery scenario evaluation is also refined into the evaluation TR.
* Both TRs are to be sent to SA for information.

On FS\_AVATAR

* Reviewed and agreed updated on the MPEG Avatar representation format.
* Agreed to document existing representation formats such as Metahuman and VRM.
* New animation data formats are also documented beyond morph targets (namely blend shapes and joint animations).
* On system integration, based on the SA2 latest architecture, we have addressed the support for Avatar into real time communication, including scene management.
* Agreed some conclusions inviting for normative work under release19.
* Further study or work in release 20 may address avatar generation and interoperability between multiple formats.
* The TR is to be presented to SA for approval meaning that if approved here, we will declare the study item completion.

On FS\_Beyond2D

* Agreed some general improvements of the TR.
* Reviewed and agreed some contributions related to dynamic mesh, including test sequences and quality criteria.
* On Stereoscopic Video, agreed test sequences and performance metrics for the evaluation.
* On multi view, the scenario on Multiview + depth content are refined
* On point clouds, reviewed and agreed some test sequences description, and some updates on test conditions.
* On other formats, 3D Gaussian spats are now better described as part of future formats.
* A 2nd Permanent document is initiated to keep track of the progress of the study of each representation format.
* Given the remaining work on the evaluation front, it is proposed to extend the completion date to the August meeting.

On FS\_ARSpatial

* Agreed to update the draft TR with architecture mapping on IMS and the associated call flow for spatial computing session
* Relevant standardization work outside of 3GPP is also updated into the Draft TR.
* The TR is not seen mature enough for a presentation for information to the next SA meeting, but is still expected to be send directly for approval in May.

Thank you:

* All the VIDEO SWG delegates.
* the rapporteurs
* the minute takers: Thomas Stockhammer (Qualcomm), Emmanuel Thomas (Xiaomi) and Eric Yip (Samsung) for the minutes reflected in this report.

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