**3GPP TSG-SA WG4 Meeting #133-eS4-251346\_r01**

**Online, 18-25 July 2025**

**Source: Samsung Electronics Co., Ltd.**

**Title: [AvCall-MED] On avatar management call flow**

**Agenda item: 10.7**

**Document for: Agreement**

**1. Introduction**

This contribution presents again an updated avatar management call flow, including the addition of data elements for the BAR RESTful API operations as based on the comments received regarding S4aR250110 from the post-SA4 #132 RTC SWG adhoc telco.

**2. Discussion**

During SA4 #132 it was agreed that avatar management can be realized via the IMS network using the already defined interfaces in the IMS DC architecture. A sub clause placeholder for a call flow detailing this procedure on avatar management was also created in the latest version of the base CR.

During the post-SA4#132 RTC SWG adhoc telco, it was commented that further data elements related to the proposed API operations would be needed. A related liaison to SA2 was also suggested to check for alignment.

This contribution proposes:

* An avatar management call flow for the registration and upload of base avatars and assets

**3. Proposal**

It is proposed to agree the following changes to the latest version of the CR for 3GPP TR 26.264.

\* \* \* First change \* \* \* \*

### A.2.2 Avatar Management Call Flow



Figure A.2.2-1: Avatar management call flow via IMS network for registering and uploading base avatar and associated assets

1. UE creates the base avatar.

Base avatar registration request (the use of an avatar ID assigned by the BAR is required for the secure upload of the base avatar by the UE):

2. UE requests the registration of its base avatar to MF/DC AS via application data channel.

3. DC AS forwards the registration request to BAR.

4. BAR assigns a unique Avatar ID for the UE and URL for the base avatar according to the UE identifier known via the DC AS..

5. BAR sends a registration response containing the Avatar ID and URL to the UE via MF/DC AS.

6. The UE inserts the assigned Avatar ID into the Base Avatar data created from step 1.

7. Upload request from avatar app to avatar storage.

8. UE uploads base avatar data to the BAR via MF using application data channel.

9. BAR replies with associated information for the registered base avatar.

Add asset:

10. Add new asset.

11. UE requests the registration of a new asset to BAR via MF using application data channel.

12. BAR creates a new asset ID for the requested asset and stores the asset ID under the associated avatar ID.

13. BAR updates the associated information corresponding to the avatar ID.

14. BAR sends a registration response containing the asset ID to the UE via MF.

15. UE uploads asset data to the BAR via MF.

16. BAR replies with updated associated information.

17. Repeat for the registration of additional assets.

\* \* \* End of Changes \* \* \* \*