**3GPP TSG SA WG4#133-e S4-251389**

**Online, 17 – 25 July 2025**

**Source: China Mobile Com. Corporation**

**Title: [FS\_Beyond2D] Terms and Abbreviations**

**Agenda item: 9.6**

**Document for: Agreement**

**1. Introduction**

This proposal provides terms and abbreviations used in FS\_Beyond2D.

**2. Proposal**

It is proposed to agree the following changes to the 3GPP draft TR 26.956 V1.0.0

\* \* \* First Change \* \* \*

# 3 Definitions of terms, symbols and abbreviations

This clause and its three subclauses are mandatory. The contents shall be shown as "void" if the TS/TR does not define any terms, symbols, or abbreviations.

## 3.1 Terms

For the purposes of the present document, the terms given in 3GPP TR 21.905 [1] and the following apply. A term defined in the present document takes precedence over the definition of the same term, if any, in 3GPP TR 21.905 [1].

**Beyond 2D (B2D):** refers to video technologies that go beyond traditional two-dimensional video, offering enhanced depth, or immersive experiences and may be combined with interactivity.

**B2D Video Encoder:** executes a processing step that will result in a Beyond 2D video bitstream that includes a digitally compressed version of the B2D video along with optional metadata.

**B2D Video Decoder:** decodes the B2D video bitstream and recovers a B2D video format.

**Volumetric Video:** A frame-based immersive experience whereby each frame represents a volumetric region in 3D space in which any point is either non-occupied or has a colour that may depend on the viewing direction.

## 3.2 Symbols

For the purposes of the present document, the following symbols apply:

Symbol format (EW)

<symbol> <Explanation>

## 3.3 Abbreviations

For the purposes of the present document, the abbreviations given in 3GPP TR 21.905 [1] and the following apply. An abbreviation defined in the present document takes precedence over the definition of the same abbreviation, if any, in 3GPP TR 21.905 [1].

AAC Advanced Audio Coding

ABR Adaptive BitRate

AI Artificial Intelligence

APK Android Package

AR Augmented Reality

API Application Programming Interface

B2D Beyond 2D Video

BMP Bitmap

CBR Constant BitRate

CGI Computer-Generated Imagery

CMAF Common Media Application Format

CNN Convolutional Neural Network

CPU Central Processing Unit

CSV Comma-Separated Values

DASH Dynamic Adaptive Streaming over HTTP

ERP Equi-Rectangular Projection

EXE Executable File

FHD Full HD

FPS Frames Per Second

GAN Generative Adversarial Network

GIF Graphics Interchange Format

GOP Group-Of-Pictures

1. PCC Geometry-based Point Cloud Compression

GPU Graphics Processing Unit

HDR High Dynamic Range

HEIF High Efficiency Image File Format

HEVC High Dynamic Range

HLS HTTP Live Streaming

HMD Head-Mounted Display

HTML Hypertext Markup Language

HTTP Hypertext Transfer Protocol

ISO BMFF ISO Base Media File Format

ITU International Telecommunication Union

JPEG Joint Photographic Experts Group

JSON JavaScript Object Notation

JVET Joint Video Experts Team

KPI Key Performance Indicator

LiDAR Light Detection and Ranging

LVC Lenslet Video Coding

MDF Media Descriptor File

MIV MPEG Immersive Video

MPEG Moving Picture Experts Group

MSE Mean Squared Error

MV-HEVC Multiview High Efficiency Video Coding

NeRF Neural Radiance Fields

OBJ Object File Format

OpenGL Open Graphics Library

OpenXR Open Extended Reality

PLY Polygon File Format

PSNR Peak Signal-to-Noise Ratio

QoE Quality of Experience

QoS Quality of Service

RA Random Access

RAP Random Access Point

RGB Red, Green, Blue

RTP Real-time Transport Protocol

SDK Software Development Kit

SDR Standard Dynamic Range

SMFoLD Streaming Media Standard for Field of Light Displays

TIFF Tagged Image File Format

ToF Time of Flight

UHD Ultra High Definition

URL Uniform Resource Locator

V-DMC Video-based Dynamic Mesh Coding

V-PCC Video-based Point Cloud Compression

VR Virtual Reality

WebGL Web Graphics Library

WebGPU Web Graphics Processing Unit

WebXR Web Extended Reality

YCbCr Luminance, Blue Chrominance, Red Chrominance

3DGS 3D Gaussian Splatting

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