**3GPP TSG-SA WG4 Meeting #133-eS4-251346\_r02**

**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

Figure A.2.2-1 depicts the call flow procedure for registering and uploading a user’s base avatar and associated assets. The main steps in the call flow are as follows:

1. The UE creates the base avatar.

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

2.1 The UE sends registration request to the MF/DC AS via application data channel to request the registration of its base avatar.

2.2 The DC AS forwards the registration request to the BAR.

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

Note: How the BAR obtains and maps user identifiers to Avatar IDs is FFS.

2.4 The BAR sends a registration response containing the Avatar ID and URL for the registered base avatar to the UE via the MF/DC AS.

3. The UE associates the assigned Avatar ID to the Base Avatar data created from step 1.

4. The Avatar App on the UE retrieves the base avatar from the Avatar Storage.

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

6. The BAR replies with associated information for the registered base avatar.

7. Adding new assets to the base avatar:

7.1 The UE adds a new asset to the base avatar in the Avatar Storage.

7.2 The UE sends an asset registration request for the new asset to the BAR via the MF using the application data channel.

7.3 The BAR creates a new asset ID for the new asset and associates it to the avatar ID of the base avatar.

7.4 The BAR updates the associated information corresponding to the avatar ID.

7.5 The BAR sends an asset registration response containing the asset ID to the UE via the MF.

7.6 The UE uploads the asset data to the BAR via the MF.

7.7 The BAR replies with updated associated information.

7.8 Steps 7.1 to 7.7 are repeated for the registration of additional assets.

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