

MPEG Standardisation Roadmap

(brief summary)

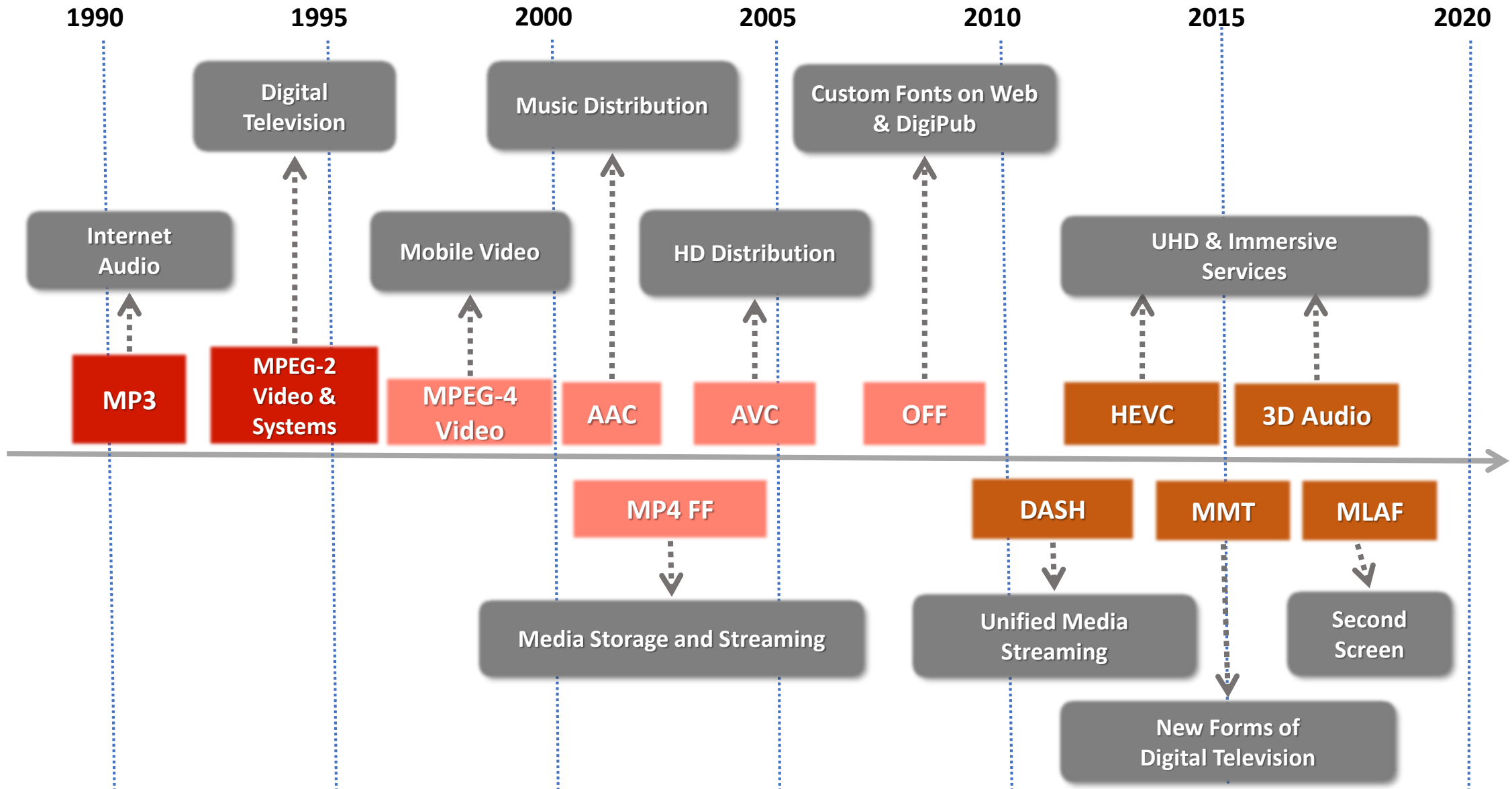
Rob Koenen, Co-Chair, MPEG Roadmap Activity



Why a Standardisation Roadmap?

- MPEG has created, and is still producing, media standards that enable **huge markets to flourish**
- MPEG works on **requirements from industry**
- Many industries represented in MPEG, but not all of **MPEG's customers** can or need to participate in the process
- MPEG wants to inform its customers about its **long-term plans** ... and **collect feedback and requirements** from these customers
- ... including in this session

MPEG Standards



Significant Developments Shape MPEG's Roadmap

- The relentless increase of IP-distributed and Mobile media
- Higher quality
- More immersion (UHD, VR, AR)
- The Internet of Media Things & Wearables
- Cloud-based media processing, storage and delivery

Jan 2017

2018

2019

2020

2021

2022

Jan 2023

Genome Compressionp

Descriptors for Video Analysis (CDVA)

6 DoF Audio Coding

Internet Video Coding

Point Cloud Compression

PCC Ext

New Video Codec

Scene Graph for Immersive Media

Light Field Coding

6 DoF Application Format

OMAF v1

OMAF v2

Media Orchestration

web tracks

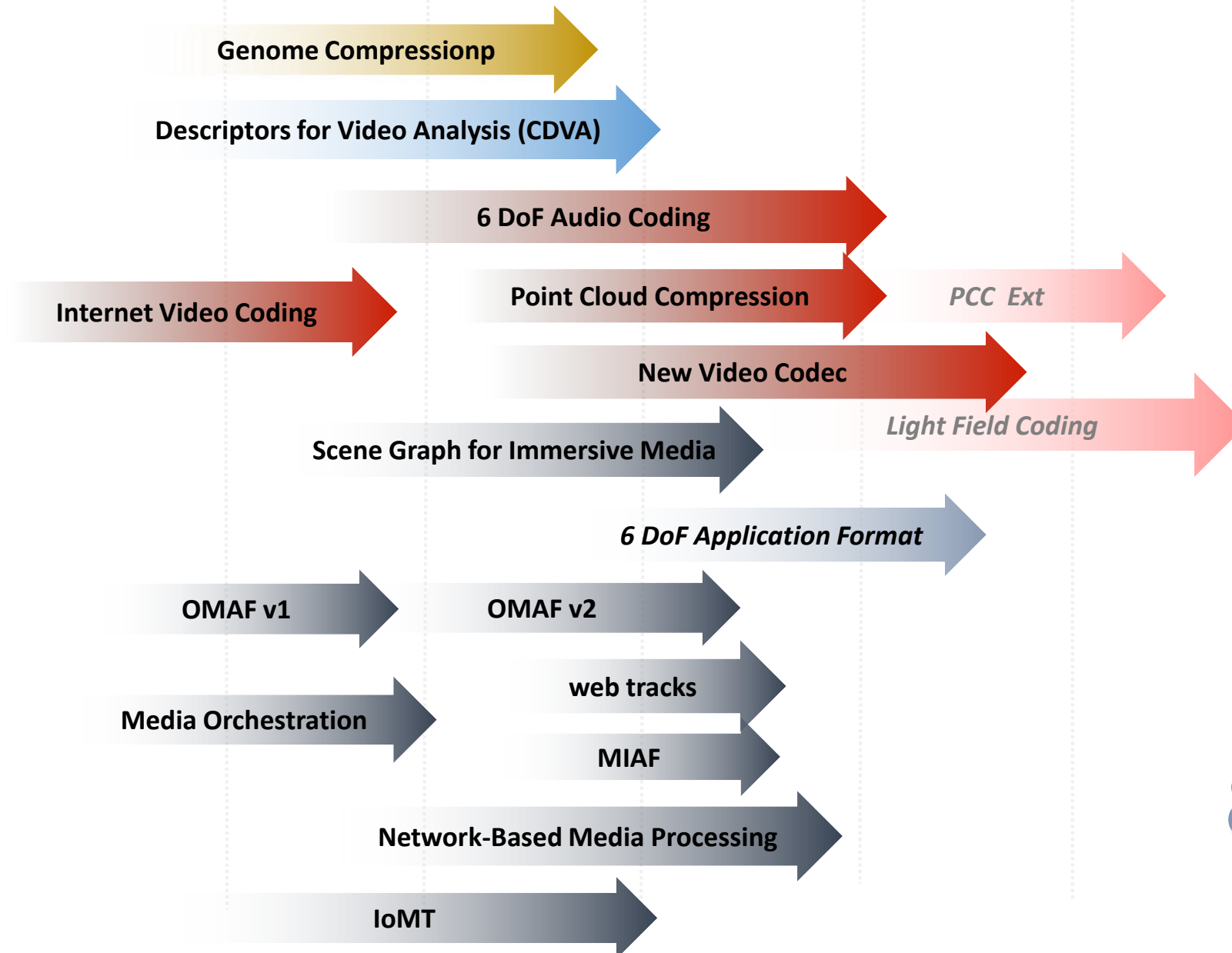
MIAF

Network-Based Media Processing

IoMT

Coding

Systems and Tools



Jan 2017

2018

2019

2020

2021

2022

Jan 2023

Genome Compressionp

Descriptors for Video Analysis (CDVA)

6 DoF Audio

Immersive Media
with 6 Degrees of Freedom

Internet Video Coding

Point Cloud Compression

New Video Codec

Combining Natural
and Synthetic content

Light Field Coding

Scene Graph for Immersive Media

VR360, on-demand
and live (3 DoF)

6 DoF Application Format

OMAF v1

web tracks

Media Orchestration

MIAF

Network-Based Media Processing

IoMT

Coding

Systems
and Tools

Thank you

Questions?