

**ISO/IEC JTC 1/SC 29/WG 11**

**Coding of moving pictures and audio**

**Convenorship: UNI (Italy)**

**ISO/IEC JTC 1/SC 29/WG 11 N18329**

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**INTERNATIONAL ORGANISATION FOR STANDARDISATION**

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**ISO/IEC JTC 1/SC 29/WG 11**

**CODING OF MOVING PICTURES AND AUDIO**

**ISO/IEC JTC 1/SC 29/WG 11 N18329**

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| **Title:** | **Complete list of all MPEG standards** |

**Complete list of all WG 11 standards**

MPEG-1 ISO/IEC 11172 Coding of moving pictures and associated audio for digital storage media at up to about 1,5 Mbit/s

Part 1 – Systems

Part 2 – Video

Part 3 – Audio

Part 4 – Compliance testing

Part 5 – Software simulation

MPEG-2 ISO/IEC 13818 Generic coding of moving pictures and associated audio information

Part 1 – Systems

Part 2 – Video

Part 3 – Audio

Part 4 – Coformance testing

Part 5 – Software simulation

Part 6 – Extensions for DSM-CC

Part 7 – Advanced Audio Coding (AAC)

Part 8 – VOID

Part 9 – Extension for real time interface for systems decoders

Part 10 – Conformance extension - DSM-CC

Part 11 – IPMP on MPEG-2 Systems

MPEG-4 ISO/IEC 14496 Coding of audio-visual objects

Part 1 – Systems

Part 2 – Visual

Part 3 – Audio

Part 4 – Conformance testing

Part 5 – Reference software

Part 6 – Delivery Multimedia Integration Framework (DMIF)

Part 7 – Optimized reference software for coding of audio-visual objects

Part 8 – Carriage of ISO/IEC 14496 contents over IP networks

Part 9 – Reference hardware description

Part 10 – Advanced Video Coding

Part 11 – Scene description and application engine

Part 12 – ISO base media file format

Part 13 – Intellectual Property Management and Protection (IPMP) extensions

Part 14 – MP4 file format

Part 15 – Carriage of NAL unit structured video in the ISOBMFF

Part 16 – Animation Framework eXtension (AFX)

Part 17 – Streaming text format

Part 18 – Font compression and streaming

Part 19 – Synthesised texture stream

Part 20 – Lightweight Application Scene Representation (LASeR) and Simple Aggregation Format (SAF)

Part 21 – MPEG-J Graphics Framework eXtensions (GFX)

Part 22 – Open Font Format

Part 23 – Symbolic Music Representation

Part 24 – Audio and systems interaction

Part 25 – 3D Graphics Compression Model

Part 26 – Audio conformance

Part 27 – 3D Graphics conformance

Part 28 – Composite font representation

Part 29 – Web video coding

Part 30 – Timed text and other visual overlays in ISO base media file format

Part 31 – Video coding for browsers

Part 32 – Reference software and conformance for file formats

Part 33 – Internet Video Coding

Part 34 – Registration Authorities

MPEG-7 ISO/IEC 15938 Multimedia content description interface

Part 1 – Systems

Part 2 – Description definition language

Part 3 – Visual

Part 4 – Audio

Part 5 – Multimedia description schemes

Part 6 – Reference software

Part 7 – Conformance testing

Part 8 – Extraction and use of MPEG-7 descriptions

Part 9 – Profiles and levels

Part 10 – Schema definition

Part 11 – MPEG-7 profile schemas

Part 12 – Query format

Part 13 – Compact descriptors for visual search

Part 14 – Reference software, conformance and usage guidelines for CDVS

Part 15 – Compact descriptors for video analysis

Part 16 – Conformance and Reference Software for Compact Descriptors for Video Analysis

Part 17 – Digital representation of neural networks

MPEG-21 ISO/IEC 21000 Multimedia Framework

Part 1 – Vision, Technologies and Strategy

Part 2 – Digital Item Declaration

Part 3 – Digital Item Identification

Part 4 – Intellectual Property Management and Protection Components

Part 5 – Rights Expression Language

Part 6 – Rights Data Dictionary

Part 7 – Digital Item Adaptation

Part 8 – Reference Software

Part 9 – File Format

Part 10 – Digital Item Processing

Part 11 – Evaluation Methods for Persistent Association Technologies

Part 12 – Test Bed for MPEG-21 Resource Delivery

Part 13 – VOID

Part 14 – Conformance Testing

Part 15 – Event Reporting

Part 16 – Binary Format

Part 17 – Fragment Identification of MPEG Resources

Part 18 – Digital Item Streaming

Part 19 – Media Value Chain Ontology

Part 20 – Contract Expression Language

Part 21 – Media Contract Ontology

Part 22 – User Description

MPEG-A ISO/IEC 23000 Multimedia Application Formats

Part 1 – Purpose for multimedia application formats

Part 2 – MPEG music player application format

Part 3 – MPEG photo player application format

Part 4 – Musical slide show application format

Part 5 – Media streaming application format

Part 6 – Professional archival application format

Part 7 – Open access application format

Part 8 – Portable video application format

Part 9 – Digital Multimedia Broadcasting application format

Part 10 – Surveillance application format

Part 11 – Stereoscopic video application format

Part 12 – Interactive music application format

Part 13 – Augmented reality application format

Part 14 – VOID

Part 15 – Multimedia Preservation Application Format

Part 16 – Publish/Subscribe Application Format

Part 17 – Multisensorial Media Application Format

Part 18 – Media Linking Application Format

Part 19 – Common Media Application Format

Part 20 – VOID

Part 21 – Visual Identity Application Format

Part 22 – Multi-Image Application Format

MPEG-B ISO/IEC 23001 MPEG systems technologies

Part 1 – Binary MPEG format for XML

Part 2 – Fragment Request Units

Part 3 – XML IPMP messages

Part 4 – Codec configuration representation

Part 5 – Bitstream Syntax Description Language (BSDL)

Part 6 – VOID

Part 7 – Common encryption format for ISO base media file format files

Part 8 – VOID

Part 9 – Common Encryption for MPEG-2 Transport Streams

Part 10 – Carriage of Timed Metadata Metrics of Media in ISO Base Media File Format

Part 11 – Green metadata

Part 12 – Sample Variants

Part 13 – Media Orchestration

Part 14 – Partial File Format

Part 15 – Carriage of Web Resource in ISOBMFF

MPEG-C ISO/IEC 23002 MPEG video technologies

Part 1 – Accuracy requirements for implementation of integer-output 8x8 inverse discrete cosine transform

Part 2 – Fixed-point 8x8 inverse discrete cosine transform and discrete cosine transform

Part 3 – Representation of auxiliary video streams and supplemental information

Part 4 – Media tool library

Part 5 – Reconfigurable media coding conformance and reference software

Part 6 – Tools for reconfigurable media coding implementations

MPEG-D ISO/IEC 23003 MPEG audio technologies

Part 1 – MPEG Surround

Part 2 – Spatial Audio Object Coding (SAOC)

Part 3 – Unified speech and audio coding

Part 4 – Dynamic Range Control

Part 5 – Uncompressed Audio in MP4 FF

MPEG-E ISO/IEC 23004 Multimedia Middleware

Part 1 – Architecture

Part 2 – Multimedia application programming interface (API)

Part 3 – Component model

Part 4 – Resource and quality management

Part 5 – Component download

Part 6 – Fault management

Part 7 – System integrity management

Part 8 – Reference software

MPEG-V ISO/IEC 23005 Media context and control

Part 1 – Architecture

Part 2 – Control information

Part 3 – Sensory information

Part 4 – Virtual world object characteristics

Part 5 – Data formats for interaction devices

Part 6 – Common types and tools

Part 7 – Conformance and reference software

MPEG-M ISO/IEC 23006 Multimedia service platform technologies

Part 1 – Architecture

Part 2 – MPEG extensible middleware (MXM) API

Part 3 – Conformance and reference software

Part 4 – Elementary services

Part 5 – Service aggregation

MPEG-U ISO/IEC 23007 Rich media user interfaces

Part 1 – Widgets

Part 2 – Additional gestures and multimodal interaction

Part 3 – Conformance and reference software

MPEG-H ISO/IEC 23008 High efficiency coding and media delivery in heterogeneous environments

Part 1 – MPEG Media Transport (MMT)

Part 2 – High Efficiency Video Coding

Part 3 – 3D Audio

Part 4 – MMT Reference Software

Part 5 – HEVC Reference Software

Part 6 – 3D Audio Reference Software

Part 7 – MMT Conformance Testing

Part 8 – HEVC Conformance Testing

Part 9 – 3D Audio Conformance Testing

Part 10 – MPEG Media Transport Forward Error Correction (FEC) codes

Part 11 – MPEG Composition Information

Part 12 – Image file format

Part 13 – MMT Implementation guidelines

Part 14 – Conversion and coding practices for HDR/WCG video

Part 15 – Signalling, backward compatibility and display adaptation for HDR/WCG video

MPEG-DASH ISO/IEC 23009 Dynamic adaptive streaming over HTTP (DASH)

Part 1 – Media presentation description and segment formats

Part 2 – Conformance and reference software

Part 3 – Implementation guidelines

Part 4 – Segment encryption and authentication

Part 5 – Server and Network Assisted DASH

Part 6 – DASH with Server Push and WebSockets

Part 7 – Delivery of CMAF content with DASH

Part 8 – Session based DASH operation

MPEG-I ISO/IEC 23090 Coded representation of immersive media

Part 1 – Immersive Media Architectures

Part 2 – Omnidirectional MediA Format

Part 3 – Immersive Video Coding

Part 4 – Immersive Audio Coding

Part 5 – Point Cloud Compression

Part 6 – Immersive Media Metrics

Part 7 – Immersive Media Metadata

Part 8 – Network-Based Media Processing

Part 9 – Geometry-based Point Cloud Compression

Part 10 – Carriage of Point Cloud Data

MPEG-CICP ISO/IEC 23091 Coding-Independent Code-Points

Part 1 – Systems

Part 2 – Video

Part 3 – Audio

Part 4 – Usage of video signal type code points

MPEG-G ISO/IEC 23092 Genomic Information Representation

Part 1 – Transport and Storage of Genomic Information

Part 2 – Genomic Information Representation

Part 3 – Genomic information metadata and application programming interfaces (APIs)

Part 4 – Reference Software

Part 5 – Conformance

MPEG-IoMT ISO/IEC 23093 Internet of Media Things

Part 1 – IoMT Architecture

Part 2 – IoMT Discovery and Communication API

Part 3 – IoMT Media Data Formats and API

MPEG-5 ISO/IEC 23094 General Video Coding

Part 1 – Essential Video Coding

Part 2 – Low Complexity Video Coding Enhancements

Explorations

Part 28 – In advance signalling of MPEG containers content

Part 32 – Data Compression Data Compression

Part 33 – MPEG-21 Based Smart Contracts