
**Information technology — Coding of
audio-visual objects —**

**Part 16:
Animation Framework eXtension (AFX)**

**AMENDMENT 1: Efficient representation of
3D meshes with multiple attributes**

Technologies de l'information — Codage des objets audiovisuels —

Partie 16: Extension du cadre d'animation (AFX)

AMENDEMENT 1: Représentation efficace de mailles 3D avec attributs multiples



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