
**Information technology — Coded
representation of immersive media —
Part 2:
Omnidirectional media format**

*Technologies de l'information — Représentation codée de média
immersifs —*

Partie 2: Format de média omnidirectionnel





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CP 401 • Ch. de Blandonnet 8
CH-1214 Vernier, Geneva
Phone: +41 22 749 01 11
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