



MPEG Roadmap

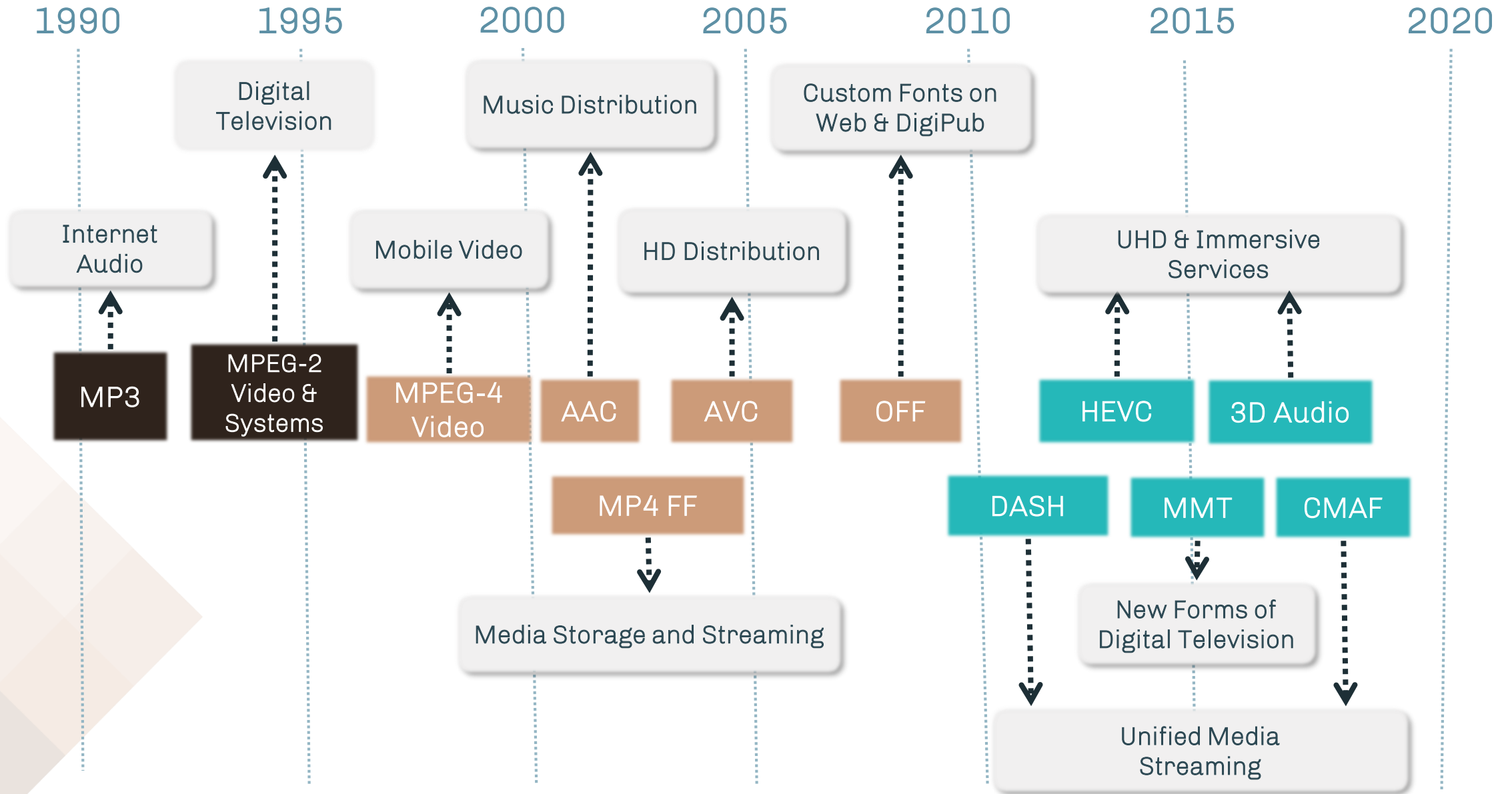
Dutch Guild 44

28 November 2019

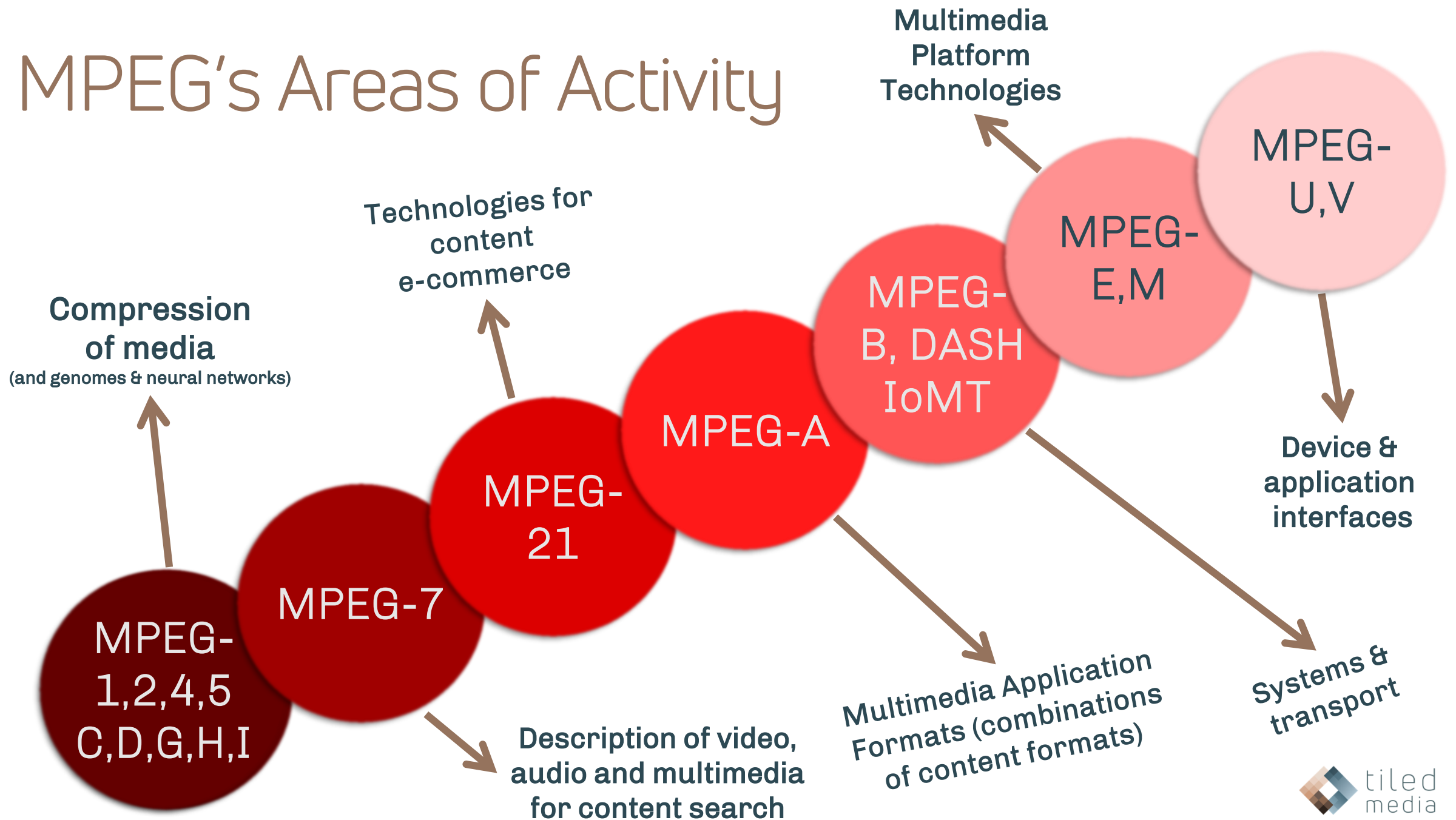
Rob Koenen
CBO, Tiledmedia

A Brief History of MPEG

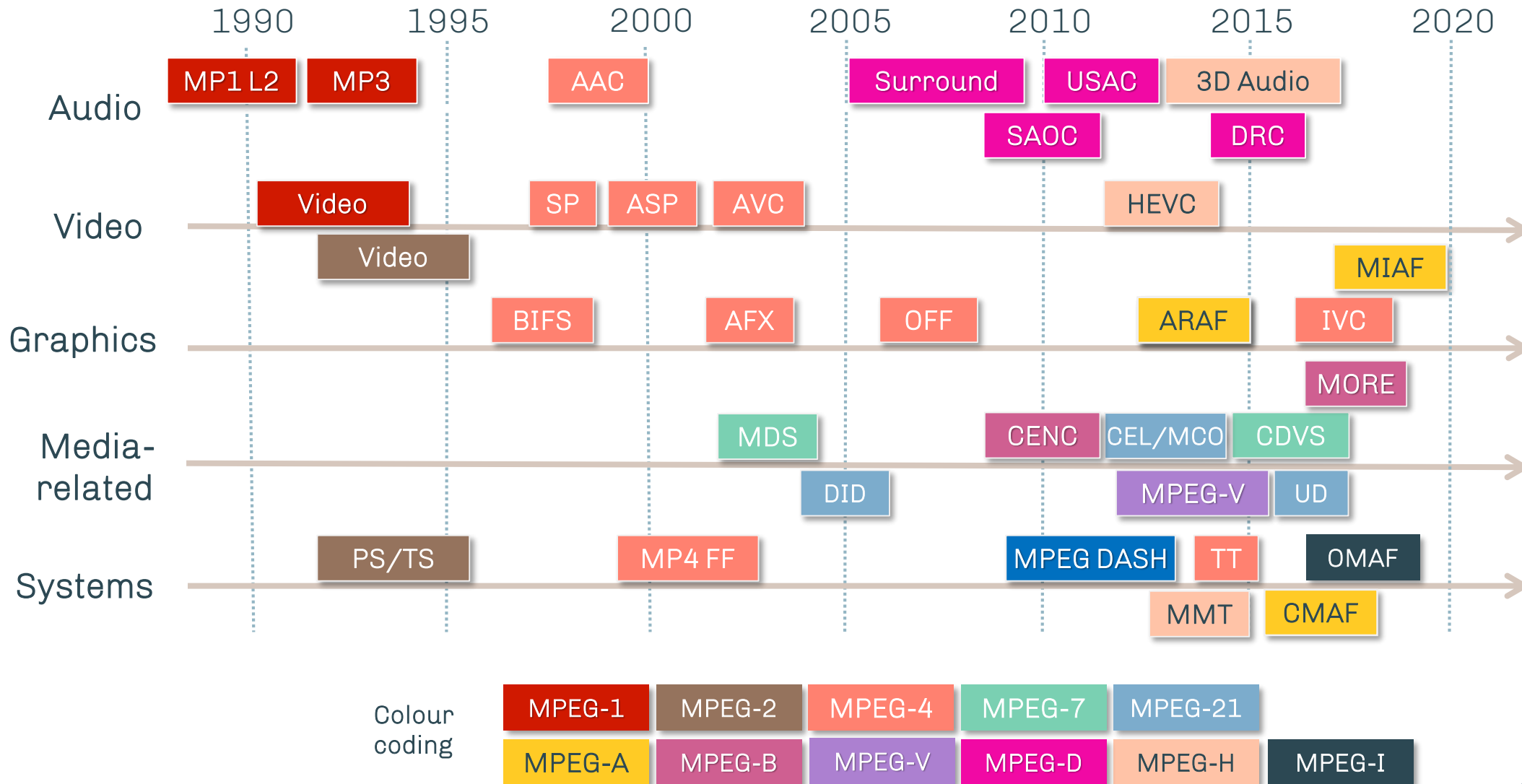
Major MPEG Standards



MPEG's Areas of Activity



Detailed Overview of MPEG Standards



All acronyms are explained in the companion document to this presentation

Significant Developments Shape MPEG's Roadmap

- The relentless increase of IP-distributed and Mobile media
- Higher quality media
- More immersion (UHD, VR, AR)
- Cloud-based media processing, storage and delivery
- New, high-speed networks including fibre and 5G mobile
- The Internet of Media Things & Wearables

5-Year Planning

Jan 2019

2020

2021

2022

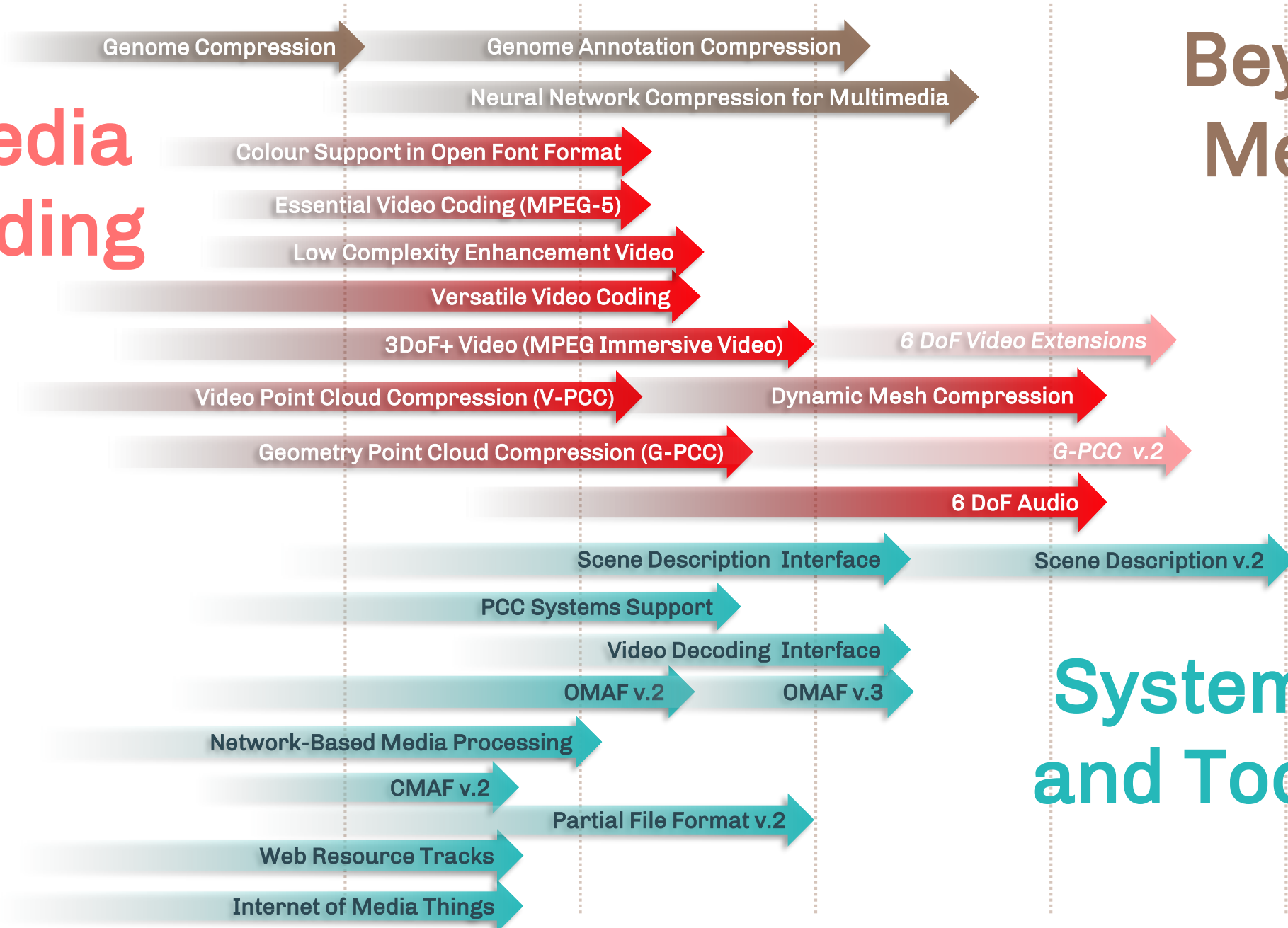
2023

Jan 2024

Media Coding

Beyond Media

Systems and Tools



MPEG-I (ISO/IEC 23090)

Coded Representation of Immersive Media

Parts:

1. Architectures for Immersive Media (Technical Report)
2. Omnidirectional Media Format (OMAF)
3. **Versatile Video Coding**
4. Immersive Audio
5. Video-based Point Cloud Compression (V-PCC)
6. Metrics for Immersive Services and Applications
7. Metadata for Immersive Services and Applications
8. Network-Based Media Processing
9. Geometry-based Point Cloud Compression (G-PCC)
10. Carriage of Video Point Cloud Data
11. Implementation Guidelines for Network-based Media Processing
12. MPEG Immersive Video (working title)
13. Video Decoding Interface for Immersive Media
14. MPEG-I Scene Descriptions

Jan 2019

2020

2021

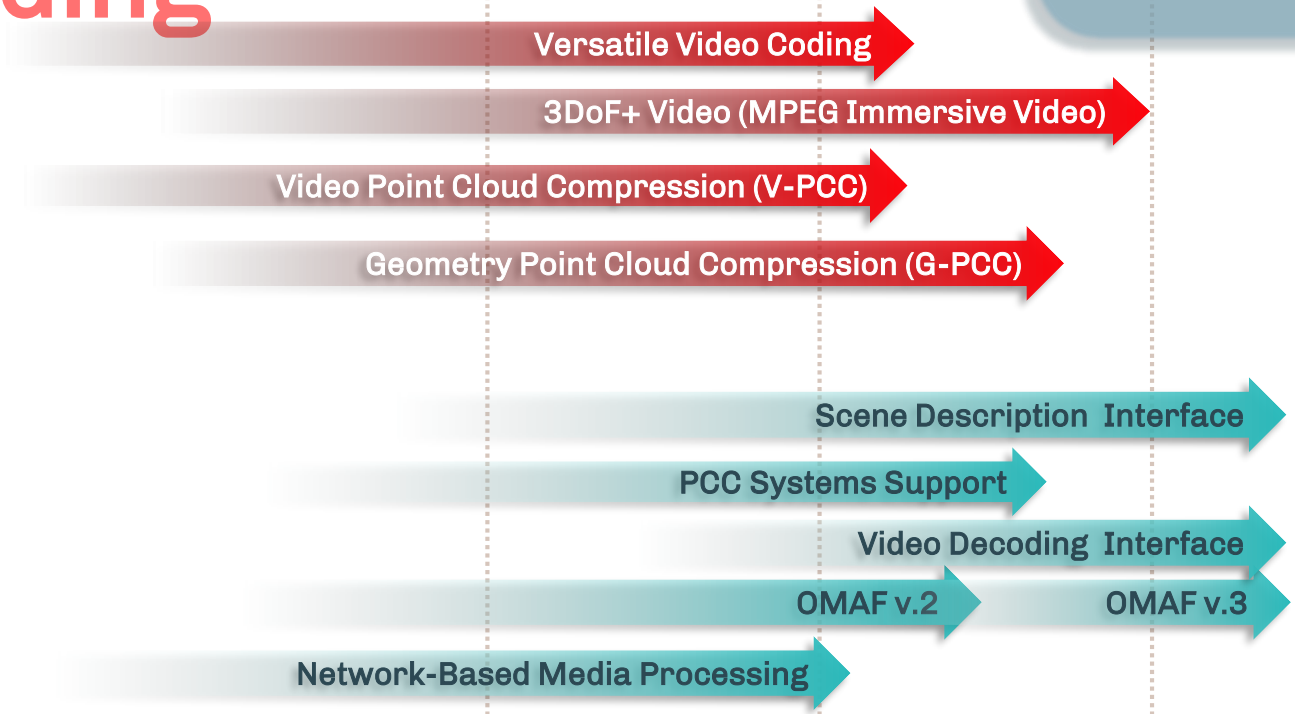
2022

2023

Jan 2024

Media Coding

MPEG-I Phase 2a MPEG Media for 6DoF



Jan 2019

2020

2021

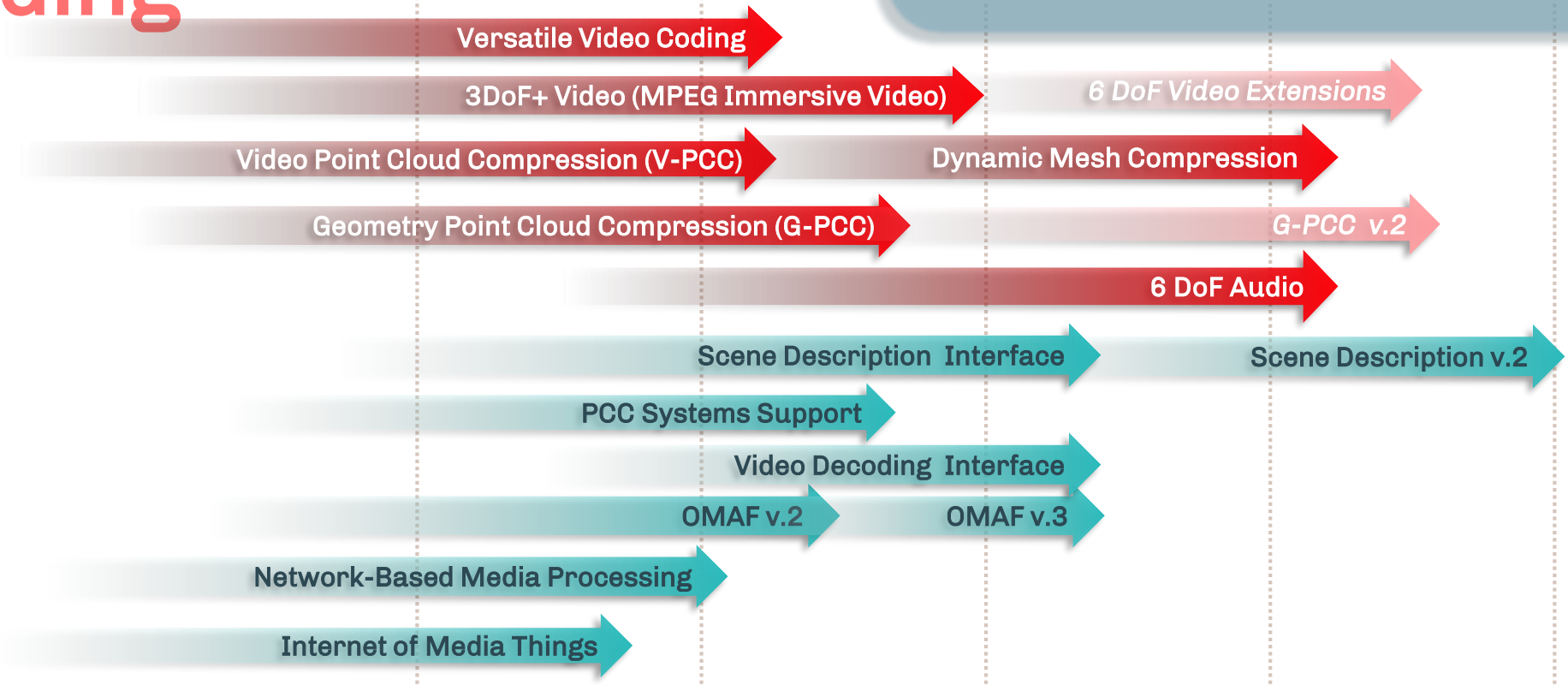
2022

2023

Jan 2024

Media Coding

Media Coding & Systems for 5G



Thanks!

- I'll make some background info available on the Dutch Guild Website
- To understand the MPEG Alphabet Soup, See <https://mpeg.chiariglione.org/standards>

- Rob Koenen, CBO, Tiledmedia

