Liaison Template Volumetric Media Interoperability

Opportunities for more immersive services are increasing as volume capturing and rendering devices become more readily available. Metaverse in its own right is driving the demand for volumetric media as 2D experiences need to move into a more immersive domain. As a result, more technologies are being developed to address the requirements for compressing, storing, and delivering volumetric media. Multiple Standards Developing Organizations (SDO) and other industry forums have established isolated focus or study groups to solve issues affecting volumetric media services. To realize the potential of the metaverse and allow volumetric services to play a role in it, it is essential to learn more of the ongoing activities and to identify opportunities for collaboration and interoperability.

To address the interoperability issues hindering the adoption of volumetric media services, Metaverse Standards Forum (MSF) has established a dedicated Volumetric Media Interoperability (VMI) Domain Working Group. The recently established working group aims at creating a platform for facilitating the discussion between multiple SDOs and industry forums. It intends to work on identifying and solving concrete interoperability issues between different systems. Many puzzle pieces have to be in place for volumetric media to become mainstream, and the industry will win more from working together than from working out proprietary solutions.

VMI operates under the MSF bylaws [1] that offer an open venue for collaboration and encourages participation from a wide variety of SDOs. Since its launch in June 2022 over 2,600 organizations have joined the forum, and more are joining every day. This offers a unique opportunity and audience for sharing knowledge on Volumetric Media.

The Volumetric Media Interoperability Working Group is approaching your organization because they have identified that there may be an opportunity to collaborate in this domain. The group would welcome your participation in the first kick-off call at 7:00-8:00 AM PDT on 13th of June 2024 to set the direction for the new working group and to play an active role in the development of volumetric media ecosystem. The call-in details and meeting registration is handled through the MSF membership portal and requires registration with MSF [2]. During the call initial plans and timeline for the deliverables (detailed below) will be discussed.

* June-December 2024
  + Cross SDO workshop on volumetric media
  + Define how to arrange interoperability testing – gather test content
* January-June 2025
  + White paper / publication / blog - volumetric media definition
  + White paper / publication / blog - volumetric media use cases & requirements
  + Gathering results and observations from interoperability tests
* July-December 2025
  + White paper / publication / blog - Survey of existing coding systems and technologies
  + White paper / publication / blog - Interoperability gaps and issues for volumetric video

Furthermore, the Volumetric Media Interoperability Working Group requests your organization to consider applying for MSF membership directly to avoid having to officially liaise whenever information is to be exchanged. The Forum membership is free for other forums, there is no NDA required and no licensing / IP commitments are made. MSF membership agreement and bylaws are drafted to encourage direct participation. Several other organizations have already executed the membership agreement. You can get more information on the joining process on MSF website [3] or by contacting the MSF secretariat directly. This would be our preferred method of exchanging information going forward.

[1] <https://portal.metaverse-standards.org/document/dl/5739>

[2] <https://metaverse-standards.org/members/membership-application-form/>

[3] https://metaverse-standards.org/members/