International Standard

ISO/IEC 23090-15

Information technology — Coded representation of immersive media —

Part 15: Conformance testing for versatile video coding

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

Partie 15: Essai de conformité pour le codage vidéo polyvalent

Second edition
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Foreword

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This document was prepared by Joint Technical Committee ISO/IEC JTC 1, *Information technology*, Subcommittee SC 29, *Coding of audio, picture, multimedia and hypermedia information*, in collaboration with ITU-T Study Group 16 (as Rec. ITU-T H.266.1).

This second edition cancels and replaces the first edition (ISO/IEC 23090-15:2022), which has been technically revised.

The main changes are as follows:

— addition of bitstreams for the 12-bit and 16-bit profiles that were added in ISO/IEC 23090-3:2022.

A list of all parts in the ISO/IEC 23090 series can be found on the ISO and IEC websites.

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Information technology — Coded representation of immersive media —

Part 15: Conformance testing for versatile video coding

1 Scope

This document specifies a set of tests and procedures designed to indicate whether encoders or decoders meet the requirements specified in Rec. ITU-T H.266 | ISO/IEC 23090-3.

2 Normative references

The following documents are referred to in the text in such a way that some or all of their content constitutes requirements of this document. For dated references, only the edition cited applies. For undated references, the latest edition of the referenced document (including any amendments) applies.

Rec. ITU-T H.266 | ISO/IEC 23090-3:2022, *Information technology – Coded representation of immersive media– Part 3: Versatile video coding*

Rec. ITU-T H.266.2 | ISO/IEC 23090-16, *Information technology – Coded representation of immersive media – Part 16: Reference software for versatile video coding*