
**Information technology — Media
context and control —**

**Part 4:
Virtual world object characteristics**

*Technologies de l'information — Contrôle et contexte de supports —
Partie 4: Caractéristiques d'objet du monde virtuel*

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Foreword

ISO (the International Organization for Standardization) and IEC (the International Electrotechnical Commission) form the specialized system for worldwide standardization. National bodies that are members of ISO or IEC participate in the development of International Standards through technical committees established by the respective organization to deal with particular fields of technical activity. ISO and IEC technical committees collaborate in fields of mutual interest. Other international organizations, governmental and non-governmental, in liaison with ISO and IEC, also take part in the work. In the field of information technology, ISO and IEC have established a joint technical committee, ISO/IEC JTC 1.

The procedures used to develop this document and those intended for its further maintenance are described in the ISO/IEC Directives, Part 1. In particular the different approval criteria needed for the different types of document should be noted. This document was drafted in accordance with the editorial rules of the ISO/IEC Directives, Part 2 (see www.iso.org/directives).

Attention is drawn to the possibility that some of the elements of this document may be the subject of patent rights. ISO and IEC shall not be held responsible for identifying any or all such patent rights. Details of any patent rights identified during the development of the document will be in the Introduction and/or on the ISO list of patent declarations received (see www.iso.org/patents).

Any trade name used in this document is information given for the convenience of users and does not constitute an endorsement.

For an explanation on the meaning of ISO specific terms and expressions related to conformity assessment, as well as information about ISO's adherence to the WTO principles in the Technical Barriers to Trade (TBT) see the following URL: [Foreword - Supplementary information](#)

The committee responsible for this document is ISO/IEC JTC 1, *Information technology*, Subcommittee SC 29, *Coding of audio, picture, multimedia and hypermedia information*.

This third edition cancels and replaces the second edition (ISO/IEC 23005-4:2013), which has been technically revised.

ISO/IEC 23005 consists of the following parts, under the general title *Information technology — Media context and control*:

- *Part 1: Architecture*
- *Part 2: Control information*
- *Part 3: Sensory information*
- *Part 4: Virtual world object characteristics*
- *Part 5: Data formats for interaction devices*
- *Part 6: Common types and tools*
- *Part 7: Conformance and reference software*

Introduction

This International Standard provides an architecture and specifies associated information representations to enable interoperability between virtual worlds, e.g. digital content provider of a virtual world, gaming (serious), simulation, DVD, and the real world, e.g. sensors, actuators, vision and rendering, robotics (e.g. for revalidation), (support for) independent living social and welfare systems, banking, insurance, travel, real estate, rights management and many others.

Virtual worlds (often referred to as 3D3C for 3D visualization and navigation and the 3Cs of Community, Creation and Commerce) integrate existing and emerging media technologies (e.g. instant messaging, video, 3D, VR, AI, chat, voice, etc.) that allow for the support of existing and the development of new kinds of social networks. The emergence of virtual worlds as platforms for social networking is recognized by businesses as an important issue for at least two reasons.

- 1) It offers the power to reshape the way companies interact with their environments (markets, customers, suppliers, creators, stakeholders, etc.) in a fashion comparable to the Internet.
- 2) It allows for the development of new (breakthrough) business models, services, applications and devices.

Each virtual world, however, has a different culture and audience making use of these specific worlds for a variety of reasons. These differences permit users to have unique experiences.

Although realistic experiences have been achieved via devices such as 3D audio/visual devices, it is hard to realize sensory effects only with presentation of audiovisual contents. The addition of sensory effects leads to even more realistic experiences in the consumption of audiovisual contents. This will lead to the application of new media for enhanced experiences of users in a more realistic sense.

Such new media will benefit from the standardization of control and sensory information which includes sensory effect metadata, sensory device capabilities/commands, user sensory preferences, and various delivery formats. The MPEG-V architecture can be applicable for various business models for which audiovisual contents can be associated with sensory effects that need to be rendered on appropriate sensory devices.

The International Organization for Standardization (ISO) and the International Electrotechnical Commission (IEC) draw attention to the fact that it is claimed that compliance with this document may involve the use of patents.

ISO and the IEC take no position concerning the evidence, validity and scope of these patent rights.

The holders of these patent rights have assured ISO and the IEC that they are willing to negotiate licences under reasonable and non-discriminatory terms and conditions with applicants throughout the world. In this respect, the statements of the holders of these patent rights are registered with ISO and the IEC. Information may be obtained from the companies listed in Annex E.

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Information technology — Media context and control —

Part 4: Virtual world object characteristics

1 Scope

This part of ISO/IEC 23005 specifies syntax and semantics of description schemes and descriptors used to characterize a virtual world object related metadata, making it possible to migrate a virtual world object (or only its characteristics) from one virtual world to another and to control a virtual world object in a virtual world by real world devices.

The system architecture of this International Standard is depicted in Figure 1 and the scope of this part of ISO/IEC 23005 is highlighted. That is, only the information representation that acts as an input to the possible R→V/V→R Adaptation and as an exchangeable information format to support interoperability between the virtual worlds, as defined in ISO/IEC 23005-1, is specified in this part of ISO/IEC 23005.

NOTE The actual R→V/V→R Adaptation is deliberately informative and left open for industry competition.

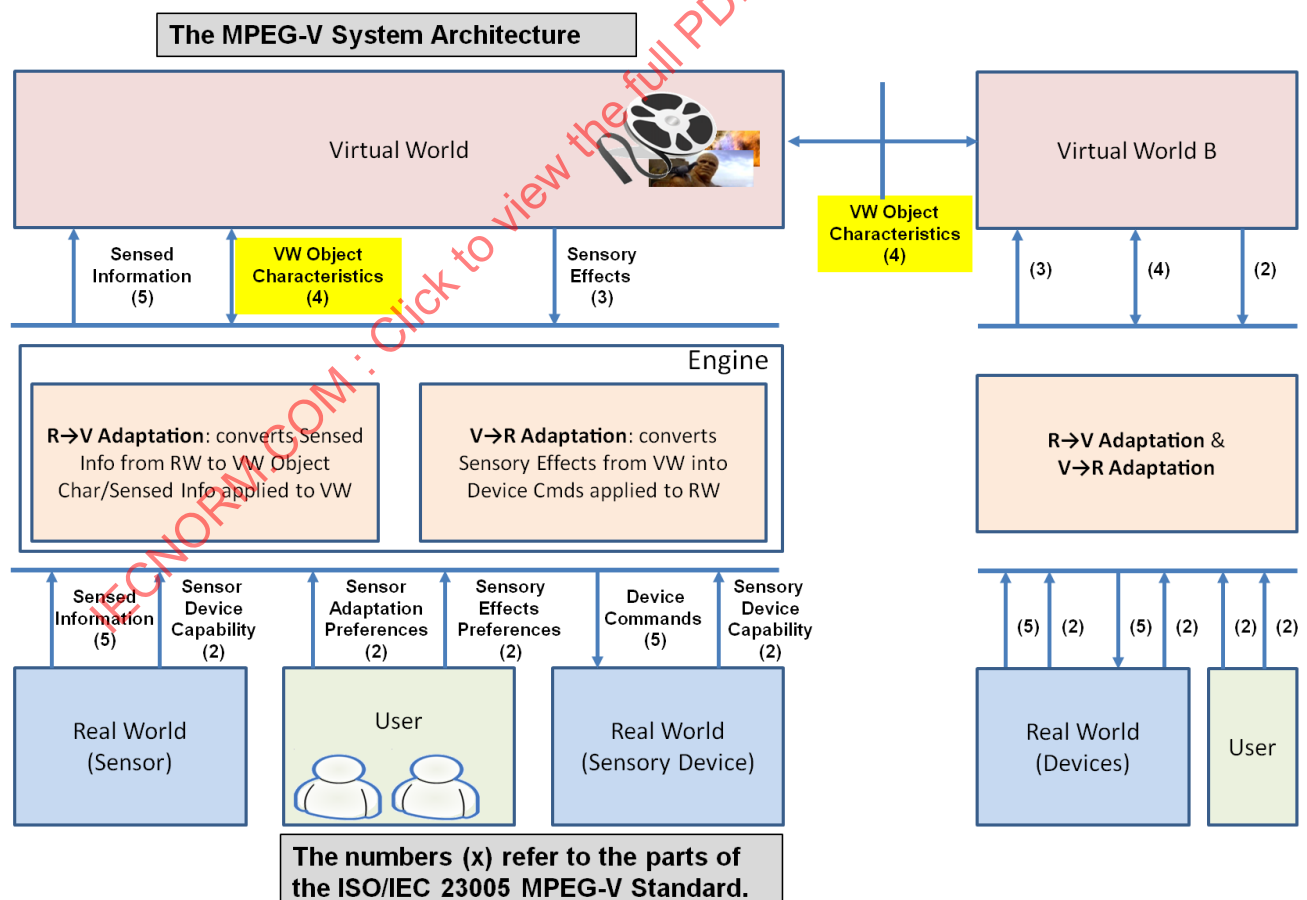


Figure 1 — System architecture

2 Normative references

The following documents, in whole or in part, are normatively referenced in this document and are indispensable for its application. For dated references, only the edition cited applies. For undated references, the latest edition of the referenced document (including any amendments) applies.

ISO/IEC 15938-5:2003, *Information technology — Multimedia content description interface — Part 5: Multimedia description schemes*

ISO/IEC 21000-5, *Information technology — Multimedia framework (MPEG-21) — Part 5: Rights Expression Language*

ISO/IEC 23005-6, *Information technology — Media context and control — Part 6: Common types and tools*

3 Terms, definitions, abbreviated terms and prefixes

3.1 Terms and definitions

For the purpose of this document, the terms and definitions given in ISO/IEC 23005-6 and the following apply.

3.1.1

avatar

entity that can be used as a (visual) representation of the user inside the virtual environments

EXAMPLE A player's representation in the video game and human or fantastic representations of a person's self in non-gaming online worlds.

3.1.2

avatar metadata

defines the description schemes and descriptors to represent *avatars* (3.1.1)

3.1.3

Extensible Markup Language

set of rules for encoding documents in machine-readable form

3.1.4

Rights expression language

machine-readable language that declares rights and permissions

3.1.5

Uniform Resource Identifier

compact string of characters for identifying an abstract or physical resource

3.1.6

Uniform Resource Locator

compact string representation for a resource available via the Internet

3.1.7

virtual object

entity that is any (visual) object except for avatars in the virtual environment

3.1.8

virtual object metadata

defines the description schemes and descriptors to represent *virtual objects* (3.1.7)

3.1.9

virtual world object

entity that includes avatars and virtual objects in the virtual world

3.1.10

virtual world object metadata

defines the description schemes and descriptors to represent *virtual world objects* (3.1.9)

3.2 Abbreviated terms

For the purposes of this document, the following abbreviated terms apply.

MPEG-21	multimedia framework (ISO/IEC 21000-5)
MPEG-7	multimedia content description interface (ISO/IEC 15938-5)
REL	rights expression language
URI	Uniform Resource Identifier
URL	Uniform Resource Locator
XML	Extensible Markup Language

3.3 Use of prefixes

For clarity, throughout this part of ISO/IEC 23005, consistent namespace prefixes are used.

"**xsi:**" prefix is not normative. It is a naming convention in this part of ISO/IEC 23005 to refer to an element of the <http://www.w3.org/2001/XMLSchema-instance> namespace.

"**xml:**" and "**xmlns:**" are normative prefixes defined in Reference [1]. The prefix "**xml:**" is by definition bound to "<http://www.w3.org/XML/1998/namespace>". The prefix "**xmlns:**" is used only for namespace bindings and is not itself bound to any namespace name.

All other prefixes used in either the text or examples of this specification are not normative, e.g., "**sedl:**", "**sev:**", "**dia:**", "**si:**", "**mpeg7:**".

In particular, most of the informative examples in this specification are provided as XML fragments without the normally required XML document declaration and, thus, miss a correct namespace binding context declaration. In these descriptions fragments, the different prefixes are bound to the namespaces as given in Table 1.

Table 1 — Mapping of prefixes to namespaces in examples and text

Prefix	Corresponding namespace
Ct	urn:mpeg:mpeg-v:2016:01-CT-NS
Sedl	urn:mpeg:mpeg-v:2016:01-SEDL-NS
Sev	urn:mpeg:mpeg-v:2016:01-SEV-NS
dia	urn:mpeg:mpeg21:2003:01-DIA-NS
Si	urn:mpeg:mpeg21:2003:01-DIA-XSI-NS
mpeg7	urn:mpeg:mpeg7:schema:2004
Xsi	http://www.w3.org/2001/XMLSchema-instance
Xsd	http://www.w3.org/2001/XMLSchema

4 Virtual world object metadata

4.1 General

A specificity of Virtual Environments (VEs) with respect to other multimedia applications consists in the representation of virtual world objects inside the environment. The "virtual world object" can be classified into

two types: avatars and virtual objects. An avatar can be used as a (visual) representation of the user inside the environment. These virtual world objects serve different purposes, namely:

- characterize various kinds of objects within the VE;
- provide an interaction with the VE.

In general, creating an object is a time-consuming task. Even though some components of the object may be related to the virtual environment (e.g. the avatar wearing a medieval suite in a contemporary style VE may be inappropriate), there is a real need of being able to create the object once and import/use it in different VEs. To serve the latter purpose, it should be possible to control the object from external applications (e.g. the emotions one avatar exposes in the VE can be obtained by processing the associated user's physiological sensors). The current standard proposes an XML Schema, called Virtual World Object Characteristics XSD, for describing an object by considering three main requirements.

- It should be possible to easily create importers/exporters from various VEs implementations.
- It should be easy to control an object within a VE.
- It should be possible to modify a proprietary template (specific to the virtual world) of the object by using data contained in Virtual World Object Characteristics file.

In detail, once the object is created possibly by an authoring tool specific to a VW, it can be used in any other VWs. In case of avatars, a user can have one's own unique presentation inside all VWs, like in real life. He can change and upgrade his avatar, i.e. "virtual himself" in one VW and then all the updated properties will be reflected in all the other VWs. The avatar itself contains representation and animation features but also higher level semantic information. However, each VW may have its own internal structure for handling avatars. ISO/IEC 23005 (MPEG-V) is not imposing any specific constraints on the internal structure of representing data by the VW, but proposes a descriptive format able to drive the transformation of a template or a creation from scratch of an avatar compliant with the VW. All the associated characteristics of the avatar (including the associated motion) can be exported from a VW and then imported to another VW. Similarly, any virtual object created by a user can also be exchangeable between VWs by exporting and importing the associated characteristics of the object. In case of interfacing between virtual worlds and the real world, the sensed real world information will be processed to obtain the meaningful data which can be used as control parameters on the associated characteristics of the object in the VW. As for avatar, the captured gesture of a user can be used to control the gesture of the avatar in the VW by updating the associated characteristics of the avatar. Similarly, the avatar motions created in the virtual world can be mapped onto a real robot for the use in dangerous areas, the maintenance tasks, the support for disabled and/or elderly people, and the like.

The proposed schema deals only with metadata and does not include representation of the geometry, sound, scent, animation or texture. To represent the latter, references to media resources are used. To provide a full interoperable solution, it may be combined with ISO/IEC 14496-16 (MPEG-4 Part 16) which includes a framework for defining and animating avatars and/or ISO/IEC 14496-11 (MPEG-4 Part 11) which includes a framework for defining graphical assets.

There is a base type of attributes and characteristics of the virtual world objects which is shared by both avatars and virtual objects.

The base type of the virtual world object characteristics is composed of following type of data:

- **identity**: contains identification descriptors;
- **sound**: contains sound resources and the related properties;
- **scent**: contains scent resources and the related properties;
- **control**: contains a set of descriptors for controlling motion features of an object such as translation, orientation and scaling;
- **event**: contains a set of descriptors providing input events from a mouse, keyboard and etc.;

- **behaviour model:** contains a set of descriptors defining the behavior information of the object according to input events;
- **id:** contains a unique identifier for identifying individual virtual world object information.

The virtual world object base type is inherited to both avatar metadata and virtual object metadata to extend the specific aspects of each of metadata.

4.2 Schema wrapper conventions

The syntax defined in this Clause assumes the following Schema Wrapper to form a valid XML schema document.

```
<schema xmlns="http://www.w3.org/2001/XMLSchema"
xmlns:mpeg7="urn:mpeg:mpeg7:schema:2004" xmlns:r="urn:mpeg:mpeg21:2003:01-REL-R-
NS" xmlns:mpegvct="urn:mpeg:mpeg-v:2016:01-CT-NS" xmlns:vwoc="urn:mpeg:mpeg-
v:2016:01-VWOC-NS" targetNamespace="urn:mpeg:mpeg-v:2016:01-VWOC-NS"
elementFormDefault="qualified" attributeFormDefault="unqualified"
version="ISO/IEC 23005-4" id="MPEG-V-VWOC.xsd">
  <!-- ##### -->
  <!-- Import of reference schema -->
  <!-- ##### -->
  <import namespace="urn:mpeg:mpeg7:schema:2004"
schemaLocation="http://standards.iso.org/ittf/PubliclyAvailableStandards/MPEG-
7_schema_files/mpeg7-v2.xsd"/>
  <import namespace="urn:mpeg:mpeg21:2003:01-REL-R-NS"
schemaLocation="http://standards.iso.org/ittf/PubliclyAvailableStandards/MPEG-
21_schema_files/rel-r/rel-r.xsd"/>
  <import namespace="urn:mpeg:mpeg-v:2016:01-CT-NS"
schemaLocation="http://standards.iso.org/ittf/PubliclyAvailableStandards/MPEG-
V_schema_files/MPEG-V-CT.xsd"/>
```

Additionally, the following line should be appended to the resulting schema document in order to obtain a well-formed XML document.

```
</schema>
```

4.3 Root element and top-level tools

4.3.1 General

This subclause specifies the root element and the top-level tools which can follow root element in virtual world object characteristics information. The root element is the only element which can appear as the topmost element when the world object characteristics information specified in this part of ISO/IEC 23005 is instantiated. The top-level tools are defined as the elements which are allowed to appear as the topmost element within the root element.

4.3.2 XML representation syntax

```
<!-- ##### -->
<!-- Declaration of Root Element -->
<!-- ##### -->
<element name="VWOCInfo" type="vwoc:VWOCInfoType"/>

<complexType name="VWOCInfoType">
  <sequence>
    <element name="AvatarList" type="vwoc:AvatarListType" minOccurs="0"/>
    <element name="VirtualObjectList" type="vwoc:VirtualObjectListType"
minOccurs="0"/>
  </sequence>
```

```

</complexType>

<complexType name="AvatarListType">
  <sequence>
    <element name="Avatar" type="vwoc:AvatarBaseType" maxOccurs="unbounded"/>
  </sequence>
</complexType>

<complexType name="VirtualObjectListType">
  <sequence>
    <element name="VirtualObject" type="vwoc:VirtualObjectBaseType"
maxOccurs="unbounded"/>
  </sequence>
</complexType>

```

4.3.3 Binary representation syntax

	<i>Number of bits</i>	<i>Mnemonic</i>
VWOCInfo		VWOCInfoType
VWOCInfoType{		
AvatarListFlag	1	bslbf
VritualObjectListFlag	1	bslbf
if(AvatarListFlag){		
AvatarList		AvatarListType
}		
if(VirtualObjectListFlag){		
VirtualObjectList		VirtualObjectListType
}		
AvatarListType{		
NumAvatarType		vluimsbf5
for(k=0;k< NumAvatarType;k++){		
IndividualAvatarType	8	bslbf
Avatar		AvatarBaseType
}		
}		
VirtualObjectListType{		

NumVirtualObjectType		vluimsbf5
for(k=0;k< NumVirtualObjectType;k++){		
IndividualVirtualObjectType	16	bslbf
VirtualObject		VirtualObjectBaseType
}		
}		

4.3.4 Semantics

Name	Description								
VWOCInfo	The root element that serves as the topmost element in the virtual world object characteristics description.								
VWOCInfoType	The root type provides basic structure that the virtual world object characteristics information description should follow through the root element.								
AvatarListFlag	This field, which is only present in the binary representation, signals the presence of the AvatarList element. "1" means that the element shall be used. "0" means that the element shall not be used.								
VirtualObjectListFlag	This field, which is only present in the binary representation, signals the presence of the VirtualObjectList element. "1" means that the element shall be used. "0" means that the element shall not be used.								
AvatarList	Optional wrapper element that serves as the placeholder for the list of avatar characteristics information.								
VirtualObjectList	Optional wrapper element that serves as the placeholder for the list of virtual object characteristics information.								
AvatarListType	Wrapper element type which allows multiple occurrences of avatar characteristics information.								
NumAvatarType	This field, which is only present in the binary representation, specifies the number of Avatar information contained in the AvatarListType.								
Avatar	Specifies the description of avatar characteristics information.								
AvatarBaseType	AvatarBaseType is a type providing a characteristic description of an individual avatar.								
IndividualAvatarType	This field, which is only presented in the binary representation, specifies the types of each avatar. <table border="1"> <thead> <tr> <th>Individual Avatar Type</th><th>Binary representation for avatar type (8 bits)</th></tr> </thead> <tbody> <tr> <td>AvatarType</td><td>00000000</td></tr> <tr> <td>MakeupAvatarType</td><td>00000001</td></tr> <tr> <td>Reserved</td><td>00000010-11111111</td></tr> </tbody> </table>	Individual Avatar Type	Binary representation for avatar type (8 bits)	AvatarType	00000000	MakeupAvatarType	00000001	Reserved	00000010-11111111
Individual Avatar Type	Binary representation for avatar type (8 bits)								
AvatarType	00000000								
MakeupAvatarType	00000001								
Reserved	00000010-11111111								
VirtualObjectListType	Wrapper element type which allows multiple occurrences of virtual object characteristics information.								
NumVirtualObjectType	This field, which is only present in the binary representation, specifies the number of virtual object information contained in the virtual object list type.								
VirtualObject	Specifies the description of virtual object characteristics information.								
VirtualObjectBaseType	VirtualObjectBaseType is a type providing a characteristic description of an individual virtual object.								
IndividualVirtualObjectType	This field, which is only presented in the binary representation, specifies the types of each virtual object.								

	<i>Individual Virtual Object Type</i>	<i>Binary representation for virtual object type (16 bits)</i>	
	VirtualObjectType	0000hex	
	Reserved	0001hex-FFFFhex	

4.3.5 Examples

The following shows two use cases of `VWOCInfo` element, which are for listing avatar characteristics information and for listing virtual object characteristics information.

The first example shows the case when the `VWOCInfo` is used for `AvatarList`.

```
<vwoc:VWOCInfo xsi:schemaLocation="urn:mpeg:mpeg-v:2016:01-VWOC-NS
VWOCSchema.xsd" xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xmlns:mpegvct="urn:mpeg:mpeg-v:2012:01-CT-NS" xmlns:vwoc="urn:mpeg:mpeg-
v:2016:01-VWOC-NS" xmlns:r="urn:mpeg:mpeg21:2003:01-REL-R-NS"
xmlns:mpeg7="urn:mpeg:mpeg7:schema:2004">
  <vwoc:AvatarList>
    <vwoc:Avatar xsi:type="vwoc:AvatarType" id="ID_1" gender="male">
      . . .
    </vwoc:Avatar>
  </vwoc:AvatarList>
</vwoc:VWOCInfo>
```

The second example shows the case when the `VWOCInfo` is used for `VirtualObjectList`.

```
<vwoc:VWOCInfo xsi:schemaLocation="urn:mpeg:mpeg-v:2016:01-VWOC-NS
VWOCSchema.xsd" xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xmlns:mpegvct="urn:mpeg:mpeg-v:2012:01-CT-NS" xmlns:vwoc="urn:mpeg:mpeg-
v:2016:01-VWOC-NS" xmlns:r="urn:mpeg:mpeg21:2003:01-REL-R-NS"
xmlns:mpeg7="urn:mpeg:mpeg7:schema:2004">
  <vwoc:VirtualObjectList>
    <vwoc:VirtualObject xsi:type="vwoc:VirtualObjectType" id="ID_80">
      . . .
    </vwoc:VirtualObject>
  </vwoc:VirtualObjectList>
</vwoc:VWOCInfo>
```

Note that these examples are only showing a part of the complete XML description to show the use of the root element, `VWOCInfo`, with the `AvatarList` and the `VirtualObjectList`.

4.4 Virtual world object base type

4.4.1 General

This subclause defines a complex type of `VWOBaseType`, which the avatar characteristics information and virtual object characteristics information should inherit.

4.4.2 XML representation syntax

Diagram	
Source	<pre> <complexType name="VWOBaseType" abstract="true"> <complexContent> <restriction base="anyType"> <sequence> <element name="Identification" type="vwoc:IdentificationType" minOccurs="0"/> <element name="Description" type="string" minOccurs="0"/> <element name="VWOC" minOccurs="0"> <complexType> <sequence> <element name="SoundList" type="vwoc:VWOSoundListType" minOccurs="0"/> <element name="ScentList" type="vwoc:VWOScentListType" minOccurs="0"/> <element name="ControlList" type="vwoc:VWOControlListType" minOccurs="0"/> <element name="EventList" type="vwoc:VWOEventListType" minOccurs="0"/> </sequence> </complexType> </element> <element name="BehaviorModelList" type="vwoc:VWOBehaviorModelListType" minOccurs="0"/> </sequence> <attribute name="id" type="ID" use="optional"/> </restriction> </complexContent> </complexType> <complexType name="AvatarBaseType" abstract="true"> <complexContent> <extension base="vwoc:VWOBaseType"/> </complexContent> </complexType> <complexType name="VirtualObjectBaseType" abstract="true"> <complexContent> <extension base="vwoc:VWOBaseType"/> </complexContent> </complexType> </pre>

4.4.3 Binary representation syntax

VWOBaseType{	Number of bits	Mnemonic
IdentificationFlag	1	Bslbf
DescriptionFlag	1	Bslbf
VWOCFlag	1	Bslbf
BehaviorModelListFlag	1	bslbf
IdFlag	1	bslbf
if(IdentificationFlag) {		
Identification		IdentificationType
}		
if>DescriptionFlag) {		
Description	See ISO 10646	UTF-8
}		
if(VWOCFlag) {		
SoundListFlag	1	bslbf
ScentListFlag	1	bslbf
ControlListFlag	1	bslbf
EventListFlag	1	bslbf
if(SoundListFlag) {		
SoundList		VWOSoundListType
}		
if(ScentListFlag) {		
ScentList		VWOScentListType
}		
if(ControlListFlag) {		
ControlList		VWOControlListType
}		
if(EventListFlag) {		

EventList		VWOEventListType
}		
}		
if(BehaviorModelListFlag) {		
BehaviorModelList		VWOBehaviorModelListType
}		
if(IdFlag) {		
id	See ISO 10646	UTF-8
}		
}		
AvatarBaseType {		
VWOBase		VWOBaseType
}		
VirtualObjectBaseType {		
VWOBase		VWOBaseType
}		

4.4.4 Semantics

Name	Description
VWOBaseType	The base type that describes common attributes and elements in both avatars and virtual objects.
DescriptionFlag	This field, which is only presented in the binary representation, signals the presence of the description element. "1" means that the element shall be used. "0" means that the element shall not be used.
VWOCFlag	This field, which is only presented in the binary representation, signals the presence of the VWOC element which contains sound, scent, control and event lists. "1" means that the element shall be used. "0" means that the element shall not be used.
IdFlag	This field, which is only presented in the binary representation, signals the presence of the id attribute. "1" means that the element shall be used. "0" means that the element shall not be used.
IdentificationFlag	This field, which is only present in the binary representation, signals the presence of the Identification element. "1" means that the element shall be used. "0" means that the element shall not be used.

SoundListFlag	This field, which is only present in the binary representation, signals the presence of the <code>Sound</code> element list. "1" means that the element shall be used. "0" means that the element shall not be used.
ScentListFlag	This field, which is only present in the binary representation, signals the presence of the <code>Scent</code> element list. "1" means that the element shall be used. "0" means that the element shall not be used.
ControlListFlag	This field, which is only present in the binary representation, signals the presence of the <code>Control</code> element list. "1" means that the element shall be used. "0" means that the element shall not be used.
EventListFlag	This field, which is only present in the binary representation, signals the presence of the <code>Event</code> element list. "1" means that the element shall be used. "0" means that the element shall not be used.
BehaviorModelListFlag	This field, which is only present in the binary representation, signals the presence of the <code>BehaviorModel</code> element list. "1" means that the element shall be used. "0" means that the element shall not be used.
Identification	Describes the identification of the virtual world object.
Description	Contains the description of the virtual world object.
VWOC	Describes a set of characteristics of the virtual world objects.
SoundList	Describes a list of the sound effects associated to the virtual world object.
ScentList	Describes a list of the scent effects associated to the virtual world object.
ControlList	Describes a list of the controls associated to the virtual world object.
EventList	Describes a list of the input events associated to the virtual world object.
BehaviorModelList	Describes a list of the behaviour models associated to the virtual world object.
id	Unique identifier for identifying individual virtual world object information.
AvatarBaseType	A type providing a characteristic description of an individual avatar.
VirtualObjectBaseType	A type providing a characteristic description of an individual virtual object.

4.4.5 Examples

```
<vwoc:VWOCInfo xsi:schemaLocation="urn:mpeg:mpeg-v:2016:01-VWOC-NS
VWOCSchema.xsd" xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xmlns:mpegvct="urn:mpeg:mpeg-v:2012:01-CT-NS" xmlns:vwoc="urn:mpeg:mpeg-
v:2016:01-VWOC-NS" xmlns:r="urn:mpeg:mpeg21:2003:01-REL-R-NS"
xmlns:mpeg7="urn:mpeg:mpeg7:schema:2004">
  <vwoc:AvatarList>
    <vwoc:Avatar xsi:type="vwoc:AvatarType" id="AVATARID_1" gender="male">
      <vwoc:VWOC>
        <vwoc:SoundList>
          <vwoc:Sound loop="1" soundID="SOUNDID_10" duration="10"
intensity="3" name="BurpSound">
            <vwoc:ResourcesURL>http://www.BurpSound.info</vwoc:ResourcesURL>
          </vwoc:Sound>
        </vwoc:SoundList>
        <vwoc:ScentList>
          <vwoc:Scent loop="2" duration="1" intensity="3"
name="BurpingScent" scentID="SCENTID_11">
            <vwoc:ResourcesURL>http://www.Burp.info</vwoc:ResourcesURL>
          </vwoc:Scent>
        </vwoc:ScentList>
        <vwoc:ControlList>
          <vwoc:Control controlID="CTRLID_12">
            <vwoc:MotionFeatureControl>
```

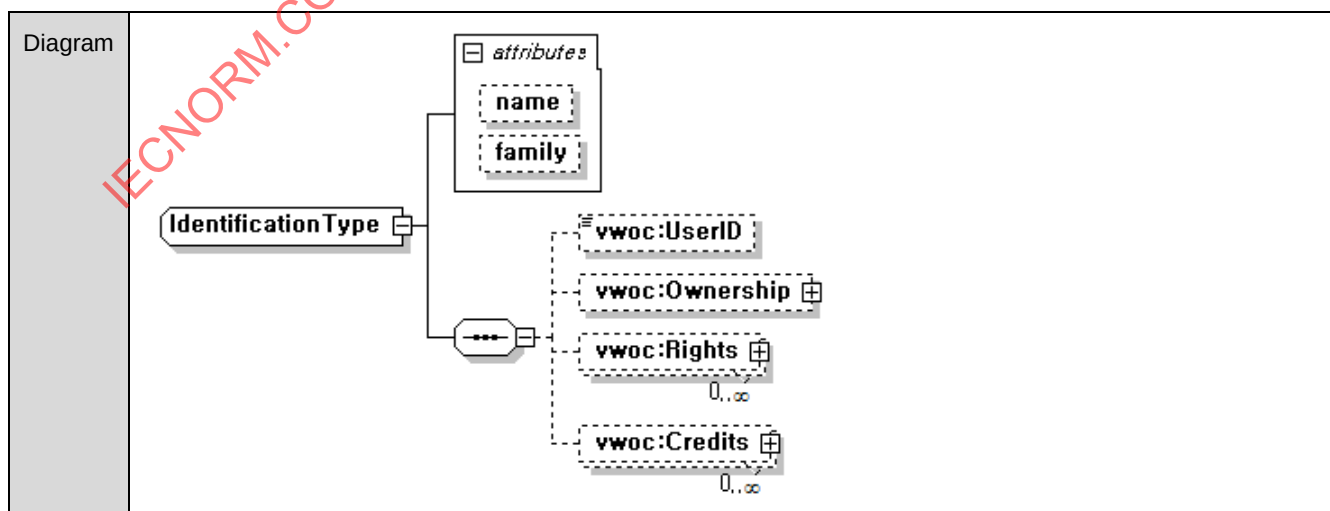
```

        <vwoc:Position>
            <mpegvct:X>1</mpegvct:X>
            <mpegvct:Y>1</mpegvct:Y>
            <mpegvct:Z>10</mpegvct:Z>
        </vwoc:Position>
        <vwoc:Orientation>
            <mpegvct:X>0</mpegvct:X>
            <mpegvct:Y>0</mpegvct:Y>
            <mpegvct:Z>0</mpegvct:Z>
        </vwoc:Orientation>
        <vwoc:ScaleFactor>
            <mpegvct:X>1</mpegvct:X>
            <mpegvct:Y>1</mpegvct:Y>
            <mpegvct:Z>3</mpegvct:Z>
        </vwoc:ScaleFactor>
        </vwoc:MotionFeatureControl>
    </vwoc:Control>
</vwoc:ControlList>
<vwoc:EventList>
    <vwoc:Event eventID="ID_13">
        <vwoc:Mouse>urn:mpeg:mpeg-v:01-VWOC-MouseEventCS-NS:click
    </vwoc:Mouse>
    </vwoc:Event>
</vwoc:EventList>
</vwoc:VWOC>
<vwoc:BehaviorModelList>
    <vwoc:BehaviorModel>
        <vwoc:BehaviorInput eventIDRef="ID_13"/>
        <vwoc:BehaviorOutput controlIDRefs="CTRLID_12"
scentIDRefs="SCENTID_11" soundIDRefs="SOUNDID_10"/>
    </vwoc:BehaviorModel>
</vwoc:BehaviorModelList>
</vwoc:Avatar>
</vwoc:AvatarList>
</vwoc:VWOCInfo>

```

4.4.6 IdentificationType

4.4.6.1 XML representation syntax



Source	<pre> <complexType name="IdentificationType"> <sequence> <element name="UserID" type="anyURI" minOccurs="0"/> <element name="Ownership" type="mpeg7:AgentType" minOccurs="0"/> <element name="Rights" type="r:License" minOccurs="0" maxOccurs="unbounded"/> <element name="Credits" type="mpeg7:AgentType" minOccurs="0" maxOccurs="unbounded"/> </sequence> <attribute name="name" type="string" use="optional"/> <attribute name="family" type="string" use="optional"/> </complexType> </pre>
--------	---

4.4.6.2 Binary representation syntax

IdentificationType {	Number of bits	Mnemonic
UserIDFlag	1	bslbf
OwnershipFlag	1	bslbf
RightsFlag	1	bslbf
CreditsFlag	1	bslbf
nameFlag	1	bslbf
familyFlag	1	bslbf
if(UserIDFlag) {		
UserID	See ISO 10646	UTF-8
}		
if(OwnershipFlag) {		
Ownership		AgentType
}		
if(RightsFlag) {		
NumRights		vluimsbf5
for(k=0; k< NumRights; k++){		
Rights[k]	See ISO/IEC 21000-16:2005	LicenseType
}		
}		
if(CreditsFlag) {		
NumCredits		vluimsbf5
for(k=0; k< NumCredits; k++){		

Credits[k]		AgentType
}		
}		
if(nameFlag) {		
name	See ISO 10646	UTF-8
}		
if(familyFlag) {		
family	See ISO 10646	UTF-8
}		
}		
AgentType{	Number of bits	Mnemonic
mpeg7:AgentType		UTF-8
}		
LicenseType{	Number of bits	Mnemonic
r:LicenseType		UTF-8
}		

4.4.6.3 Semantics

Name	Definition
Identification Type	Describes the identification of a virtual world object.
UserIDFlag	This field, which is only present in the binary representation, signals the presence of the <code>UserID</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
OwnershipFlag	This field, which is only present in the binary representation, signals the presence of the <code>Ownership</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
RightsFlag	This field, which is only presented in the binary representation, signals the presence of the <code>rights</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
CreditsFlag	This field, which is only presented in the binary representation, signals the presence of the <code>credits</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
nameFlag	This field, which is only present in the binary representation, signals the presence of the <code>name</code> attribute. "1" means that the element shall be

	used. "0" means that the element shall not be used.
familyFlag	This field, which is only present in the binary representation, signals the presence of the <code>family</code> attribute. "1" means that the attribute shall be used. "0" means that the attribute shall not be used.
UserID	Contains the user identification associated to the virtual world object
Ownership	Describes the ownership of the virtual world object which shall be based on the type "AgentType" defined in ISO/IEC 15938-5:2003, 7.4.2. In the binary representation, the "AgentType" shall be encoded by UTF-8.
NumRights	This field, which is only present in the binary representation, specifies the number of <code>rights</code> information.
Rights	Describes the rights of the virtual world object which shall be based on the type "LicenseType" defined in ISO/IEC 21000-5. In the binary representation, the "LicenseType" shall be encoded by UTF-8.
NumCredits	This field, which is only present in the binary representation, specifies the number of <code>credits</code> information.
Credits	Describes the contributors of the virtual object in chronological order which shall be based on the type "AgentType" defined in ISO/IEC 15938-5:2003, 7.4.2. In the binary representation, the "AgentType" shall be encoded by UTF-8. Note: The first listed credit describes an original author of a virtual world object. The subsequent credits represent the list of the contributors of the virtual world object chronologically.
name	Describes the name of the virtual world object.
family	Describes the relationship with other virtual world objects.

4.4.7 VWOSoundListType

4.4.7.1 XML representation syntax

Diagram	
Source	<pre><complexType name="VWOSoundListType"> <sequence> <element name="Sound" type="vwoc:VWOSoundType" maxOccurs="unbounded"/> </sequence> </complexType></pre>

4.4.7.2 Binary representation syntax

VWOSoundListType {	Number of bits	Mnemonic
NumVWOSoundType		vluimsbf5
for(k=0; k< NumVWOSoundType; k++){		
Sound[k]		VWOSoundType
}		
}		

4.4.7.3 Semantics

Name	Definition
VWOSoundListType	Wrapper element type which allows multiple occurrences of sound effects associated to the virtual world object.
NumVWOSoundType	This field, which is only present in the binary representation, specifies the number of <i>Sound</i> information contained in the sound list type.
Sound	Describes a sound effect associated to the virtual world object.

4.4.8 VWOScentListType

4.4.8.1 XML representation syntax

Diagram	
Source	<pre><complexType name="VWOScentListType"> <sequence> <element name="Scent" type="vwoc:VWOScentType" maxOccurs="unbounded"/> </sequence> </complexType></pre>

4.4.8.2 Binary representation syntax

VWOScentListType {	Number of bits	Mnemonic
NumVWOScentType		vluimsbf5
for(k=0; k< NumVWOScentType; k++){		
Scent[k]		VWOScentType
}		
}		

4.4.8.3 Semantics

Name	Definition
VWOScentListType	Wrapper element type which allows multiple occurrences of Scent effects associated to the virtual world object.
NumVWOScentType	This field, which is only present in the binary representation, specifies the number of <i>Scent</i> information contained in the scent list type.
Scent	Describes a scent effect associated to the virtual world object.

4.4.9 VWOControlListType

4.4.9.1 XML representation syntax

Diagram	
Source	<pre><complexType name="VWOControlListType"> <sequence></pre>

```

<element name="Control" type="vwoc:VWOControlType" maxOccurs="unbounded"/>
</sequence>
</complexType>

```

4.4.9.2 Binary representation syntax

VWOControlListType {	Number of bits	Mnemonic
NumVWOControlType		vluimsbf5
for(k=0; k< NumVWOControlType; k++){		
Control[k]		VWOControlType
}		
}		

4.4.9.3 Semantics

Name	Definition
VWOControlListType	Wrapper element type which allows multiple occurrences of the controls associated to the virtual world object.
NumVWOControlType	This field, which is only present in the binary representation, specifies the number of control information contained in the Control list type.
Control	Describes a control associated to the virtual world object.

4.4.10 VWOEventListType

4.4.10.1 XML representation syntax

Diagram	
Source	<pre> <complexType name="VWOEventListType"> <sequence> <element name="Event" type="vwoc:VWOEventType" maxOccurs="unbounded"/> </sequence> </complexType> </pre>

4.4.10.2 Binary representation syntax

VWOEventListType {	Number of bits	Mnemonic
NumVWOEventType		vluimsbf5
for(k=0; k< NumVWOEventType; k++){		
Event[k]		VWOEventType
}		
}		

4.4.10.3 Semantics

Name	Definition
VWOEventListType	Wrapper element type which allows multiple occurrences of the input events associated to the virtual world object.
NumVWOEventType	This field, which is only present in the binary representation, specifies the number of Event information contained in the Event list type.
Event	Describes an input event associated to the virtual world object.

4.4.11 VWOBehaviorModelListType

4.4.11.1 XML representation syntax

Diagram	
Source	<pre><complexType name="VWOBehaviorModelListType"> <sequence> <element name="BehaviorModel" type="vwoc:VWOBehaviorModelType" maxOccurs="unbounded"/> </sequence> </complexType></pre>

4.4.11.2 Binary representation syntax

VWOBehaviorModelListType {	Number of bits	Mnemonic
NumVWOBehaviorModelType		vluimsbf5
for(k=0;k<NumVWOBehaviorModelType,k++){		
BehaviorModel[k]		VWOBehaviorModelType
}		
}		

4.4.11.3 Semantics

Name	Definition
VWOBehaviorModelListType	Wrapper element type which allows multiple occurrences of the behavior models associated to the virtual world object.
NumVWOBehaviorModelType	This field, which is only present in the binary representation, specifies the number of BehaviorModel information contained in the behavior model list type.
BehaviorModel	Describes a behavior model associated to the virtual world object.

4.4.12 VWO SoundType

4.4.12.1 XML representation syntax

Diagram	
Source	<pre> <complexType name="VWO SoundType"> <sequence> <element name="ResourcesURL" type="anyURI"/> </sequence> <attribute name="soundID" type="ID" use="optional"/> <attribute name="intensity" type="float" use="optional"/> <attribute name="duration" type="unsignedInt" use="optional"/> <attribute name="loop" type="unsignedInt" use="optional"/> <attribute name="name" type="string" use="optional"/> </complexType> </pre>

4.4.12.2 Binary representation syntax

VWO SoundType{	Number of bits	Mnemonic
SoundIDFlag	1	bslbf
IntensityFlag	1	bslbf
DurationFlag	1	bslbf
LoopFlag	1	bslbf
NameFlag	1	bslbf
ResourcesURL	See ISO 10646	UTF-8
if(SoundIDFlag) {		
soundID	See ISO 10646	UTF-8
}		
if(IntensityFlag) {		
intensity	32	fsbf
}		
if(DurationFlag) {		

duration	32	uimsbf
}		
if(LoopFlag) {		
loop	8	uimsbf
}		
if(NameFlag) {		
name	See ISO 10646	UTF-8
}		
}		

4.4.12.3 Semantics

Name	Definition
VWOSoundType	A type that contains the descriptions of a sound effect associated to the virtual world object.
SoundIDFlag	This field, which is only present in the binary representation, signals the presence of the <code>ID</code> attribute of the sound. "1" means the attribute shall be used and "0" means the attribute shall not be used.
IntensityFlag	This field, which is only present in the binary representation, signals the presence of the <code>intensity</code> attribute. "1" means the attribute shall be used and "0" means the attribute shall not be used.
DurationFlag	This field, which is only present in the binary representation, signals the presence of the <code>duration</code> attribute. "1" means the attribute shall be used and "0" means the attribute shall not be used.
LoopFlag	This field, which is only present in the binary representation, signals the presence of the <code>loop</code> attribute. "1" means the attribute shall be used and "0" means the attribute shall not be used.
NameFlag	This field, which is only present in the binary representation, signals the presence of the <code>name</code> attribute. "1" means the attribute shall be used and "0" means the attribute shall not be used.
SoundResources URL	Element that contains a link to sound file, usually MP4 file.
soundID	A unique identifier of the object sound.
intensity	The strength(volume) of the sound
duration	The length of time that the sound lasts. The default unit is ms.
loop	A playing option to describe the number of repetition (default value: 1, 0: indefinite repetition, 1:once, 2: twice, ..., n: n times)
name	The name of the sound.

4.4.12.4 Examples

This example shows the description of the sound information associated to an object with the following semantics. The sound resource whose name is "BigAlarm" is saved at "http://sounddb.com/alarmsound_0001.wav" and the value of soundID, its identifier is "SoundID3" The length of the sound is 30 seconds. The sound shall be played with the volume of intensity = "50 %" repeatedly.

```

<vwoc:Sound loop="0" soundID="SoundID3" duration="30" intensity="0.5"
name="BigAlarm">
  <vwoc:ResourcesURL>http://sounddb.com/alarmsound\_0001.wav</vwoc:ResourcesURL>
</vwoc:Sound>

```

4.4.13 VWOScentType

4.4.13.1 XML representation syntax

Diagram	
source	<pre> <complexType name="VWOScentType"> <sequence> <element name="ResourcesURL" type="anyURI"/> </sequence> <attribute name="scentID" type="ID" use="optional"/> <attribute name="intensity" type="float" use="optional"/> <attribute name="duration" type="unsignedInt" use="optional"/> <attribute name="loop" type="unsignedInt" use="optional"/> <attribute name="name" type="string" use="optional"/> </complexType> </pre>

4.4.13.2 Binary representation syntax

VWOScentType{	Number of bits	Mnemonic
ScentIDFlag	1	bslbf
IntensityFlag	1	bslbf
DurationFlag	1	bslbf
LoopFlag	1	bslbf
NameFlag	1	bslbf
ResourcesURL	See ISO 10646	UTF-8
if(ScentIDFlag) {		
scentID	See ISO 10646	UTF-8
}		
if(IntensityFlag) {		

intensity	32	fsbf
}		
if(DurationFlag) {		
duration	32	uimsbf
}		
if(LoopFlag) {		
loop	8	uimsbf
}		
if(NameFlag) {		
name	See ISO 10646	UTF-8
}		
}		

4.4.13.3 Semantics

Name	Definition
VWOScentType	A type that contains the descriptions of a scent effect associated to the virtual world object.
ScentIDFlag	This field, which is only present in the binary representation, signals the presence of the ID attribute of the scent. "1" means the attribute shall be used and "0" means the attribute shall not be used.
IntensityFlag	This field, which is only present in the binary representation, signals the presence of the intensity attribute. "1" means the attribute shall be used and "0" means the attribute shall not be used.
DurationFlag	This field, which is only present in the binary representation, signals the presence of the duration attribute. "1" means the attribute shall be used and "0" means the attribute shall not be used.
LoopFlag	This field, which is only present in the binary representation, signals the presence of the loop attribute. "1" means the attribute shall be used and "0" means the attribute shall not be used.
NameFlag	This field, which is only present in the binary representation, signals the presence of the name attribute. "1" means the attribute shall be used and "0" means the attribute shall not be used.
ScentResources URL	Element that contains a link to a scent file.
scentID	A unique identifier of the object scent.
intensity	The strength of the scent.
duration	The length of time that the scent lasts. The default unit is ms.
loop	A playing option to describe the number of repetition (default value: 1, 0: indefinite repetition, 1:once, 2: twice, ..., n: n times)
name	The name of the scent.

4.4.13.4 Examples

This example shows the description of the scent information associated to the object. The scent resource whose name is “rose” is saved at “http://scentdb.com/flower_0001.sct” and the value of scentID, its identifier is “ScentID5”. The intensity shall be 20 % with duration of 20 seconds.

```
<vwoc:Scent duration="20" intensity="0.2" name="rose" scentID="ScentID5">
  <vwoc:ResourcesURL>http://scentdb.com/flower_0001.sct</vwoc:ResourcesURL>
</vwoc:Scent>
```

4.4.14 VWOControlType

4.4.14.1 XML representation syntax

Diagram	
source	<pre><complexType name="VWOControlType"> <sequence> <element name="MotionFeatureControl" type="vwoc:MotionFeaturesControlType"/> </sequence> <attribute name="controlID" type="ID" use="optional"/> </complexType> <complexType name="MotionFeaturesControlType"> <sequence> <element name="Position" type="mpegvct:Float3DVectorType" minOccurs="0"/> <element name="Orientation" type="mpegvct:Float3DVectorType" minOccurs="0"/> <element name="ScaleFactor" type="mpegvct:Float3DVectorType" minOccurs="0"/> </sequence> </complexType></pre>

4.4.15 Binary representation syntax

VWOControlType {	Number of bits	Mnemonic
ControlIDFlag	1	bslbf
MotionFeatureControl		MotionFeatureControlType
if(ControlIDFlag) {		
controlID	See ISO 10646	UTF-8
}		
}		
MotionFeaturesControlType{		

PositionFlag	1	bslbf
OrientationFlag	1	bslbf
ScaleFactorFlag	1	bslbf
if(PositionFlag) {		
Position		Float3DVectorType
}		
if(OrientationFlag) {		
Orientation		Float3DVectorType
}		
if(ScaleFactorFlag) {		
ScaleFactor		Float3DVectorType
}		
}		

4.4.15.1 Semantics

Name	Definition
VWOControlType	A type that contains the descriptions of a control associated to the virtual world object.
ControlIDFlag	This field, which is only present in the binary representation, signals the presence of the ControlID element. "1" means the attribute shall be used and "0" means the attribute shall not be used.

MotionFeatureControl	Set of elements that control position, orientation and scale of the virtual object.	
	Element	Information
	MotionFeatureControlType	A type that provides three types of controls such as position control, orientation control, and scaling control.
	PositionFlag	This field, which is only present in the binary representation, signals the presence of the Position element. "1" means the attribute shall be used and "0" means the attribute shall not be used.
	OrientationFlag	This field, which is only present in the binary representation, signals the presence of the Orientation element. "1" means the attribute shall be used and "0" means the attribute shall not be used.
	ScaleFactorFlag	This field, which is only present in the binary representation, signals the presence of the ScaleFactor element. "1" means the attribute shall be used and "0" means the attribute shall not be used.
	Position	The position of the object in the scene with 3D floating point vector (x, y, z).
	Orientation	The orientation of the object in the scene with 3D floating point vector as an Euler angle (yaw, pitch, roll).
	ScaleFactor	The scale of the object in the scene expressed as 3D floating point vector (Sx, Sy, Sz).
controlID	A unique identifier of the control.	

NOTE 1 If two controllers are associated to the same object but on different parts of the object and if these parts exist hierarchical structures (parent and children relationship), then the controllers do perform the relative motion of the children. If the controllers are associated with the same part, the controller does the scaling or similar effects for the entire object.

NOTE 2 The reference coordinate system of this part is the right-handed coordinate system.

4.4.15.2 Examples

This example shows the description of object control information with the following semantics. The motion feature control of changing a position is given and its value of controlID, its identifier is "CtrlID7". The object shall be positioned at X="122,0", Y="150,0" and Z="40,0".

```
<vwoc:Control controlID="CtrlID7">
  <vwoc:MotionFeatureControl>
    <vwoc:Position>
      <mpegvct:X>122.0</mpegvct:X>
      <mpegvct:Y>150.0</mpegvct:Y>
      <mpegvct:Z>40.0</mpegvct:Z>
    </vwoc:Position>
  </vwoc:MotionFeatureControl>
</vwoc:Control>
```

4.4.16 VWOEventType

4.4.16.1 XML representation syntax

Diagram	
Source	<pre> <complexType name="VWOEventType"> <sequence> <element name="Mouse" type="mpeg7:termReferenceType" minOccurs="0" maxOccurs="unbounded"/> <element name="Keyboard" minOccurs="0" maxOccurs="unbounded"> <complexType> <attribute name="keyCode" type="mpeg7:unsigned8" use="optional"/> <attribute name="event" use="required"> <simpleType> <restriction base="string"> <enumeration value="pressed"/> <enumeration value="clicked"/> <enumeration value="released"/> </restriction> </simpleType> </attribute> </complexType> </element> <element name="UserDefinedInput" type="string" minOccurs="0" maxOccurs="unbounded"/> </sequence> <attribute name="eventID" type="ID" use="required"/> </complexType> </pre>

4.4.16.2 Binary representation syntax

VWOEventType {	Number of bits	Mnemonic
MouseFlag	1	bslbf
KeyboardFlag	1	bslbf
UserDefinedInputFlag	1	bslbf
if(MouseFlag) {		
NumOfMouse		vluimsbf5
for (k=0; k<NumOfMouse; k++) {		

Mouse[k]		MouseEventCS
}		
}		
if(KeyboardFlag) {		
NumOfKeyboard		vuimsbf5
for(k=0; k< NumOfKeyboard; k++) {		
keyCodeFlag[k]	1	bslbf
if(keyCodeFlag[k]) {		
keyCode	8	uimsbf
}		
event[k]	2	bslbf
}		
}		
if(UserDefinedInputFlag) {		
NumOfUserDefinedInput		vuimsbf5
for(k=0; k<NumOfUserDefinedInput; k++) {		
UserDefinedInput[k]	See ISO 10646	UTF-8
}		
}		
eventID	See ISO 10646	UTF-8
}		

4.4.16.3 Semantics

Name	Definition
VWOEventType	A type that contains the descriptions of an input event associated to the virtual world object.
MouseFlag	This field, which is only present in the binary representation, signals the presence of the <code>mouse</code> element. "1" means the element shall be used, and "0" means the element shall not be used.
KeyboardFlag	This field, which is only present in the binary representation, signals the presence of the <code>keyboard</code> element. "1" means the element shall be used, and "0" means the element shall not be used.
UserDefinedInputFlag	This field, which is only present in the binary representation, signals the

	presence of the <code>UserDefinedInput</code> element. “1” means the element shall be used, and “0” means the element shall not be used.																											
NumOfMouse	This field, which is only present in the binary representation, specifies the number of mouse events contained in the <code>VWOEventType</code> .																											
Mouse	Describes a mouse event as a reference to a classification scheme (CS) term. A CS that may be used for this purpose is the <code>MouseEventCS</code> defined in A.2.1.1. <table><tr><th>Name</th><th>Element (4 bits)</th><th>Description</th></tr><tr><td>click</td><td>0000</td><td>Describes the event of click the left button of a mouse. (click)</td></tr><tr><td>doubleclick</td><td>0001</td><td>Describes the event of double-click the left button of a mouse. (doubleclick)</td></tr><tr><td>leftBtnDown</td><td>0010</td><td>Describes the event which takes place at the moment of holding down the left button of a mouse. (LeftButtonDown)</td></tr><tr><td>leftBtnUp</td><td>0011</td><td>Describes the event which takes place at the moment of releasing the left button of a mouse. (LeftButtonUP)</td></tr><tr><td>rightBtnDown</td><td>0100</td><td>Describes the event which takes place at the moment of holding down the left button of a mouse. (RightButtonDown)</td></tr><tr><td>rightBtnUp</td><td>0101</td><td>Describes the event which takes place at the moment of releasing the left button of a mouse. (RightButtonUP)</td></tr><tr><td>move</td><td>0110</td><td>Describes the event which takes place while changing the mouse position. (Move)</td></tr><tr><td></td><td>0111 - 1111</td><td>Reserved</td></tr></table>	Name	Element (4 bits)	Description	click	0000	Describes the event of click the left button of a mouse. (click)	doubleclick	0001	Describes the event of double-click the left button of a mouse. (doubleclick)	leftBtnDown	0010	Describes the event which takes place at the moment of holding down the left button of a mouse. (LeftButtonDown)	leftBtnUp	0011	Describes the event which takes place at the moment of releasing the left button of a mouse. (LeftButtonUP)	rightBtnDown	0100	Describes the event which takes place at the moment of holding down the left button of a mouse. (RightButtonDown)	rightBtnUp	0101	Describes the event which takes place at the moment of releasing the left button of a mouse. (RightButtonUP)	move	0110	Describes the event which takes place while changing the mouse position. (Move)		0111 - 1111	Reserved
Name	Element (4 bits)	Description																										
click	0000	Describes the event of click the left button of a mouse. (click)																										
doubleclick	0001	Describes the event of double-click the left button of a mouse. (doubleclick)																										
leftBtnDown	0010	Describes the event which takes place at the moment of holding down the left button of a mouse. (LeftButtonDown)																										
leftBtnUp	0011	Describes the event which takes place at the moment of releasing the left button of a mouse. (LeftButtonUP)																										
rightBtnDown	0100	Describes the event which takes place at the moment of holding down the left button of a mouse. (RightButtonDown)																										
rightBtnUp	0101	Describes the event which takes place at the moment of releasing the left button of a mouse. (RightButtonUP)																										
move	0110	Describes the event which takes place while changing the mouse position. (Move)																										
	0111 - 1111	Reserved																										
NumOfKeyboard	This field, which is only present in the binary representation, specifies the number of keyboard events contained in the <code>VWOEventType</code> .																											
keyCodeFlag	This field, which is only present in the binary representation, signals the presence of the <code>keyCode</code> input element. “1” means that the element shall be used, and “0” means that the element shall not be used.																											
keyCode	Describes the corresponding key code (0-255) of each key.																											
event	Describes the keyboard event (pressed, clicked, or released). In the binary representation, the keyboard events are presented as follows. (pressed: 00, clicked: 01, released: 10, and reserved: 11)																											
NumOfUserDefinedInput	This field, which is only present in the binary representation, specifies the number of user-defined input events contained in the <code>VWOEventType</code> .																											
UserDefinedInput	Describes an input event defined by user.																											
eventID	A unique identifier of the event.																											

4.4.16.4 Examples

EXAMPLE 1 This example shows the description of an input event with the following semantics. The mouse as an input device produces new input value, "click." For identifying this input, the value of eventID is "EventID1."

```
<vwoc:Event eventID="EventID1">
  <vwoc:Mouse>urn:mpeg:mpeg-v:01-VWOC-MouseEventCS-NS:click</vwoc:Mouse>
</vwoc:Event>
```

EXAMPLE 2 This example shows the description of an input event with the following semantics. The Keyboard as an input device produces a new input value which is pressing the key code of "65". For identifying this input, the value of eventID is "EventID2."

```
<vwoc:Event eventID="EventID2">
  <vwoc:Keyboard keyCode="65" event="pressed"/>
</vwoc:Event>
```

EXAMPLE 3 This example shows the description of an input event with the following semantics. The Keyboard produces a new input event of pressing the two keys "shift" + "a". One of the keyboard events is the pressing event, "pressed", of the "shift" key whose code is "16", and the other one is the pressing event, "pressed", of the "a" key whose code is "65". For identifying this input, the value of eventID is "EventID3."

```
<vwoc:Event eventID="EventID3">
  <vwoc:Keyboard keyCode="16" event="pressed"/>
  <vwoc:Keyboard keyCode="65" event="pressed"/>
</vwoc:Event>
```

4.4.17 VWOBbehaviourModelType

4.4.17.1 XML representation syntax

Diagram	<pre> sequenceDiagram participant VWOB as VWOBbehaviourModelType participant Input as vwoc:BehaviorInput participant Output as vwoc:BehaviorOutput participant InputType as vwoc:BehaviorInputType participant OutputType as vwoc:BehaviorOutputType VWOB --> Input VWOB --> Output Input --> InputType Output --> OutputType InputType --> IDRef[eventIDRef] OutputType --> Sound[soundIDRefs] OutputType --> Scent[scentIDRefs] OutputType --> Animation[animationIDRefs] OutputType --> Control[controlIDRefs] </pre>
Source	<pre> <complexType name="VWOBbehaviourModelType"> <sequence> <element name="BehaviorInput" type="vwoc:BehaviorInputType"/> <element name="BehaviorOutput" type="vwoc:BehaviorOutputType"/> </sequence> </complexType> <complexType name="BehaviorInputType"> <attribute name="eventIDRef" type="IDREF"/> </complexType> </pre>

```

<complexType name="BehaviorOutputType">
  <attribute name="soundIDRefs" type="IDREFS" use="optional"/>
  <attribute name="scentIDRefs" type="IDREFS" use="optional"/>
  <attribute name="animationIDRefs" type="IDREFS" use="optional"/>
  <attribute name="controlIDRefs" type="IDREFS" use="optional"/>
</complexType>

```

4.4.17.2 Binary representation syntax

VWOBehaviorModelType{	Number of bits	Mnemonic
BehaviorInput		BehaviorInputType
BehaviorOutput		BehaviorOutputType
}		
BehaviorInputType{		
EventIDRefFlag	1	bslbf
if(EventIDRefFlag){		
eventIDRef	See ISO 10646	UTF-8
}		
}		
BehaviorOutputType{		
SoundIDFlag	1	bslbf
ScentIDFlag	1	bslbf
AnimationIDFlag	1	bslbf
ControlIDFlag	1	bslbf
if(SoundIDFlag) {		
SoundIDRefs	See ISO 10646	UTF-8
}		
if(ScentIDFlag) {		
ScentIDRefs	See ISO 10646	UTF-8
}		
if(AnimationIDFlag) {		
AnimationIDRefs	See ISO 10646	UTF-8

}		
if(ControlIDFlag) {		
ControlIDRefs	See ISO 10646	UTF-8
}		
}		

4.4.17.3 Semantics

Name	Description																		
VWOBehaviorModelType	A type that describes a container of an input event and the associated output object behaviors.																		
BehaviorInput	An input event to make an object behavior.																		
BehaviorInputType	Refers to an input event ID. <table border="1"> <thead> <tr> <th>Element</th><th>Information</th></tr> </thead> <tbody> <tr> <td>eventIDRef</td><td>Input event ID</td></tr> <tr> <td>EventIDRef Flag</td><td>This field, which is only present in the binary representation, signals the presence of the eventIDRef element. "1" means that the element shall be used. "0" means that the element shall not be used.</td></tr> </tbody> </table>	Element	Information	eventIDRef	Input event ID	EventIDRef Flag	This field, which is only present in the binary representation, signals the presence of the eventIDRef element. "1" means that the element shall be used. "0" means that the element shall not be used.												
Element	Information																		
eventIDRef	Input event ID																		
EventIDRef Flag	This field, which is only present in the binary representation, signals the presence of the eventIDRef element. "1" means that the element shall be used. "0" means that the element shall not be used.																		
BehaviorOutput	Object behavior output according to an input event.																		
BehaviorOutputType	Refers to a list of object behavioral outputs. <table border="1"> <thead> <tr> <th>Element</th><th>Information</th></tr> </thead> <tbody> <tr> <td>SoundFlag</td><td>This field, which is only present in the binary representation, signals the presence of the <code>sound</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.</td></tr> <tr> <td>ScentFlag</td><td>This field, which is only present in the binary representation, signals the presence of the <code>scent</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.</td></tr> <tr> <td>AnimationFlag</td><td>This field, which is only present in the binary representation, signals the presence of the <code>animation</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.</td></tr> <tr> <td>ControlFlag</td><td>This field, which is only present in the binary representation, signals the presence of the <code>control</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.</td></tr> <tr> <td>soundIDRefs</td><td>It refers soundIDs to provide sound effects of the object.</td></tr> <tr> <td>scentIDRefs</td><td>It refers scentIDs to provide scent effects of the object.</td></tr> <tr> <td>animationIDRefs</td><td>It refers animationIDs to provide animation clips of the object.</td></tr> <tr> <td>controlIDRefs</td><td>It refers controlIDs to provide controls of the object.</td></tr> </tbody> </table>	Element	Information	SoundFlag	This field, which is only present in the binary representation, signals the presence of the <code>sound</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.	ScentFlag	This field, which is only present in the binary representation, signals the presence of the <code>scent</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.	AnimationFlag	This field, which is only present in the binary representation, signals the presence of the <code>animation</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.	ControlFlag	This field, which is only present in the binary representation, signals the presence of the <code>control</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.	soundIDRefs	It refers soundIDs to provide sound effects of the object.	scentIDRefs	It refers scentIDs to provide scent effects of the object.	animationIDRefs	It refers animationIDs to provide animation clips of the object.	controlIDRefs	It refers controlIDs to provide controls of the object.
Element	Information																		
SoundFlag	This field, which is only present in the binary representation, signals the presence of the <code>sound</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.																		
ScentFlag	This field, which is only present in the binary representation, signals the presence of the <code>scent</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.																		
AnimationFlag	This field, which is only present in the binary representation, signals the presence of the <code>animation</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.																		
ControlFlag	This field, which is only present in the binary representation, signals the presence of the <code>control</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.																		
soundIDRefs	It refers soundIDs to provide sound effects of the object.																		
scentIDRefs	It refers scentIDs to provide scent effects of the object.																		
animationIDRefs	It refers animationIDs to provide animation clips of the object.																		
controlIDRefs	It refers controlIDs to provide controls of the object.																		

4.4.17.4 Examples

This example shows the description of a VWO behavior model with the following semantics. If eventID="EventID1" is given as BehaviorInput, then BehaviorOutput shall be executed related to soundID="SoID5" and animationID="AniID4".

```
<vwoc:BehaviorModel>
  <vwoc:BehaviorInput eventIDRef="EventID1"/>
  <vwoc:BehaviorOutput animationIDRefs="AniID4" soundIDRefs="SoID5"/>
```

```
</vwoc:BehaviorModel>
```

4.5 Virtual world object common data types

This subclause specifies syntax and semantics of the common datatypes for avatar and virtual object metadata. To be specific, basic data types which are used as basic building blocks, such as haptic properties, animation description, and other simple data types.

4.5.1 VWOHapticPropertyType

4.5.1.1 XML representation syntax

Diagram	
Source	<pre><complexType name="VWOHapticPropertyType"> <sequence> <element name="MaterialProperty" type="vwoc:MaterialPropertyType" minOccurs="0"/> <element name="DynamicForceEffect" type="vwoc:DynamicForceEffectType" minOccurs="0"/> <element name="TactileProperty" type="vwoc:TactilePropertyType" minOccurs="0"/> </sequence> <attribute name="hapticID" type="ID" use="required"/> </complexType></pre>

4.5.1.2 Binary representation syntax

VWOHapticPropertyType {	Number of bits	Mnemonic
MaterialPropertyFlag	1	bslbf
DynamicForceEffectFlag	1	bslbf
TactilePropertyFlag	1	bslbf
if(MaterialPropertyFlag) {		
MaterialProperty		MaterialPropertyType
}		
if(DynamicForceEffectFlag) {		
DynamicForceEffect		DynamicForceEffectType
}		
if(TactilePropertyFlag) {		
TactileProperty		TactilePropertyType

}		
hapticID	See ISO 10646	UTF-8
}		

4.5.1.3 Semantics

Name	Description
VWOHapticPropertyType	A type that contains the descriptions of a haptic property associated to the virtual world object.
MaterialPropertyFlag	This field, which is only present in the binary representation, signals the presence of the <code>MaterialProperty</code> element. "1" means the attribute shall be used and "0" means the attribute shall not be used.
DynamicForceEffectFlag	This field, which is only present in the binary representation, signals the presence of the <code>DynamicForceEffect</code> element. "1" means the attribute shall be used and "0" means the attribute shall not be used.
TactilePropertyFlag	This field, which is only present in the binary representation, signals the presence of the <code>TactileProperty</code> element. "1" means the attribute shall be used and "0" means the attribute shall not be used.
MaterialProperty	This type contains parameters characterizing material properties.
DynamicForceEffect	This type contains parameters characterizing force effects.
TactileProperty	This type contains parameters characterizing tactile properties.
hapticID	A unique identifier of the haptic property.

4.5.1.4 MaterialPropertyType

4.5.1.4.1 XML representation syntax

Diagram	
Source	<pre> <complexType name="MaterialPropertyType"> <attribute name="stiffness" type="float" use="optional"/> <attribute name="staticFriction" type="float" use="optional"/> <attribute name="dynamicFriction" type="float" use="optional"/> <attribute name="damping" type="float" use="optional"/> <attribute name="texture" type="anyURI" use="optional"/> <attribute name="mass" type="float" use="optional"/> </complexType> </pre>

4.5.1.4.2 Binary representation syntax

MaterialPropertyType{	Number of bits	Mnemonic
StiffnessFlag	1	bslbf
StaticFrictionFlag	1	bslbf
DynamicFrictionFlag	1	bslbf
DampingFlag	1	bslbf
TextureFlag	1	bslbf
MassFlag	1	bslbf
if(StiffnessFlag) {		
stiffness	32	fsbf
}		
if(StaticFrictionFlag) {		
staticFriction	32	fsbf
}		
if(DynamicFrictionFlag) {		
dynamicFriction	32	fsbf
}		
if(DampingFlag) {		
damping	32	fsbf
}		
if(TextureFlag) {		
texture	See ISO 10646	UTF-8
}		
if(MassFlag) {		
mass	32	fsbf
}		
}		

4.5.1.4.3 Semantics

Name	Description
MaterialPropertyType	A type that contains the descriptions of a material property associated to the virtual world object.
StiffnessFlag	This field, which is only present in the binary representation, signals the presence of the <code>Stiffness</code> element. "1" means the attribute shall be used and "0" means the attribute shall not be used.
StaticFrictionFlag	This field, which is only present in the binary representation, signals the presence of the <code>StaticFriction</code> element. "1" means the attribute shall be used and "0" means the attribute shall not be used.
DynamicFrictionFlag	This field, which is only present in the binary representation, signals the presence of the <code>DynamicFriction</code> element. "1" means the attribute shall be used and "0" means the attribute shall not be used.
DampingFlag	This field, which is only present in the binary representation, signals the presence of the <code>Damping</code> element. "1" means the attribute shall be used and "0" means the attribute shall not be used.
TextureFlag	This field, which is only present in the binary representation, signals the presence of the <code>Texture</code> element. "1" means the attribute shall be used and "0" means the attribute shall not be used.
MassFlag	This field, which is only present in the binary representation, signals the presence of the <code>Mass</code> element. "1" means the attribute shall be used and "0" means the attribute shall not be used.
stiffness	The stiffness of the virtual world object (in N/mm).
staticFriction	The static friction of the virtual world object.
dynamicFriction	The dynamic friction of the virtual world object.
damping	The damping of the virtual world object.
texture	Contains a link to haptic texture file (e.g. bump image).
mass	The mass of the virtual world object.

4.5.1.4.4 Examples

This example shows the material properties of a virtual world object which has 0,5 N/mm of stiffness, 0,3 of static coefficient of friction, 0,02 of kinetic coefficient of friction, 0,001 damping coefficient, 0,7 of mass and its surface haptic texture is loaded from the given URL with the id of MID30.

```
<vwoc:HapticProperty hapticID="MID30">
  <vwoc:MaterialProperty stiffness="0.5" staticFriction="0.3"
dynamicFriction="0.02"
damping="0.001" texture="http://haptic.kr/tactile/texture1.bmp" mass="0.7"/>
</vwoc:HapticProperty>
```

4.5.1.5 DynamicForceEffectType

4.5.1.5.1 XML representation syntax

Diagram	<pre>classDiagram class DynamicForceEffectType { forceField? movementTrajectory? }</pre>
Source	<pre><complexType name="DynamicForceEffectType"> <attribute name="forceField" type="anyURI" use="optional"/> <attribute name="movementTrajectory" type="anyURI" use="optional"/> </complexType></pre>

4.5.1.5.2 Binary representation syntax

DynamicForceEffectType{	Number of bits	Mnemonic
ForceFieldFlag	1	bslbf
MovementTrajectoryFlag	1	bslbf
if(ForceFieldFlag) {		
forceField	See ISO 10646	UTF-8
}		
if(MovementTrajectoryFlag) {		
movementTrajectory	See ISO 10646	UTF-8
}		
}		

4.5.1.5.3 Semantics

Name	Description
DynamicForceEffectType	A type that contains the descriptions of a dynamic force effect associated to the virtual world object.
ForceFieldFlag	This field, which is only present in the binary representation, signals the presence of the ForceField element. "1" means the attribute shall be used and "0" means the attribute shall not be used.
MovementTrajectoryFlag	This field, which is only present in the binary representation, signals the presence of the MovementTrajectory element. "1" means the attribute shall be used and "0" means the attribute shall not be used.
forceField	Contains link to force field vector file (sum of force field vectors).
movementTrajectory	Contains link to force trajectory file (e.g. .dat file including a sequence of motion data).

4.5.1.5.4 Examples

This example shows the dynamic force effect of an avatar. The force field characteristic of the avatar with its id of FFID30 is determined by the designed force field file from the URL.

```
<vwoc:HapticProperty hapticID="FFID30">
  <vwoc:DynamicForceEffect forceField="http://haptic.kr/avatar/forcefield.dat"/>
</vwoc:HapticProperty>
```

4.5.1.6 TactileType

4.5.1.6.1 XML representation syntax

Diagram	<pre> classDiagram class TactileType { temperature? vibration? current? tactilePatterns? } </pre>
Source	<pre> <complexType name="TactileType"> <attribute name="temperature" type="float" use="optional"/> <attribute name="vibration" type="float" use="optional"/> <attribute name="current" type="float" use="optional"/> <attribute name="tactilePatterns" type="anyURI" use="optional"/> </complexType> </pre>

4.5.1.6.2 Binary representation syntax

TactileType{	Number of bits	Mnemonic
TemperatureFlag	1	bslbf
VibrationFlag	1	bslbf
CurrentFlag	1	bslbf
TactilePatternsFlag	1	bslbf
if(TemperatureFlag) {		
temperature	32	fsbf
}		
if(VibrationFlag) {		
vibration	32	fsbf
}		
if(CurrentFlag) {		
current	32	fsbf
}		
if(TactilePatternsFlag) {		
tactilePatterns	See ISO 10646	UTF-8
}		
}		

4.5.1.6.3 Semantics

Name	Description
TactileType	A type that contains the descriptions of a tactile property associated to the virtual world object.
TemperatureFlag	This field, which is only present in the binary representation, signals the presence of the <code>temperature</code> attribute. "1" means the attribute shall be used and "0" means the attribute shall not be used.
VibrationFlag	This field, which is only present in the binary representation, signals the presence of the <code>vibration</code> attribute. "1" means the attribute shall be used and "0" means the attribute shall not be used.
CurrentFlag	This field, which is only present in the binary representation, signals the presence of the <code>electric current</code> attribute. "1" means the attribute shall be used and "0" means the attribute shall not be used.
TactilePatternsFlag	This field, which is only present in the binary representation, signals the presence of the <code>tactilePatterns</code> attribute. "1" means the attribute shall be used and "0" means the attribute shall not be used.
temperature	The temperature of the virtual world object (in degree celcius).
vibration	The vibration of the virtual world object.
current	The electric current of the virtual world object (in mA).
tactilePatterns	Contains link to tactile pattern file (e.g. grayscale video, .avi, h.264, or .dat file.)

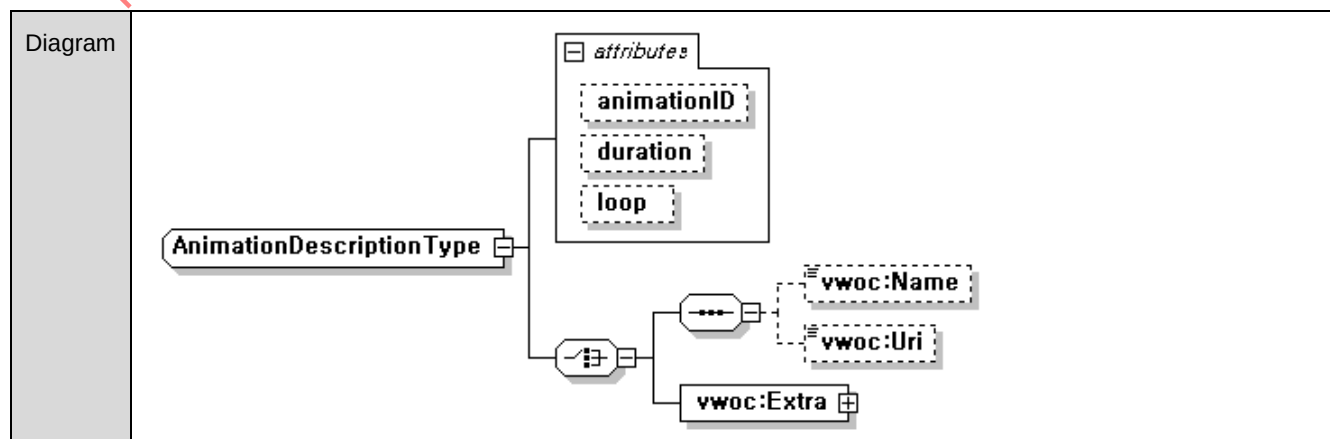
4.5.1.6.4 Examples

This example shows the tactile properties, with its id of DFEID30, which has 15 degree of temperature and a tactile effect based on the tactile information from the following URL (<http://www.haptic.kr/avatar/tactile1.avi>).

```
<vwoc:HapticProperty hapticID="DFEID30">
  <vwoc:TactileProperty temperature="15"
  tactilePatterns="http://www.haptic.kr/avatar/tactile1.avi"/>
</vwoc:HapticProperty>
```

4.5.2 AnimationDescriptionType

4.5.2.1 XML representation syntax



Source	<pre> <complexType name="AnimationDescriptionType"> <choice> <sequence> <element name="Name" type="mpeg7:termReferenceType" minOccurs="0"/> <element name="Uri" type="anyURI" minOccurs="0"/> </sequence> <element name="Extra" type="vwoc:ExtraType"/> </choice> <attribute name="animationID" type="ID" use="optional"/> <attribute name="duration" type="unsignedInt" use="optional"/> <attribute name="loop" type="unsignedInt" use="optional"/> </complexType> </pre>
--------	--

4.5.2.2 Binary representation syntax

AnimationDescriptionType{	Number of bits	Mnemonic
animationIDFlag	1	bslbf
durationFlag	1	bslbf
loopFlag	1	bslbf
SelectAnimationDescriptionType	1	bslbf
if(animationIDFlag){		
animationID	See ISO 10646	UTF-8
}		
if(durationFlag){		
duration	32	uimsbf
}		
if(loopFlag){		
Loop	8	uimsbf
}		
if(SelectAnimationDescriptionType){		
Extra		ExtraType
}		
else {		
NameFlag	1	bslbf
UriFlag	1	bslbf
if(NameFlag){		
TypeOfAnimationCS	8	bslbf

Name	10	Number of bits are defined by the type of AnimationCS
}		
if(UriFlag){		
Uri	See ISO 10646	UTF-8
}		
}		
}		

4.5.2.3 Semantics

Name	description	
AnimationDescriptionType	A type that contains descriptions and a link to the animation file.	
animationIDFlag	This field, which is only present in the binary representation, signals whether <code>animationID</code> attribute is used or not. "1" means that the attribute shall be used, and "0" means that attribute shall not be used.	
durationFlag	This field, which is only present in the binary representation, signals whether <code>duration</code> attribute is used or not. "1" means that the attribute shall be used, and "0" means that attribute shall not be used.	
loopFlag	This field, which is only present in the binary representation, signals whether <code>loop</code> attribute is used or not. "1" means that the attribute shall be used, and "0" means that attribute shall not be used.	
SelectAnimationDescriptionType	This field, which is only present in the binary representation, signals which type of animation description shall be used. "0" means that the proprietary description shall be used, and "1" means that the specified name in the classification schemes and the URI shall be used to describe the animation.	
animationID	A unique identifier of the animation.	
duration	The length of time that the animation lasts. The default unit is ms.	
loop	A playing option to describe the number of repetition. (default value: 1, 0:indefinite repetition, 1:once, 2: twice, ..., n: n times)	
Extra	Describes an animation in the form of any proprietary but well-formed XML metadata.	
NameFlag	This field, which is only present in the binary representation, signals whether the <code>name</code> element is used or not. "1" means that the element shall be used, and "0" means that element shall not be used.	
UriFlag	This field, which is only present in the binary representation, signals whether the <code>Uri</code> element is used or not. "1" means that the element shall be used, and "0" means that element shall not be used.	
TypeOfAnimationCS	This field, which is only present in the binary representation, describes a class of the animation as one of the classification schemes (CSs). The CSs that may be used for this purpose is defined in A.2.3 and A.2.4.	
Type of AnimationCS		Binary representation for sensor type (8 bits)
IdleAnimationCS		00000000

	GreetingAnimationCS	00000001
	DanceAnimationCS	00000010
	WalkAnimationCS	00000011
	MovesAnimationCS	00000100
	FightingAnimationCS	00000101
	HearingAnimationCS	00000110
	SmokeAnimationCS	00000111
	CongratulationsAnimationCS	00001000
	CommonActionsAnimationCS	00001001
	SpecificActionsAnimationCS	00001010
	FacialExpressionAnimationCS	00001011
	BodyExpressionAnimationCS	00001100
	VODeformationCS	00001101
	VOMotionCS	00001110
	Reserved	00001111-11111111
Name	Describes a type of the animation as a reference to classification schemes (CSs) term. The CSs that may be used for this purpose is defined in A.2.3 and A.2.4.	
Uri	Contains a link to an animation file, usually MP4 file.	

4.5.3 AnimationResourcesDescriptionType

4.5.3.1 XML representation syntax

Diagram	
Source	<pre> <complexType name="AnimationResourcesDescriptionType"> <sequence> <element name="Description" type="string" minOccurs="0"/> <element name="Uri" type="anyURI" minOccurs="0"/> </sequence> <attribute name="animationID" type="ID" use="optional"/> <attribute name="duration" type="unsignedInt" use="optional"/> <attribute name="loop" type="unsignedInt" use="optional"/> </pre>

</complexType>

4.5.3.2 Binary representation syntax

AnimationResourcesDescriptionType{	Number of bits	Mnemonic
animationIDFlag	1	bslbf
durationFlag	1	bslbf
loopFlag	1	bslbf
DescriptionFlag	1	bslbf
UriFlag	1	bslbf
if(animationIDFlag){		
animationID	See ISO 10646	UTF-8
}		
if(durationFlag){		
duration	8	uimbsf
}		
if(loopFlag){		
loop	8	uimbsf
}		
if(DescriptionFlag){		
Description	See ISO 10646	UTF-8
}		
if(UriFlag){		
Uri	See ISO 10646	UTF-8
}		
}		

4.5.3.3 Semantics

Name	Description
AnimationResourcesDescriptionType	A type that contains a link to an animation file and its description.
Description	Contains the description of the animation resource.

Uri	Contains a link to an animation file, usually MP4 file.
animationID	A unique identifier of the animation.
duration	The length of time that the animation lasts.
loop	A playing option to describe the number of repetition. (default value: 1, 0: indefinite repetition, 1: once, 2: twice, ..., n: n times)

4.5.3.4 PointType

4.5.3.4.1 XML representation syntax

Diagram	-
Source	<pre> <complexType name="PointType" abstract="true"/> <complexType name="LogicalPointType"> <complexContent> <extension base="vwoc:PointType"> <attribute name="name" type="string" use="optional"/> <attribute name="sensorID" type="anyURI" use="optional"/> </extension> </complexContent> </complexType> <complexType name="Physical3DPointType"> <complexContent> <extension base="vwoc:PointType"> <attribute name="x" type="float" use="required"/> <attribute name="y" type="float" use="required"/> <attribute name="z" type="float" use="required"/> </extension> </complexContent> </complexType> </pre>

4.5.3.4.2 Binary representation syntax

PointType{	Number of bits	Mnemonic
PointTypeSelect	1	bslbf
if (PointTypeSelect) {		
Point		LogicalPointType
}		
else{		
Point		Physical3DPointType
}		
}		
LogicalPointType {		
nameflag	1	bslbf

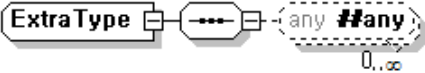
sensorIDflag	1	bslbf
if(nameflag){		
name	See ISO 10646	UTF-8
if(sensorIDflag){		
sensorID	See ISO 10646	UTF-8
}		
}		
Physical3DPointType{		
x	32	fsbf
y	32	fsbf
z	32	fsbf
}		

4.5.3.4.3 Semantics

Name	Description
PointType	An abstract type providing root for two different point types, which are LogicalPointType and Physical3DPointType for specifying a feature point for face feature control.
PointTypeSelect	This field, which is only present in the binary representation, signals whether the type of point is logical point type or the type of point is a physical 3d positional point. "1" means that the logical point type shall be used, and "0" means that the physical 3D point type shall be used.
LogicalPointType	A type providing the name of the feature point.
nameflag	This field, which is only present in the binary representation, signals whether name is used or not. "1" means that the name shall be used, and "0" means that name shall not be used.
sensorIDflag	This field, which is only present in the binary representation, signals whether sensorID is used or not. "1" means that the sensorID shall be used, and "0" means that the sensorID shall not be used.
name	The name of the feature point.
sensorID	The sensor ID corresponding to the feature point.
Physical3DPointType	A type providing a three dimensional point vector value.
x	The point value on x-axis in 3 dimensional space.
y	The point value on y-axis in 3 dimensional space.
z	The point value on z-axis in 3 dimensional space.

4.5.3.5 ExtraType

4.5.3.5.1 XML representation syntax

Diagram	
Source	<pre> <complexType name="ExtraType"> <annotation> <appinfo>enable-xmlns</appinfo> </annotation> <sequence> <any namespace="##any" processContents="lax" minOccurs="0" maxOccurs="unbounded"/> </sequence> </complexType> </pre>

4.5.3.5.2 Binary representation syntax

ExtraType {	Number of bits	Mnemonic
XMLDataFlag	1	bslbf
if (XMLDataFlag) {		
NumXMLData		vluimsbf5
for(k=0; k<NumXMLData; k++) {		
XMLLength		vluimsbf5
XMLData	See ISO 10646	UTF-8
}		
}		
}		

4.5.3.5.3 Semantics

Name	Description
ExtraType	A type that can contain any well-formed XML data.
XMLDataFlag	This field, which is only present in the binary representation, signals whether XML data is used or not. "1" means that the XML data shall be used, and "0" means that XML data shall not be used.
NumXMLData	This field, which is only present in the binary representation, specifies the number of XML data contained in the ExtraType element.
XMLLength	This field, which is only present in the binary representation, specifies the number of characters in terms of UTF-8 in each XML data.
XMLData	This field contains any well-formed XML data. In the binary representation, the field is encoded by UTF-8.

Note: Element defined as type <ExtraType> allows extending the MPEG-V schema with proprietary but well defined or at least well formatted data.

4.5.4 Common simple data types

4.5.4.1 IndicateOfLHType

4.5.4.1.1 XML representation syntax

Source	<pre> <simpleType name="indicateOfLHType"> <restriction base="string"> <enumeration value="low"/> <enumeration value="high"/> </restriction> </simpleType> </pre>
--------	---

4.5.4.1.2 Binary representation syntax

	Number of bits	Mnemonic
indicateOfLHType	1	bslbf

4.5.4.1.3 Semantics

Name	Description
indicateOfLHType	A type of which the value is either low or high. The binary representation of the type is defined as follows. (0: low, 1: high)

4.5.4.2 IndicateOfLMHType

4.5.4.2.1 XML representation syntax

Source	<pre> <simpleType name="indicateOfLMHType"> <restriction base="string"> <enumeration value="low"/> <enumeration value="medium"/> <enumeration value="high"/> </restriction> </simpleType> </pre>
--------	--

4.5.4.2.2 Binary representation syntax

	Number of bits	Mnemonic
indicateOfLMHType	2	bslbf

4.5.4.2.3 Semantics

Name	Description
indicateOfLMHType	A type of which the value is among low, medium or high. The binary representation of the type is defined as follows. (0: low, 1: medium, 2: high, 3: reserved)

4.5.4.3 IndicateOfSMBType

4.5.4.3.1 XML representation syntax

Source	<pre><simpleType name="indicateOfSMBType"> <restriction base="string"> <enumeration value="small"/> <enumeration value="medium"/> <enumeration value="big"/> </restriction> </simpleType></pre>
--------	---

4.5.4.3.2 Binary representation syntax

	Number of bits	Mnemonic
indicateOfSMBType	2	bslbf

4.5.4.3.3 Semantics

Name	Description
indicateOfSMBType	A type of which the value is among small, medium or big. The binary representation of the type is defined as follows. (0: small, 1: medium, 2: big, 3: reserved)

4.5.4.4 IndicateOfSMLType

4.5.4.4.1 XML representation syntax

Source	<pre><simpleType name="indicateOfSMLType"> <restriction base="string"> <enumeration value="short"/> <enumeration value="medium"/> <enumeration value="long"/> </restriction> </simpleType></pre>
--------	--

4.5.4.4.2 Binary representation syntax

	Number of bits	Mnemonic
indicateOfSMLType	2	bslbf

4.5.4.4.3 Semantics

Name	Description
indicateOfSMLType	A type of which the value is among short, medium or long. The binary representation of the type is defined as follows. (0: short, 1: medium, 2: long, 3: reserved)

4.5.4.5 IndicateOfDMUType

4.5.4.5.1 XML representation syntax

Source	<pre><simpleType name="indicateOfDMUType"> <restriction base="string"> <enumeration value="down"/> </restriction> </simpleType></pre>
--------	---

	<pre> <enumeration value="medium"/> <enumeration value="up"/> </restriction> </simpleType> </pre>
--	---

4.5.4.5.2 Binary representation syntax

	Number of bits	Mnemonic
indicateOfDMUType	2	bslbf

4.5.4.5.3 Semantics

Name	Description
indicateOfDMUType	A type of which the value is among down, medium or up. The binary representation of the type is defined as follows. (0: down, 1: medium, 2: up, 3: reserved)

4.5.4.6 IndicateOfDUType

4.5.4.6.1 XML representation syntax

Source	<pre> <simpleType name="indicateOfDUType"> <restriction base="string"> <enumeration value="down"/> <enumeration value="up"/> </restriction> </simpleType> </pre>
--------	--

4.5.4.6.2 Binary representation syntax

	Number of bits	Mnemonic
indicateOfDUType	1	bslbf

4.5.4.6.3 Semantics

Name	Description
indicateOfDUType	A type of which the value is either down or up. The binary representation of the type is defined as follows. (0: down, 1: up)

4.5.4.7 IndicateOfPMNType

4.5.4.7.1 XML representation syntax

Source	<pre> <simpleType name="indicateOfPMNType"> <restriction base="string"> <enumeration value="pointed"/> <enumeration value="middle"/> <enumeration value="notpointed"/> </restriction> </simpleType> </pre>
--------	--

4.5.4.7.2 Binary representation syntax

	<i>Number of bits</i>	<i>Mnemonic</i>
indicateOfPMNType	2	bslbf

4.5.4.7.3 Semantics

<i>Name</i>	<i>Description</i>
indicateOfPMNType	A type of which the value is among pointed, middle or not pointed. The binary representation of the type is defined as follows. (0: short, 1: medium, 2: long, 3: reserved)

4.5.4.8 IndicateOfRCType

4.5.4.8.1 XML representation syntax

Source	<pre> <simpleType name="indicateOfRCType"> <restriction base="string"> <enumeration value="round"/> <enumeration value="cleft"/> </restriction> </simpleType> </pre>
--------	--

4.5.4.8.2 Binary representation syntax

	<i>Number of bits</i>	<i>Mnemonic</i>
indicateOfRCType	1	bslbf

4.5.4.8.3 Semantics

<i>Name</i>	<i>Description</i>
indicateOfRCType	A type of which the value is either round or cleft. The binary representation of the type is defined as follows. (0: round, 1: cleft)

4.5.4.9 IndicateOfLRType

4.5.4.9.1 XML representation syntax

Source	<pre> <simpleType name="indicateOfLRType"> <restriction base="string"> <enumeration value="left"/> <enumeration value="right"/> </restriction> </simpleType> </pre>
--------	---

4.5.4.9.2 Binary representation syntax

	<i>Number of bits</i>	<i>Mnemonic</i>
indicateOfLRType	1	bslbf

4.5.4.9.3 Semantics

Name	Description
indicateOfLRType	A type of which the value is either left or right. The binary representation of the type is defined as follows. (0: left, 1: right)

4.5.4.10 IndicateOfLMRType

4.5.4.10.1 XML representation syntax

Source	<pre> <simpleType name="indicateOfLMRType"> <restriction base="string"> <enumeration value="left"/> <enumeration value="middle"/> <enumeration value="right"/> </restriction> </simpleType> </pre>
--------	--

4.5.4.10.2 Binary representation syntax

	Number of bits	Mnemonic
indicateOfLMRType	2	bslbf

4.5.4.10.3 Semantics

Name	Description
indicateOfLMRType	A type of which the value is among left, middle or right. The binary representation of the type is defined as follows. (0: left, 1: middle, 2: right, 3: reserved)

4.5.4.11 measureUnitLMHType

4.5.4.11.1 XML representation syntax

Source	<pre> <simpleType name="measureUnitLMHType"> <union memberTypes="vwoc:indicateOfLMHType float"/> </simpleType> </pre>
--------	---

4.5.4.11.2 Binary representation syntax

measureUnitLMHType{	Number of bits	Mnemonic
selectType	1	bslbf
if(selectType == 0){		
indicationOfLMH		indicateOfLMHType
}else{		

measure	32	fsbf
}		
}		

4.5.4.11.3 Semantics

Name	Description
measureUnitLMHType	A type which may be either <code>indicateOfLMHType</code> or <code>float</code> .
selectType	This field, which is only present in the binary representation, signals whether a floating point value is used or the <code>indicateOfLMHType</code> is used. "1" means that the <code>indicateOfLMHType</code> shall be used, and "0" means that a floating point value shall not be used.
measure	This field, which is only present in the binary representation, the value of which is a floating point value.

4.5.4.12 measureUnitSMBType

4.5.4.12.1 XML representation syntax

Source	<pre><simpleType name="measureUnitSMBType"> <union memberTypes="vwoc:indicateOfSMBType float"/> </simpleType></pre>
--------	---

4.5.4.12.2 Binary representation syntax

measureUnitSMBType{	Number of bits	Mnemonic
selectType	1	bslbf
if(selectType == 0){		
indicateOfSMB		indicateOfSMBType
}else{		
measure	32	fsbf
}		
}		

4.5.4.12.3 Semantics

Name	Description
measureUnitSMBType	A type which may be either <code>indicateOfSMBType</code> or <code>float</code> .
selectType	This field, which is only present in the binary representation, signals whether a floating point value is used or the <code>indicateOfSMBType</code> is used. "1" means that the <code>indicateOfSMBType</code> shall be used, and "0" means that a floating point value shall not be used.
measure	This field, which is only present in the binary representation, the value

	of which is a floating point value.
--	-------------------------------------

4.5.4.13 levelOf5Type

4.5.4.13.1 XML representation syntax

Source	<pre> <simpleType name="levelOf5Type"> <restriction base="integer"> <minInclusive value="1"/> <maxInclusive value="5"/> </restriction> </simpleType> </pre>
--------	---

4.5.4.13.2 Binary representation syntax

	Number of bits	Mnemonic
levelOf5Type	3	uimsbf

4.5.4.13.3 Semantics

Name	Description
levelOf5Type	A type of which the integer value is from one to five. The binary representation of the type is defined as follows. (0:0, 1:1, 2:2, 3:3, 4:4, 5:5, 6-8:reserved)

4.5.4.14 angleType

4.5.4.14.1 XML representation syntax

Source	<pre> <simpleType name="angleType"> <restriction base="float"> <minInclusive value="0"/> <maxInclusive value="360"/> </restriction> </simpleType> </pre>
--------	--

4.5.4.14.2 Binary representation syntax

	Number of bits	Mnemonic
angleType	32	fsbf

4.5.4.14.3 Semantics

Name	Description
angleType	A type of which the floating point value is from 0 degree to 360 degree.

4.5.4.15 percentageType

4.5.4.15.1 XML representation syntax

Source	<pre><simpleType name="percentageType"> <restriction base="float"> <minInclusive value="0"/> <maxInclusive value="100"/> </restriction> </simpleType></pre>
--------	---

4.5.4.15.2 Binary representation syntax

	Number of bits	Mnemonic
percentageType	32	fsbf

4.5.4.15.3 Semantics

Name	Description
percentageType	A type of which the floating point value is from 0 percent to 100 percent.

4.5.4.16 unlimitedPercentageType

4.5.4.16.1 XML representation syntax

Source	<pre><simpleType name="unlimitedPercentageType"> <restriction base="float"> <minInclusive value="0"/> </restriction> </simpleType></pre>
--------	--

4.5.4.16.2 Binary representation syntax

	Number of bits	Mnemonic
unlimitedPercentageType	32	fsbf

4.5.4.16.3 Semantics

Name	Description
unlimitedPercentageType	A type of which the floating point value is from 0 percent.

5 Avatar metadata

5.1 General

Avatar metadata as a (visual) representation of the user inside the environment serves the following purposes:

- make visible the presence of a real user into the VE;

- characterize the user within the VE;
- interact with the VE.

The "Avatar" element is composed of following type of data with the extension of the base type of avatar.

- **Appearance**: contains the high-level description of the appearance and may refer a media containing the exact geometry and texture.
- **Animation**: contains the description of a set of animation sequences that the avatar is able to perform and may refer to several media containing the exact (geometric transformations) animation parameters.
- **CommunicationSkills**: contains a set of descriptors providing information on the different modalities an avatar is able to communicate.
- **Personality**: contains a set of descriptors defining the personality of the avatar.
- **ControlFeatures**: contains a set of descriptors defining possible place-holders for sensors on body skeleton and face feature points.
- **HapticPropertyList**: contains a list of high level descriptors of the haptic properties.
- **gender**: describes the gender of the avatar.

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5.2 AvatarType

5.2.1 XML representation syntax

Diagram	
Source	<pre> <complexType name="AvatarType"> <complexContent> <extension base="vwoc:AvatarBaseType"> <sequence> <element name="Appearance" type="vwoc:AvatarAppearanceType" minOccurs="0" maxOccurs="unbounded"/> <element name="Animation" type="vwoc:AvatarAnimationType" minOccurs="0" maxOccurs="unbounded"/> <element name="CommunicationSkills" type="vwoc:AvatarCommunicationSkillsType" minOccurs="0" maxOccurs="unbounded"/> <element name="Personality" type="vwoc:AvatarPersonalityType" minOccurs="0" maxOccurs="unbounded"/> <element name="ControlFeatures" type="vwoc:AvatarControlFeaturesType" minOccurs="0" maxOccurs="unbounded"/> <element name="HapticPropertyList" type="vwoc:VWOHapticPropertyListType" minOccurs="0"/> </sequence> <attribute name="gender" type="string" use="optional"/> </extension> </complexContent> </complexType> </pre>

5.2.2 Binary representation syntax

AvatarType{	Number of bits	Mnemonic
AvatarBase		AvatarBaseType
AppereanceFlag	1	bslbf
AnimationFlag	1	bslbf
CommunicationSkillsFlag	1	bslbf
PersonalityFlag	1	bslbf
ControlFeaturesFlag	1	bslbf
HapticPropertyListFlag	1	bslbf
genderFlag	1	bslbf
if(AppereanceFlag){		
LoopAvatarAppereance		vluimsbf5
for(k=0; k< LoopAvatarAppereance; k++){		
Appereance[k]		AvatarAppereanceTy ype
}		
}		
if(AnimationFlag){		
LoopAvatarAnimation		vluimsbf5
for(k=0; k<LoopAvatarAnimation; k++){		
Animation[k]		AvatarAnimationTy pe
}		
}		
if(CommunicationSkillsFlag){		
LoopAvatarCommunicationSkills		vluimsbf5
for(k=0;k<LoopAvatarCommunicationS kills; k++){		

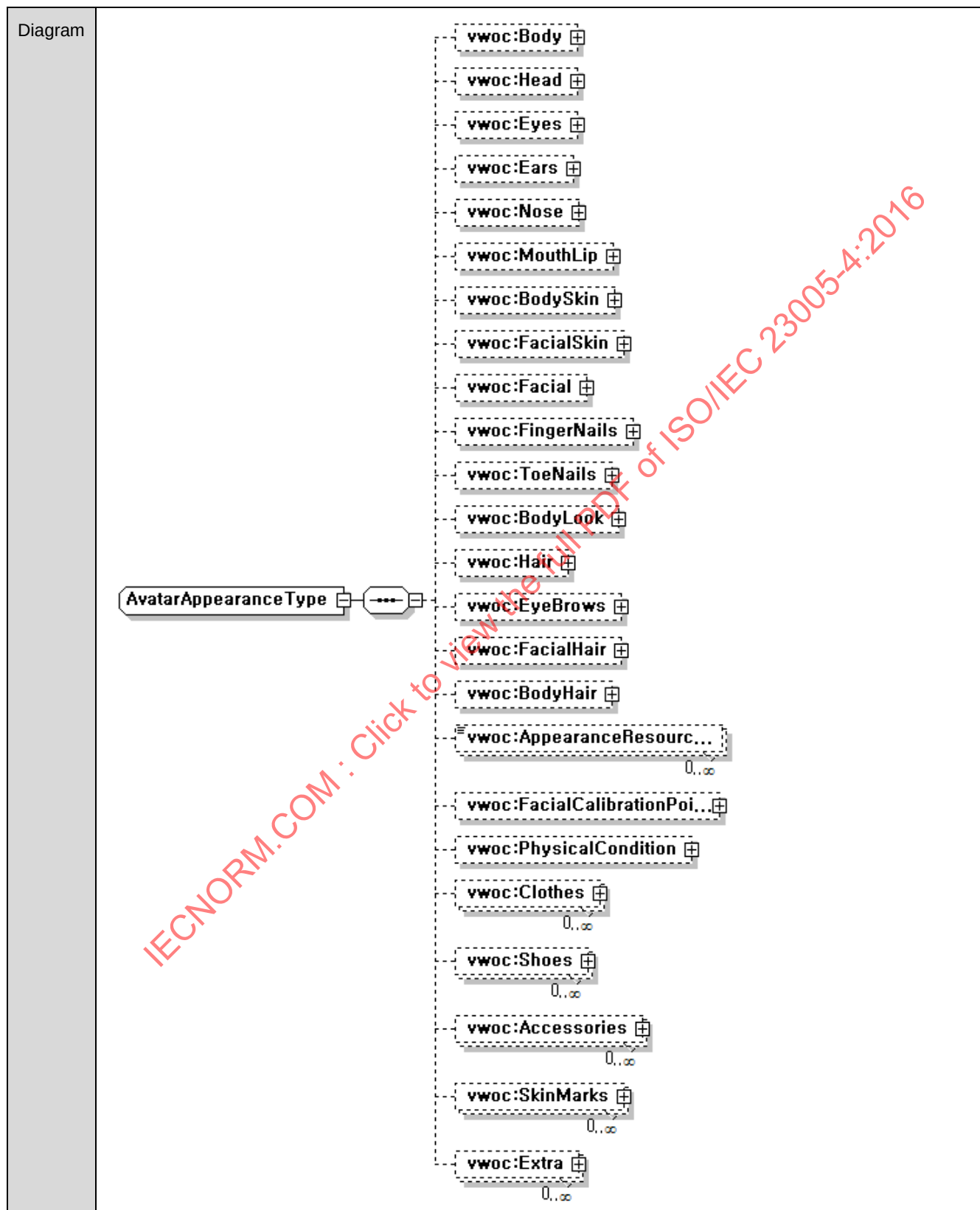
CommunicationSkills[k]		AvatarCommunicationSkillsType
}		
}		
if(PersonalityFlag){		
LoopAvatarPersonality		vluimsbf5
for(k=0;k<LoopAvatarPersonality; k++){		
Personality[k]		AvatarPersonalityType
}		
}		
if(ControlFeaturesFlag){		
LoopAvatarControlFeatures		vluimsbf5
for(k=0;k<LoopAvatarControlFeatures; k++){		
ControlFeatures[k]		AvatarControlFeaturesType
}		
}		
if(HapticPropertyListFlag){		
HapticPropertyList		VWOHapticPropertyListType
}		
if(genderFlag){		
gender	See ISO 10646	UTF-8
}		
}		

5.2.3 Semantics

Name	Description
AvatarType	A type that represents the user inside the virtual world environment.
AvatarBase	Contains the base type defined by AvatarBaseType.
AppearanceFlag	This field, which is only present in the binary representation, signals the presence of the Appearance elements. "1" means that the elements shall be used. "0" means that the elements shall not be used.
AnimationFlag	This field, which is only present in the binary representation, signals the presence of the Animation elements. "1" means that the elements shall be used. "0" means that the elements shall not be used.
CommunicationSkillsFlag	This field, which is only present in the binary representation, signals the presence of the CommunicationSkills elements. "1" means that the elements shall be used. "0" means that the elements shall not be used.
PersonalityFlag	This field, which is only present in the binary representation, signals the presence of the Personality elements. "1" means that the elements shall be used. "0" means that the elements shall not be used.
ControlFeaturesFlag	This field, which is only present in the binary representation, signals the presence of the ControlFeatures elements. "1" means that the elements shall be used. "0" means that the elements shall not be used.
HapticPropertyListFlag	This field, which is only present in the binary representation, signals the presence of the HapticPropertyList elements. "1" means that the elements shall be used. "0" means that the elements shall not be used.
genderFlag	This field, which is only present in the binary representation, signals the presence of the gender attribute. "1" means that the attribute shall be used. "0" means that the attribute shall not be used.
LoopAvatarAppearance	This field, which is only present in the binary representation, specifies the number of appearance information contained in the avatar characteristics.
Appearance	Contains the high level description of the appearance of an avatar.
LoopAvatarAnimation	This field, which is only present in the binary representation, specifies the number of animation information contained in the avatar characteristics.
Animation	Contains the description of a set of animation sequences that the avatar is able to perform.
LoopAvatarCommunicationSkills	This field, which is only present in the binary representation, specifies the number of communication skills information contained in the avatar characteristics.
CommunicationSkills	Contains a set of descriptors providing information on the different modalities an avatar is able to communicate.
LoopAvatarPersonality	This field, which is only present in the binary representation, specifies the number of personality information contained in the avatar characteristics.
Personality	Contains a set of descriptors defining the personality of the avatar.
LoopAvatarControlFeatures	This field, which is only present in the binary representation, specifies the number of feature control information contained in the avatar characteristics.
ControlFeatures	Contains a set of descriptors defining possible place-holders for sensors on body skeleton and face feature points.
HapticPropertyListFlag	This field, which is only present in the binary representation, signals the presence of the HapticPropertyList. "1" means that the element shall be used. "0" means that the element shall not be used.
HapticPropertyList	Contains a list of high level descriptors of the haptic properties.
genderFlag	This field, which is only present in the binary representation, signals the presence of the gender attribute. "1" means that the attribute shall be used. "0" means that the attribute shall not be used.
gender	Describes the gender of the avatar.

5.2.4 AvatarAppearanceType

5.2.4.1 XML representation syntax



Source	<pre> <complexType name="AvatarAppearanceType"> <sequence> <element name="Body" type="vwoc:BodyType" minOccurs="0"/> <element name="Head" type="vwoc:HeadType" minOccurs="0"/> <element name="Eyes" type="vwoc:EyesType" minOccurs="0"/> <element name="Ears" type="vwoc:EarsType" minOccurs="0"/> <element name="Nose" type="vwoc:NoseType" minOccurs="0"/> <element name="MouthLip" type="vwoc:MouthLipType" minOccurs="0"/> <element name="BodySkin" type="vwoc:SkinType" minOccurs="0"/> <element name="FacialSkin" type="vwoc:SkinType" minOccurs="0"/> <element name="Facial" type="vwoc:FacialType" minOccurs="0"/> <element name="FingerNails" type="vwoc:NailType" minOccurs="0"/> <element name="ToeNails" type="vwoc:NailType" minOccurs="0"/> <element name="BodyLook" type="vwoc:BodyLookType" minOccurs="0"/> <element name="Hair" type="vwoc:HairType" minOccurs="0"/> <element name="EyeBrows" type="vwoc:EyeBrowsType" minOccurs="0"/> <element name="FacialHair" type="vwoc:FacialHairType" minOccurs="0"/> <element name="BodyHair" type="vwoc:BodyHairType" minOccurs="0"/> <element name="AppearanceResources" type="anyURI" minOccurs="0" maxOccurs="unbounded"/> <element name="FacialCalibrationPoints" type="vwoc:FacialCalibrationPointsType" minOccurs="0"/> <element name="PhysicalCondition" type="vwoc:PhysicalConditionType" minOccurs="0"/> <element name="Clothes" type="vwoc:VirtualObjectType" minOccurs="0" maxOccurs="unbounded"/> <element name="Shoes" type="vwoc:VirtualObjectType" minOccurs="0" maxOccurs="unbounded"/> <element name="Accessories" type="vwoc:VirtualObjectType" minOccurs="0" maxOccurs="unbounded"/> <element name="SkinMarks" type="vwoc:VirtualObjectType" minOccurs="0" maxOccurs="unbounded"/> <element name="Extra" type="vwoc:ExtraType" minOccurs="0" maxOccurs="unbounded"/> </sequence> </complexType> <complexType name="BodyType"> <sequence> <element name="BodyHeight" type="float" minOccurs="0"/> <element name="BodyThickness" type="float" minOccurs="0"/> <element name="BodyFat" type="vwoc:measureUnitLMHType" minOccurs="0"/> <element name="TorsoMuscles" type="vwoc:measureUnitLMHType" minOccurs="0"/> <element name="NeckThikness" type="float" minOccurs="0"/> <element name="NeckLength" type="float" minOccurs="0"/> <element name="Shoulders" type="float" minOccurs="0"/> <element name="Pectorials" type="float" minOccurs="0"/> <element name="ArmLength" type="float" minOccurs="0"/> <element name="HeadSize" type="float" minOccurs="0"/> <element name="TorsoLength" type="float" minOccurs="0"/> <element name="LoveHandles" type="float" minOccurs="0"/> <element name="BellySize" type="float" minOccurs="0"/> <element name="LegMuscles" type="float" minOccurs="0"/> <element name="LegLength" type="float" minOccurs="0"/> <element name="HipWidth" type="float" minOccurs="0"/> <element name="HipLength" type="float" minOccurs="0"/> <element name="ButtSize" type="float" minOccurs="0"/> <element name="Package" type="vwoc:indicateOfSMBType" minOccurs="0"/> <element name="SaddleBags" type="vwoc:indicateOfSMBType" minOccurs="0"/> <element name="KneeAngle" type="vwoc:angleType" minOccurs="0"/> <element name="FootSize" type="float" minOccurs="0"/> <element name="Extra" type="vwoc:ExtraType" minOccurs="0" maxOccurs="unbounded"/> </sequence> <attribute name="hapticIDRef" type="IDREF" use="optional"/> </complexType> <complexType name="HeadType"> <sequence> <element name="HeadSize" type="vwoc:measureUnitSMBType" minOccurs="0"/> <element name="HeadStretch" type="vwoc:unlimitedPercentageType" minOccurs="0"/> <element name="HeadShape" minOccurs="0"> <simpleType> <restriction base="string"> </pre>
--------	--

```

        <enumeration value="square"/>
        <enumeration value="round"/>
        <enumeration value="oval"/>
        <enumeration value="long"/>
    </restriction>
</simpleType>
</element>
<element name="EggHead" type="boolean" minOccurs="0"/>
<element name="HeadLength" type="float" minOccurs="0"/>
<element name="FaceShear" type="float" minOccurs="0"/>
<element name="ForeheadSize" type="float" minOccurs="0"/>
<element name="ForeheadAngle" type="vwoc:angleType" minOccurs="0"/>
<element name="BrowSize" type="float" minOccurs="0"/>
<element name="FaceSkin" minOccurs="0">
    <simpleType>
        <restriction base="string">
            <enumeration value="dry"/>
            <enumeration value="normal"/>
            <enumeration value="greasy"/>
        </restriction>
    </simpleType>
</element>
<element name="Cheeks" type="vwoc:measureUnitSMBType" minOccurs="0"/>
<element name="CheeksDepth" type="float" minOccurs="0"/>
<element name="CheeksShape" minOccurs="0">
    <simpleType>
        <restriction base="string">
            <enumeration value="chubby"/>
            <enumeration value="high"/>
            <enumeration value="bone"/>
        </restriction>
    </simpleType>
</element>
<element name="UpperCheeks" type="vwoc:measureUnitSMBType" minOccurs="0"/>
<element name="LowerCheeks" type="vwoc:measureUnitSMBType" minOccurs="0"/>
<element name="CheekBones" type="vwoc:indicateOfDMUType" minOccurs="0"/>
<element name="Extra" type="vwoc:ExtraType" minOccurs="0" maxOccurs="unbounded"/>
</sequence>
<attribute name="hapticIDRef" type="IDREF" use="optional"/>
</complexType>

<complexType name="EyesType">
    <sequence>
        <element name="EyeSize" type="float" minOccurs="0"/>
        <element name="EyeOpening" type="vwoc:unlimitedPercentageType" minOccurs="0"/>
        <element name="EyeSpacing" type="float" minOccurs="0"/>
        <element name="OuterEyeCorner" type="vwoc:indicateOfDMUType" minOccurs="0"/>
        <element name="InnerEyeCorner" type="vwoc:indicateOfDMUType" minOccurs="0"/>
        <element name="EyeDepth" type="float" minOccurs="0"/>
        <element name="UpperEyelidFold" type="float" minOccurs="0"/>
        <element name="EyeBags" type="float" minOccurs="0"/>
        <element name="PuffyEyeLids" type="vwoc:indicateOfSMBType" minOccurs="0"/>
        <element name="EyelashLength" type="float" minOccurs="0"/>
        <element name="EyePop" type="float" minOccurs="0"/>
        <element name="EyeColor" type="mpegvct:colorType" minOccurs="0"/>
        <element name="EyeLightness" type="vwoc:percentageType" minOccurs="0"/>
        <element name="Extra" type="vwoc:ExtraType" minOccurs="0" maxOccurs="unbounded"/>
    </sequence>
    <attribute name="hapticIDRef" type="IDREF" use="optional"/>
</complexType>

<complexType name="EarsType">
    <sequence>
        <element name="EarSize" type="float" minOccurs="0"/>
        <element name="EarPosition" type="vwoc:indicateOfDMUType" minOccurs="0"/>
        <element name="EarAngle" minOccurs="0">
            <simpleType>
                <restriction base="vwoc:angleType">
                    <maxInclusive value="180"/>
                </restriction>
            </simpleType>
        </element>
    </sequence>

```

```

        </restriction>
      </simpleType>
    </element>
    <element name="AttachedEarlobes" type="float" minOccurs="0"/>
    <element name="EarTips" type="vwoc:indicateOfPMNType" minOccurs="0"/>
    <element name="Extra" type="vwoc:ExtraType" minOccurs="0" maxOccurs="unbounded"/>
  </sequence>
  <attribute name="hapticIDRef" type="IDREF" use="optional"/>
</complexType>

<complexType name="NoseType">
  <sequence>
    <element name="NoseSize" type="float" minOccurs="0"/>
    <element name="NoseWidth" type="float" minOccurs="0"/>
    <element name="NostrillWidth" type="float" minOccurs="0"/>
    <element name="NostrillDivision" type="float" minOccurs="0"/>
    <element name="NoseThickness" type="float" minOccurs="0"/>
    <element name="UpperBridge" type="float" minOccurs="0"/>
    <element name="LowerBridge" type="float" minOccurs="0"/>
    <element name="BridgeWidth" type="float" minOccurs="0"/>
    <element name="NoseTipAngle" type="vwoc:indicateOfDUType" minOccurs="0"/>
    <element name="NoseTipShape" minOccurs="0">
      <simpleType>
        <restriction base="string">
          <enumeration value="pointy"/>
          <enumeration value="bulbous"/>
        </restriction>
      </simpleType>
    </element>
    <element name="CrookedNose" type="vwoc:indicateOfLRType" minOccurs="0"/>
    <element name="Extra" type="vwoc:ExtraType" minOccurs="0" maxOccurs="unbounded"/>
  </sequence>
  <attribute name="hapticIDRef" type="IDREF" use="optional"/>
</complexType>

<complexType name="MouthLipType">
  <sequence>
    <element name="LipWidth" type="float" minOccurs="0"/>
    <element name="LipFullness" type="float" minOccurs="0"/>
    <element name="LipThickness" type="float" minOccurs="0"/>
    <element name="LipRatio" type="float" minOccurs="0"/>
    <element name="MouthSize" type="float" minOccurs="0"/>
    <element name="MouthPosition" type="float" minOccurs="0"/>
    <element name="MouthCorner" type="vwoc:indicateOfDMUType" minOccurs="0"/>
    <element name="LipCleftDepth" type="float" minOccurs="0"/>
    <element name="LipCleft" type="float" minOccurs="0"/>
    <element name="ShiftMouth" type="vwoc:indicateOfLMRType" minOccurs="0"/>
    <element name="ChinAngle" minOccurs="0">
      <simpleType>
        <restriction base="string">
          <enumeration value="inner"/>
          <enumeration value="outer"/>
        </restriction>
      </simpleType>
    </element>
    <element name="JawShape" type="vwoc:indicateOfPMNType" minOccurs="0"/>
    <element name="ChinDepth" type="float" minOccurs="0"/>
    <element name="JawAngle" type="float" minOccurs="0"/>
    <element name="JawJut" minOccurs="0">
      <simpleType>
        <restriction base="string">
          <enumeration value="inside"/>
          <enumeration value="outside"/>
        </restriction>
      </simpleType>
    </element>
    <element name="Jowls" type="float" minOccurs="0"/>
    <element name="ChinCleft" type="vwoc:indicateOfRCType" minOccurs="0"/>
  </sequence>

```

```

    <element name="UpperChinCleft" type="vwoc:indicateOfRCType" minOccurs="0"/>
    <element name="ChinNeck" type="float" minOccurs="0"/>
    <element name="Extra" type="vwoc:ExtraType" minOccurs="0" maxOccurs="unbounded"/>
  </sequence>
  <attribute name="hapticIDRef" type="IDREF" use="optional"/>
</complexType>

<complexType name="SkinType">
  <sequence>
    <element name="SkinPigment" type="mpegvct:colorType" minOccurs="0"/>
    <element name="SkinRuddiness" type="vwoc:percentageType" minOccurs="0"/>
    <element name="SkinRainbowColor" type="mpegvct:colorType" minOccurs="0"/>
    <element name="Extra" type="vwoc:ExtraType" minOccurs="0" maxOccurs="unbounded"/>
  </sequence>
  <attribute name="hapticIDRef" type="IDREF" use="optional"/>
</complexType>

<complexType name="FacialType">
  <sequence>
    <element name="FacialDefinition" type="vwoc:levelOf5Type" minOccurs="0"/>
    <element name="Freckles" type="vwoc:levelOf5Type" minOccurs="0"/>
    <element name="Wrinkles" type="boolean" minOccurs="0"/>
    <element name="RosyComplexion" type="boolean" minOccurs="0"/>
    <element name="LipPinkness" type="vwoc:levelOf5Type" minOccurs="0"/>
    <element name="Lipstick" type="boolean" minOccurs="0"/>
    <element name="LipstickColor" type="mpegvct:colorType" minOccurs="0"/>
    <element name="LipGloss" type="vwoc:levelOf5Type" minOccurs="0"/>
    <element name="Blush" type="boolean" minOccurs="0"/>
    <element name="BlushColor" type="mpegvct:colorType" minOccurs="0"/>
    <element name="BlushOpacity" type="vwoc:percentageType" minOccurs="0"/>
    <element name="InnerShadow" type="boolean" minOccurs="0"/>
    <element name="InnerShadowColor" type="mpegvct:colorType" minOccurs="0"/>
    <element name="InnerShadowOpacity" type="vwoc:percentageType" minOccurs="0"/>
    <element name="OuterShadow" type="boolean" minOccurs="0"/>
    <element name="OuterShadowOpacity" type="vwoc:percentageType" minOccurs="0"/>
    <element name="EyeLiner" type="boolean" minOccurs="0"/>
    <element name="EyeLinerColor" type="mpegvct:colorType" minOccurs="0"/>
    <element name="Extra" type="vwoc:ExtraType" minOccurs="0" maxOccurs="unbounded"/>
  </sequence>
  <attribute name="hapticIDRef" type="IDREF" use="optional"/>
</complexType>

<complexType name="NailType">
  <sequence>
    <element name="NailPolish" type="boolean" minOccurs="0"/>
    <element name="NailPolishColor" type="mpegvct:colorType" minOccurs="0"/>
    <element name="Extra" type="vwoc:ExtraType" minOccurs="0" maxOccurs="unbounded"/>
  </sequence>
  <attribute name="hapticIDRef" type="IDREF" use="optional"/>
</complexType>

<complexType name="BodyLookType">
  <sequence>
    <element name="BodyDefinition" type="vwoc:indicateOfSMLType" minOccurs="0"/>
    <element name="BodyFreckles" type="vwoc:levelOf5Type" minOccurs="0"/>
    <element name="Extra" type="vwoc:ExtraType" minOccurs="0" maxOccurs="unbounded"/>
  </sequence>
</complexType>

<complexType name="HairType">
  <sequence>
    <element name="HairSize" type="vwoc:indicateOfSMLType" minOccurs="0"/>
    <element name="HairStyle" type="mpeg7:termReferenceType" minOccurs="0"/>
    <element name="HairColor" type="mpegvct:colorType" minOccurs="0"/>
    <element name="WhiteHair" type="vwoc:percentageType" minOccurs="0"/>
    <element name="RainbowColor" type="mpegvct:colorType" minOccurs="0"/>
    <element name="BlondeHair" type="vwoc:percentageType" minOccurs="0"/>
    <element name="RedHair" type="vwoc:percentageType" minOccurs="0"/>
    <element name="HairVolume" type="vwoc:indicateOfSMBType" minOccurs="0"/>
  </sequence>

```

```

<element name="HairFront" type="vwoc:indicateOfSMLType" minOccurs="0"/>
<element name="HairSides" type="vwoc:indicateOfSMLType" minOccurs="0"/>
<element name="HairBack" type="vwoc:indicateOfSMLType" minOccurs="0"/>
<element name="BigHairFront" type="vwoc:indicateOfSMLType" minOccurs="0"/>
<element name="BigHairBack" type="vwoc:indicateOfSMLType" minOccurs="0"/>
<element name="FrontFrindge" type="vwoc:indicateOfSMLType" minOccurs="0"/>
<element name="SideFrindge" type="vwoc:indicateOfSMLType" minOccurs="0"/>
<element name="BackFrindge" type="vwoc:indicateOfSMLType" minOccurs="0"/>
<element name="FullHairSides" type="vwoc:indicateOfSMLType" minOccurs="0"/>
<element name="HairSweep" type="vwoc:indicateOfSMLType" minOccurs="0"/>
<element name="ShearFront" type="vwoc:indicateOfLMRType" minOccurs="0"/>
<element name="ShearBack" type="vwoc:indicateOfSMLType" minOccurs="0"/>
<element name="TuperFront" type="vwoc:indicateOfSMLType" minOccurs="0"/>
<element name="TuperBack" type="vwoc:indicateOfSMLType" minOccurs="0"/>
<element name="RumpledHair" minOccurs="0">
  <simpleType>
    <restriction base="string">
      <enumeration value="low"/>
      <enumeration value="moderate"/>
      <enumeration value="high"/>
    </restriction>
  </simpleType>
</element>
<element name="PigTails" type="vwoc:indicateOfSMLType" minOccurs="0"/>
<element name="PonyTail" type="vwoc:indicateOfSMLType" minOccurs="0"/>
<element name="SprikedHair" type="vwoc:indicateOfSMLType" minOccurs="0"/>
<element name="HairTilt" type="float" minOccurs="0"/>
<element name="HairMiddlePart" type="vwoc:indicateOfLHType" minOccurs="0"/>
<element name="HairRightPart" type="vwoc:indicateOfLHType" minOccurs="0"/>
<element name="HairLeftPart" type="vwoc:indicateOfLHType" minOccurs="0"/>
<element name="HairPartsBangs" type="vwoc:indicateOfLHType" minOccurs="0"/>
<element name="Extra" type="vwoc:ExtraType" minOccurs="0" maxOccurs="unbounded"/>
</sequence>
<attribute name="hapticIDRef" type="IDREF" use="optional"/>
</complexType>

<complexType name="EyebrowsType">
  <sequence>
    <element name="EyebrowSize" type="vwoc:indicateOfSMLType" minOccurs="0"/>
    <element name="EyebrowDensity" minOccurs="0">
      <simpleType>
        <restriction base="string">
          <enumeration value="low"/>
          <enumeration value="moderate"/>
          <enumeration value="high"/>
        </restriction>
      </simpleType>
    </element>
    <element name="EyebrowHeight" type="vwoc:measureUnitLMHType" minOccurs="0"/>
    <element name="EyebrowArc" minOccurs="0">
      <simpleType>
        <restriction base="string">
          <enumeration value="flat"/>
          <enumeration value="middle"/>
          <enumeration value="arched"/>
        </restriction>
      </simpleType>
    </element>
    <element name="EyebrowPoints" type="vwoc:indicateOfDMUType" minOccurs="0"/>
    <element name="Extra" type="vwoc:ExtraType" minOccurs="0" maxOccurs="unbounded"/>
  </sequence>
  <attribute name="hapticIDRef" type="IDREF" use="optional"/>
</complexType>

<complexType name="FacialHairType">
  <sequence>
    <element name="FacialHairThickness" type="vwoc:measureUnitLMHType" minOccurs="0"/>
  </sequence>

```

```

<element name="FacialSideburns" type="mpegvct:colorType" minOccurs="0"/>
<element name="FacialMustache" type="boolean" minOccurs="0"/>
<element name="FacialChinCurtains" type="boolean" minOccurs="0"/>
<element name="FacialsoulPatch" type="boolean" minOccurs="0"/>
<element name="Extra" type="vwoc:ExtraType" minOccurs="0" maxOccurs="unbounded"/>
</sequence>
<attribute name="hapticIDRef" type="IDREF" use="optional"/>
</complexType>

<complexType name="BodyHairType">
<sequence>
<element name="HairColor" type="mpegvct:colorType" minOccurs="0"/>
<element name="HairThickness" type="vwoc:measureUnitLMHType" minOccurs="0"/>
<element name="Extra" type="vwoc:ExtraType" minOccurs="0" maxOccurs="unbounded"/>
</sequence>
</complexType>

<complexType name="FacialCalibrationPointsType">
<sequence>
<element name="Sellion" type="vwoc:PointType" minOccurs="0"/>
<element name="RInfraorbitale" type="vwoc:PointType" minOccurs="0"/>
<element name="LInfraorbitale" type="vwoc:PointType" minOccurs="0"/>
<element name="Supramenton" type="vwoc:PointType" minOccurs="0"/>
<element name="RTragion" type="vwoc:PointType" minOccurs="0"/>
<element name="RGonion" type="vwoc:PointType" minOccurs="0"/>
<element name="LTragion" type="vwoc:PointType" minOccurs="0"/>
<element name="LGonion" type="vwoc:PointType" minOccurs="0"/>
<element name="Extra" type="vwoc:ExtraType" minOccurs="0" maxOccurs="unbounded"/>
</sequence>
</complexType>

<complexType name="PhysicalConditionType">
<sequence>
<element name="BodyStrength" type="vwoc:unlimitedPercentageType" minOccurs="0"/>
<element name="BodyFlexibility" type="vwoc:indicateOfLMHType" minOccurs="0"/>
<element name="Extra" type="vwoc:ExtraType" minOccurs="0" maxOccurs="unbounded"/>
</sequence>
</complexType>

```

5.2.4.2 Binary representation syntax

AvatarAppearanceType{	Number of bits	Mnemonic
BodyFlag	1	bslbf
HeadFlag	1	bslbf
EyesFlag	1	bslbf
EarsFlag	1	bslbf
NoseFlag	1	bslbf
MouthLipFlag	1	bslbf
BodySkinFlag	1	bslbf
FacialSkinFlag	1	bslbf
FacialFlag	1	bslbf

FingerNailsFlag	1	bslbf
ToeNailsFlag	1	bslbf
BodyLookFlag	1	bslbf
HairFlag	1	bslbf
EyeBrowsFlag	1	bslbf
FacialHairFlag	1	bslbf
BodyHairFlag	1	bslbf
AppearanceResourcesFlag	1	bslbf
FacialCalibrationPointsFlag	1	bslbf
PhysicalConditionFlag	1	bslbf
ClothesFlag	1	bslbf
ShoesFlag	1	bslbf
AccessoriesFlag	1	bslbf
SkinMarksFlag	1	bslbf
ExtraFlag	1	bslbf
if(BodyFlag){		
Body		BodyType
}		
if(HeadFlag){		
Head		HeadType
}		
if(EyesFlag){		
Eyes		EyesType
}		
if(EarsFlag){		
Ears		EarsType
}		
if(NoseFlag){		

Nose		NoseType
}		
if(MouthLipFlag){		
MouthLip		MouthLipType
}		
if(BodySkinFlag){		
BodySkin		SkinType
}		
if(FacialSkinFlag){		
FacialSkin		SkinType
}		
if(FacialFlag){		
Facial		FacialType
}		
if(FingerNailsFlag){		
FingerNails		NailType
}		
if(ToeNailsFlag){		
ToeNails		NailType
}		
if(BodyLookFlag){		
BodyLook		BodyLookType
}		
if(HairFlag){		
Hair		HairType
}		
if(EyeBrowsFlag){		
EyeBrows		EyeBrowsType
}		

if(FacialHairFlag){		
FacialHair		FacialHairType
}		
if(BodyHairFlag){		
BodyHair		BodyHairType
}		
if(AppearanceResourcesFlag){		
NumAppearanceResources		vluimsbf5
for(k=0; k< NumAppearanceResources; k++){		
AppearanceResources[k]	See ISO 10646	UTF-8
}		
}		
if(FacialCalibrationPointsFlag){		
FacialCalibrationPoints		FacialCalibrationPoints Type
}		
if(PhysicalConditionFlag){		
PhysicalCondition		PhysicalConditionType
}		
if(ClothesFlag){		
NumClothes		vluimsbf5
for(k=0; k< NumClothes; k++){		
Clothes[k]		VirtualObjectType
}		
}		
if(ShoesFlag){		
NumShoes		vluimsbf5
for(k=0; k< NumShoes; k++){		

Shoes[k]		VirtualObjectType
}		
}		
if(AccessoriesFlag){		
NumAccessories		vluimsbf5
for(k=0; k< NumAccessories; k++){		
Accessories[k]		VirtualObjectType
}		
}		
if(SkinMarksFlag){		
NumSkinMarks		vluimsbf5
for(k=0; k< NumSkinMarks; k++){		
SkinMarks[k]		VirtualObjectType
}		
}		
if(ExtraFlag){		
NumExtra		vluimsbf5
for(k=0; k< NumExtra; k++){		
Extra[k]		ExtraType
}		
}		
}		
BodyType{	Number of bits	Mnemonic
BodyHeightFlag	1	bslbf
BodyThicknessFlag	1	bslbf
BodyFatFlag	1	bslbf
TorsoMusclesFlag	1	bslbf

NeckThicknessFlag	1	bslbf
NeckLengthFlag	1	bslbf
ShouldersFlag	1	bslbf
PectorialsFlag	1	bslbf
ArmLengthFlag	1	bslbf
HeadSizeFlag	1	bslbf
TorsoLengthFlag	1	bslbf
LoveHandlesFlag	1	bslbf
BellySizeFlag	1	bslbf
LegMusclesFlag	1	bslbf
LegLengthFlag	1	bslbf
HipWidthFlag	1	bslbf
HipLengthFlag	1	bslbf
ButtSizeFlag	1	bslbf
PackageFlag	1	bslbf
SaddleBagsFlag	1	bslbf
KneeAngleFlag	1	bslbf
FootSizeFlag	1	bslbf
ExtraFlag	1	bslbf
hapticIDRefFlag	1	bslbf
if(BodyHeightFlag) {		
BodyHeight	32	fsbf
}		
if(BodyThicknessFlag) {		
BodyThickness	32	fsbf
}		
if(BodyHeightFlag) {		
BodyFat		measureUnitLMHType

}		
if(TorsoMusclesFlag) {		
TorsoMuscles		measureUnitLMHType
}		
if(NeckThicknessFlag) {		
NeckThickness	32	fsbf
}		
if(NeckLengthFlag) {		
NeckLengthness	32	fsbf
}		
if(ShouldersFlag) {		
Shoulders	32	fsbf
}		
if(PectorialsFlag) {		
Pectorials	32	fsbf
}		
if(ArmLengthFlag) {		
ArmLength	32	fsbf
}		
if(HeadSizeFlag) {		
HeadSize	32	fsbf
}		
if(TorsoLengthFlag) {		
TorsoLength	32	fsbf
}		
if(LoveHandlesFlag) {		
LoveHandles	32	fsbf
}		
if(BellySizeFlag) {		

BellySize	32	fsbf
}		
if(LegMusclesFlag) {		
LegMuscles	32	fsbf
}		
if(LegLengthFlag) {		
LegLength	32	fsbf
}		
if(HipWidthFlag) {		
HipWidth	32	fsbf
}		
if(HipLengthFlag) {		
HipLength	32	fsbf
}		
if(ButtSizeFlag) {		
ButtSize	32	fsbf
}		
if(PackageFlag) {		
Package		indicateOfSMBType
}		
if(SaddleBagsFlag) {		
SaddleBags		indicateOfSMBType
}		
if(KneeAngleFlag) {		
KneeAngle		angleType
}		
if(FootSizeFlag) {		
FootSize	32	fsbf

}		
if(ExtraFlag){		
NumExtra		vluimsbf5
for(k=0; k< NumExtra; k++){		
Extra[k]		ExtraType
}		
}		
if(hapticIDRefFlag) {		
hapticIDRef	See ISO 10646	UTF-8
}		
}		
HeadType{	Number of bits	Mnemonic
HeadSizeFlag	1	bslbf
HeadStrechFlag	1	bslbf
HeadShapeFlag	1	bslbf
EggHeadFlag	1	bslbf
HeadLengthFlag	1	bslbf
FaceShearFlag	1	bslbf
ForeheadSizeFlag	1	bslbf
ForeheadAngleFlag	1	bslbf
BrowSizeFlag	1	bslbf
FaceSkinFlag	1	bslbf
CheeksFlag	1	bslbf
CheeksDepthFlag	1	bslbf
CheeksShapeFlag	1	bslbf
UpperCheeksFlag	1	bslbf
LowerCheeksFlag	1	bslbf

CheekBonesFlag	1	bslbf
ExtraFlag	1	bslbf
hapticIDRefFlag	1	bslbf
if(HeadSizeFlag){		
HeadSize		measureUnitSMBType
}		
if(HeadStrechFlag){		
HeadStrech	32	unlimitedPercentageType
}		
if(HeadShapeFlag){		
HeadShape	2	bslbf
}		
if(EggHeadFlag){		
EggHead	1	bslbf
}		
if(HeadLengthFlag){		
HeadLength	32	fsbf
}		
if(FaceShearFlag){		
FaceShear	32	fsbf
}		
if(ForeheadSizeFlag){		
ForeheadSize	32	fsbf
}		
if(ForeheadAngleFlag){		
ForeheadAngle		angleType
}		
if(BrowSizeFlag){		

BrowSize	32	fsbf
}		
if(FaceSkinFlag){		
FaceSkin	2	bslbf
}		
if(CheeksFlag){		
Cheeks		measureUnitSMBType
}		
if(CheeksDepthFlag){		
CheeksDepth	32	fsbf
}		
if(CheeksShapeFlag){		
CheeksShape	2	bslbf
}		
if(UpperCheeksFlag){		
UpperCheeks		measureUnitSMBType
}		
if(LowerCheeksFlag){		
LowerCheeks		measureUnitSMBType
}		
if(CheekBonesFlag){		
CheekBones		indicateOfDMUType
}		
if(ExtraFlag){		
NumExtra		vluiMSbf5
for(k=0; k< NumExtra; k++){		
Extra[k]		ExtraType
}		
}		

if(hapticIDRefFlag){		
hapticIDRef	See ISO 10646	UTF-8
}		
}		
EyesType{	Number of bits	Mnemonic
EyeSizeFlag	1	bslbf
EyeOpeningFlag	1	bslbf
EyeSpacingFlag	1	bslbf
OuterEyeCornerFlag	1	bslbf
InnerEyeCornerFlag	1	bslbf
EyeDepthFlag	1	bslbf
UpperEyelidFoldFlag	1	bslbf
EyeBagsFlag	1	bslbf
PuffyEyeLidsFlag	1	bslbf
EyelashLengthFlag	1	bslbf
EyePopFlag	1	bslbf
EyeColorFlag	1	bslbf
EyeLightnessFlag	1	bslbf
ExtraFlag	1	bslbf
hapticIDRefFlag	1	bslbf
if(EyeSizeFlag){		
EyeSize	32	fsbf
}		
if(EyeOpeningFlag){		
EyeOpening		unlimitedPercentageType
}		

if(EyeSpacingFlag){		
EyeSpacing	32	fsbf
}		
if(OuterEyeCornerFlag){		
OuterEyeCorner		indicateOfDMUType
}		
if(InnerEyeCornerFlag){		
InnerEyeCorner		indicateOfDMUType
}		
if(EyeDepthFlag){		
EyeDepth	32	fsbf
}		
if(UpperEyelidFoldFlag){		
UpperEyelidFold	32	fsbf
}		
if(EyeBagsFlag){		
EyeBags	32	fsbf
}		
if(PuffyEyeLidsFlag){		
PuffyEyeLids		indicateOfSMBType
}		
if(EyelashLengthFlag){		
EyelashLength	32	fsbf
}		
if(EyePopFlag){		
EyePop	32	fsbf
}		
if(EyeColorFlag){		
EyeColor		colorType

}		
if(EyeLightnessFlag){		
EyeLightness		percentageType
}		
if(ExtraFlag){		
NumExtra		vluimsbf5
for(k=0; k< NumExtra; k++){		
Extra[k]		ExtraType
}		
}		
if(hapticIDRefFlag){		
hapticIDRef	See ISO 10646	UTF-8
}		
}		
EarsType{	Number of bits	Mnemonic
EarSizeFlag	1	bslbf
EarPositionFlag	1	bslbf
EarAngleFlag	1	bslbf
AttachedEarlobesFlag	1	bslbf
EarTipsFlag	1	bslbf
ExtraFlag	1	bslbf
hapticIDRefFlag	1	bslbf
if(EyeSizeFlag){		
EarSize	32	fsbf
}		
if(EarPositionFlag){		

EarPosition		indicateOfDMUType
}		
if(EarAngleFlag){		
EarAngle		angleType
}		
if(AttachedEarlobesFlag){		
AttachedEarlobes	32	fsbf
}		
if(EarTipsFlag){		
EarTips		indicateOfPMNType
}		
if(ExtraFlag){		
NumExtra		vluimsbf5
for(k=0; k< NumExtra; k++){		
Extra[k]		ExtraType
}		
}		
if(hapticIDRefFlag){		
hapticIDRef	See ISO 10646	UTF-8
}		
}		
NoseType{	Number of bits	Mnemonic
NoseSizeFlag	1	bslbf
NoseWidthFlag	1	bslbf
NostrillWidthFlag	1	bslbf
NostrillDivisionFlag	1	bslbf
NoseThicknessFlag	1	bslbf

UpperBridgeFlag	1	bslbf
LowerBridgeFlag	1	bslbf
BridgeWidthFlag	1	bslbf
NoseTipAngleFlag	1	bslbf
NoseTipShapeFlag	1	bslbf
CrookedNoseFlag	1	bslbf
ExtraFlag	1	bslbf
hapticIDRefFlag	1	bslbf
if(NoseSizeFlag){		
NoseSize	32	fsbf
}		
if(NoseWidthFlag){		
NoseWidth	32	fsbf
}		
if(NostrillWidthFlag){		
NostrillWidth	32	fsbf
}		
if(NostrillDivisionFlag){		
NostrillDivision	32	fsbf
}		
if(NoseThicknessFlag){		
NoseThickness	32	fsbf
}		
if(UpperBridgeFlag){		
UpperBridge	32	fsbf
}		
if(LowerBridgeFlag){		
LowerBridge	32	fsbf

}		
if(BridgeWidthFlag){		
BridgeWidth	32	fsbf
}		
if(NoseTipAngleFlag){		
NoseTipAngle		indicateOfDUType
}		
if(NoseTipShapeFlag){		
NoseTipShape	1	bslbf
}		
if(CrookedNoseFlag){		
CrookedNose		indicateOfLRType
}		
if(ExtraFlag){		
NumExtra		vluiMSbf5
for(k=0; k< NumExtra; k++){		
Extra[k]		ExtraType
}		
}		
if(hapticIDRefFlag){		
hapticIDRef	See ISO 10646	UTF-8
}		
}		
MouthLipType{	Number of bits	Mnemonic
LipWidthFlag	1	bslbf
LipFullnessFlag	1	bslbf
LipThicknessFlag	1	bslbf

LipRatioFlag	1	bslbf
MouthSizeFlag	1	bslbf
MouthPositionFlag	1	bslbf
MouthCornerFlag	1	bslbf
LipCleftDepthFlag	1	bslbf
LipCleftFlag	1	bslbf
ShiftMouthFlag	1	bslbf
ChinAngleFlag	1	bslbf
JawShapeFlag	1	bslbf
ChinDepthFlag	1	bslbf
JawAngleFlag	1	bslbf
JawJutFlag	1	bslbf
JowlsFlag	1	bslbf
ChinCleftFlag	1	bslbf
UpperChinCleftFlag	1	bslbf
ChinNeckFlag	1	bslbf
ExtraFlag	1	bslbf
hapticIDRefFlag	1	bslbf
if(LipWidthFlag){		
LipWidth	32	fsbf
}		
if(LipFullnessFlag){		
LipFullness	32	fsbf
}		
if(LipThicknessFlag){		
LipThickness	32	fsbf
}		
if(LipRatioFlag){		

LipRatio	32	fsbf
}		
if(MouthSizeFlag){		
MouthSize	32	fsbf
}		
if(MouthPositionFlag){		
MouthPosition	32	fsbf
}		
if(MouthCornerFlag){		
MouthCorner		indicateOfDMUType
}		
if(LipCleftDepthFlag){		
LipCleftDepth	32	fsbf
}		
if(LipCleftFlag){		
LipCleft	32	fsbf
}		
if(ShiftMouthFlag){		
ShiftMouth		indicateOfLMRType
}		
if(ChinAngleFlag){		
ChinAngle	1	bslbf
}		
if(JawShapeFlag){		
JawShape		indicateOfPMNType
}		
if(ChinDepthFlag){		
ChinDepth	32	fsbf
}		

if(JawAngleFlag){		
JawAngle	32	fsbf
}		
if(JawJutFlag){		
JawJut	1	bslbf
}		
if(JowlsFlag){		
Jowls	32	fsbf
}		
if(ChinCleftFlag){		
ChinCleft		IndicateOfRCType
}		
if(UpperChinCleftFlag){		
UpperChinCleft		indicateOfRCType
}		
if(ChinNeckFlag){		
ChinNeck	32	fsbf
}		
if(ExtraFlag){		
NumExtra		vluimsbf5
for(k=0; k< NumExtra; k++){		
Extra[k]		ExtraType
}		
}		
if(hapticIDRefFlag){		
hapticIDRef	See ISO 10646	UTF-8
}		
}		

SkinType{	<i>Number of bits</i>	<i>Mnemonic</i>
SkinPigmentFlag	1	bslbf
SkinRuddinessFlag	1	bslbf
SkinRainbowColorFlag	1	bslbf
ExtraFlag	1	bslbf
hapticIDRefFlag	1	bslbf
if(SkinPigmentFlag){		
SkinPigment		colorType
}		
if(SkinRuddinessFlag){		
SkinRuddiness		percentageType
}		
if(SkinRainbowColorFlag){		
SkinRainbowColor		colorType
}		
if(ExtraFlag){		
NumExtra		vluimsbf5
for(k=0; k< NumExtra; k++){		
Extra[k]		ExtraType
}		
}		
if(hapticIDRefFlag){		
hapticIDRef	See ISO 10646	UTF-8
}		
}		

FacialType{	Number of bits	Mnemonic
FacialDefinitionFlag	1	bslbf
FrecklesFlag	1	bslbf
WrinklesFlag	1	bslbf
RosyComplexionFlag	1	bslbf
LipPinknessFlag	1	bslbf
LipstickFlag	1	bslbf
LipstickColorFlag	1	bslbf
LipGlossFlag	1	bslbf
BlushFlag	1	bslbf
BlushColorFlag	1	bslbf
BlushOpacityFlag	1	bslbf
InnerShadowFlag	1	bslbf
InnerShadowColorFlag	1	bslbf
InnerShadowOppacityFlag	1	bslbf
OuterShadowFlag	1	bslbf
OuterShadowOppacityFlag	1	bslbf
EyeLinerFlag	1	bslbf
EyeLinerColorFlag	1	bslbf
ExtraFlag	1	bslbf
hapticIDRefFlag	1	bslbf
if(FacialDefinitionFlag){		
FacialDefinition		levelOf5Type
}		
if(FrecklesFlag){		
Freckles		levelOf5Type
}		
if(WrinklesFlag){		

Wrinkles	1	bslbf
}		
if(RosyComplexionFlag){		
RosyComplexion	1	bslbf
}		
if(LipPinknessFlag){		
LipPinkness		levelOf5Type
}		
if(LipstickFlag){		
Lipstick	1	bslbf
}		
if(LipstickColorFlag){		
LipstickColor		colorType
}		
if(LipGlossFlag){		
LipGloss		levelOf5Type
}		
if(BlushFlag){		
Blush	1	bslbf
}		
if(BlushColorFlag){		
BlushColor		colorType
}		
if(BlushOpacityFlag){		
BlushOpacity		percentageType
}		
if(InnerShadowFlag){		
InnerShadow	1	bslbf
}		

if(InnerShadowColorFlag){		
InnerShadowColor		colorType
}		
if(InnerShadowOpacityFlag){		
InnerShadowOpacity		percentageType
}		
if(OuterShadowFlag){		
OuterShadow	1	bslbf
}		
if(OuterShadowOpacityFlag){		
OuterShadowOpacity		percentageType
}		
if(EyeLinerFlag){		
EyeLiner	1	bslbf
}		
if(EyeLinerColorFlag){		
EyeLinerColor		colorType
}		
if(ExtraFlag){		
NumExtra		vluimsbf5
for(k=0; k< NumExtra; k++){		
Extra[k]		ExtraType
}		
}		
if(hapticIDRefFlag){		
hapticIDRef	See ISO 10646	UTF-8
}		
}		

NailType{	Number of bits	Mnemonic
NailPolishFlag	1	bslbf
NailPolishColorFlag	1	bslbf
ExtraFlag	1	bslbf
hapticIDRefFlag	1	bslbf
if(NailPolishFlag){		
NailPolish	1	bslbf
}		
if(NailPolishColorFlag){		
NailPolishColor		colorType
}		
if(ExtraFlag){		
NumExtra		vluimsbf5
for(k=0; k< NumExtra; k++){		
Extra[k]		ExtraType
}		
}		
if(hapticIDRefFlag){		
hapticIDRef	See ISO 10646	UTF-8
}		
}		
BodyLookType{	Number of bits	Mnemonic
BodyDefinitionFlag	1	bslbf
BodyFrecklesFlag	1	bslbf
ExtraFlag	1	bslbf

if(BodyDefinitionFlag){		
BodyDefinition		indicateOfSMLType
}		
if(BodyFrecklesFlag){		
BodyFreckles		levelOf5Type
}		
if(ExtraFlag){		
NumExtra		vluimsbf5
for(k=0; k< NumExtra; k++){		
Extra[k]		ExtraType
}		
}		
}		
HairType{	Number of bits	Mnemonic
HairSizeFlag	1	bslbf
HairStyleFlag	1	bslbf
HairColorFlag	1	bslbf
WhiteHairFlag	1	bslbf
RainbowColorFlag	1	bslbf
BlondeHairFlag	1	bslbf
RedHairFlag	1	bslbf
HairVolumeFlag	1	bslbf
HairFrontFlag	1	bslbf
HairSidesFlag	1	bslbf
HairBackFlag	1	bslbf
BigHairFrontFlag	1	bslbf
BigHairTopFlag	1	bslbf

BigHairBackFlag	1	bslbf
FrontFringeFlag	1	bslbf
SideFringeFlag	1	bslbf
BackFringeFlag	1	bslbf
FullHairSidesFlag	1	bslbf
HairSweepFlag	1	bslbf
ShearFrontFlag	1	bslbf
ShearBackFlag	1	bslbf
TuperFrontFlag	1	bslbf
TuperBackFlag	1	bslbf
RumpledhairFlag	1	bslbf
PigtailsFlag	1	bslbf
PonytailFlag	1	bslbf
SpikedHairFlag	1	bslbf
HairTiltFlag	1	bslbf
HairMiddlePartFlag	1	bslbf
HairRightPartFlag	1	bslbf
HairLeftPartFlag	1	bslbf
HairPartBangsFlag	1	bslbf
ExtraFlag	1	bslbf
hapticIDRefFlag	1	bslbf
if(HairSizeFlag){		
HairSize		indicateOfSMLType
}		
if(HairStyleFlag){		
HairStyle		bslbf
}		
if(HairColorFlag){		
HairColor		colorType

}		
if(WhiteHairFlag){		
WhiteHair		percentageType
}		
if(RainbowColorFlag){		
RainbowColor		colorType
}		
if(BlondeHairFlag){		
BlondeHair		percentageType
}		
if(RedHairFlag){		
RedHair		percentageType
}		
if(HairVolumeFlag){		
HairVolume		indicateOfSMBType
}		
if(HairFrontFlag){		
HairFront		indicateOfSMLType
}		
if(HairSidesFlag){		
HairSides		indicateOfSMLType
}		
if(HairBackFlag){		
HairBack		indicateOfSMLType
}		
if(BigHairFrontFlag){		
BigHairFront		indicateOfSMLType
}		

if(BigHairTopFlag){		
BigHairTop		indicateOfSMLType
}		
if(BigHairBackFlag){		
BigHairBack		indicateOfSMLType
}		
if(FrontFringeFlag){		
FrontFringe		indicateOfSMLType
}		
if(SideFringeFlag){		
SideFringe		indicateOfSMLType
}		
if(BackFringeFlag){		
BackFringe		indicateOfSMLType
}		
if(FullHairSidesFlag){		
FullHairSides		indicateOfSMLType
}		
if(HairSweepFlag){		
HairSweep		indicateOfSMLType
}		
if(ShearFrontFlag){		
ShearFront		indicateOfLMRType
}		
if(ShearBackFlag){		
ShearBack		indicateOfSMLType
}		
if(TuperFrontFlag){		
TuperFront		indicateOfSMLType

}		
if(TuperBackFlag){		
TuperBack		indicateOfSMLType
}		
if(RumpledhairFlag){		
Rumpledhair	2	bslbf
}		
if(PigtailsFlag){		
Pigtails		indicateOfSMLType
}		
if(PonytailFlag){		
Ponytail		indicateOfSMLType
}		
if(SpikedHairFlag){		
SpikedHair		indicateOfSMLType
}		
if(HairTiltFlag){		
HairTilt	32	fsbf
}		
if(HairMiddlePartFlag){		
HairMiddlePart		indicateOfLHType
}		
if(HairRightPartFlag){		
HairRightPart		indicateOfLHType
}		
if(HairLeftPartFlag){		
HairLeftPart		indicateOfLHType
}		

if(HairPartBangsFlag){		
HairPartBangs		indicateOfLHType
}		
if(ExtraFlag){		
NumExtra		vluiMSbf5
for(k=0; k< NumExtra; k++){		
Extra[k]		ExtraType
}		
}		
if(hapticIDRefFlag){		
hapticIDRef	See ISO 10646	UTF-8
}		
}		
EyebrowsType{	Number of bits	Mnemonic
EyebrowSizeFlag	1	bslbf
EyebrowDensityFlag	1	bslbf
EyebrowHeightFlag	1	bslbf
EyebrowArcFlag	1	bslbf
EyebrowPointsFlag	1	bslbf
ExtraFlag	1	bslbf
hapticIDRefFlag	1	bslbf
if(EyebrowSizeFlag){		
EyebrowSize		indicateOfSMLType
}		
if(EyebrowDensityFlag){		
EyebrowDensity	2	bslbf
}		

if(EyebrowHeightFlag){		
EyebrowHeight		measureUnitLMHType
}		
if(EyebrowArcFlag){		
EyebrowArc	2	bslbf
}		
if(EyebrowPointsFlag){		
EyebrowPoints		indicateOfDMUType
}		
if(ExtraFlag){		
NumExtra		vluiMSbf5
for(k=0; k< NumExtra; k++){		
Extra[k]		ExtraType
}		
}		
if(hapticIDRefFlag){		
hapticIDRef	See ISO 10646	UTF-8
}		
}		
FacialHairType{	Number of bits	Mnemonic
FacialHairThicknessFlag	1	bslbf
FacialSideburnsFlag	1	bslbf
FacialMustacheFlag	1	bslbf
FacialChinCurtainsFlag	1	bslbf
FacialSoulPatchFlag	1	bslbf
ExtraFlag	1	bslbf

hapticIDRefFlag	1	bslbf
if(FacialHairThicknessFlag){		
FacialHairThickness		measureUnitLMHType
}		
if(FacialSideburnsFlag){		
FacialSideburns		colorType
}		
if(FacialMustacheFlag){		
FacialMustache	1	bslbf
}		
if(FacialChinCurtainsFlag){		
FacialChinCurtains	1	Bslbf
}		
if(FacialSoulPatchFlag){		
FacialSoulPatch	1	bslbf
}		
if(ExtraFlag){		
NumExtra		vluimsbf5
for(k=0; k< NumExtra; k++){		
Extra[k]		ExtraType
}		
}		
if(hapticIDRefFlag){		
hapticIDRef	See ISO 10646	UTF-8
}		
}		
BodyHairType {	Number of bits	Mnemonic

HairColorFlag	1	bslbf
HairThicknessFlag	1	bslbf
ExtraFlag	1	bslbf
if(HairColorFlag) {		
HairColor		colorType
}		
if(HairThicknessFlag) {		
HairThickness		measureUnitLMHType
}		
if(ExtraFlag){		
NumExtra		vluiimsbf5
for(k=0; k< NumExtra; k++){		
Extra[k]		ExtraType
}		
}		
}		
FacialCalibrationPointsType{	Number of bits	Mnemonic
SellionFlag	1	bslbf
RInfraorbitaleFlag	1	bslbf
LInfraorbitaleFlag	1	bslbf
SupramentonFlag	1	bslbf
RtragionFlag	1	bslbf
RgonionFlag	1	bslbf
LtragionFlag	1	bslbf
LgonionFlag	1	bslbf
ExtraFlag	1	bslbf
if(SellionFlag){		

Sellion		PointType
}		
if(RinfraorbitaleFlag){		
Rinfraorbitale		PointType
}		
if(LinfraorbitaleFlag){		
Linfraorbitale		PointType
}		
if(SupramentonFlag){		
Supramenton		PointType
}		
if(RtragonFlag){		
Rtragon		PointType
}		
if(RgonionFlag){		
Rgonion		PointType
}		
if(LtragonFlag){		
Ltragon		PointType
}		
if(LgonionFlag){		
Lgonion		PointType
}		
if(ExtraFlag){		
NumExtra		vluimsbf5
for(k=0; k< NumExtra; k++){		
Extra[k]		ExtraType
}		
}		

}		
PhysicalConditionType{	Number of bits	Mnemonic
BodyStrengthFlag	1	bslbf
BodyFlexibilityFlag	1	bslbf
ExtraFlag	1	bslbf
if(BodyStrengthFlag){		
BodyStrength		unlimitedPercentageType
}		
if(BodyFlexibilityFlag){		
BodyFlexibility		indicateOfLMHType
}		
if(ExtraFlag){		
NumExtra		vluimsbf5
for(k=0; k< NumExtra; k++){		
Extra[k]		ExtraType
}		
}		
}		

5.2.4.3 Semantics

Name	Description
Avatar AppearanceType	A type that contains the high-level description of the avatar appearance and may refer a media containing the exact geometry and texture.
BodyFlag	This field, which is only present in the binary representation, signals the presence of the <code>Body</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
HeadFlag	This field, which is only present in the binary representation, signals the presence of the <code>Head</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
EyesFlag	This field, which is only present in the binary representation, signals the presence of the <code>Eyes</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
EarsFlag	This field, which is only present in the binary representation, signals the presence of the <code>Ears</code>

	element. "1" means that the element shall be used. "0" means that the element shall not be used.
NoseFlag	This field, which is only present in the binary representation, signals the presence of the <code>Nose</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
MouthLipFlag	This field, which is only present in the binary representation, signals the presence of the <code>Mouthlip</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
BodySkinFlag	This field, which is only present in the binary representation, signals the presence of the <code>BodySkin</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
FacialSkinFlag	This field, which is only present in the binary representation, signals the presence of the <code>FacialSkin</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
FacialFlag	This field, which is only present in the binary representation, signals the presence of the <code>facial</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
FingerNailsFlag	This field, which is only present in the binary representation, signals the presence of the <code>FingerNails</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
ToeNailsFlag	This field, which is only present in the binary representation, signals the presence of the <code>ToeNails</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
BodyLookFlag	This field, which is only present in the binary representation, signals the presence of the <code>BodyLook</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
HairFlag	This field, which is only present in the binary representation, signals the presence of the <code>Hair</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
EyeBrowsFlag	This field, which is only present in the binary representation, signals the presence of the <code>Eyebrows</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
FacialHairFlag	This field, which is only present in the binary representation, signals the presence of the <code>FacialHair</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
BodyHairFlag	This field, which is only present in the binary representation, signals the presence of the <code>BodyHair</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
AppearanceResourceFlag	This field, which is only present in the binary representation, signals the presence of the <code>AppearanceResource</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
FacialCalibrationPointsFlag	This field, which is only present in the binary representation, signals the presence of the <code>FacialCalibrationPoints</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
PhysicalConditionFlag	This field, which is only present in the binary representation, signals the presence of the <code>PhysicalCondition</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
ClothesFlag	This field, which is only present in the binary representation, signals the presence of the <code>clothes</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
ShoesFlag	This field, which is only present in the binary representation, signals the presence of the <code>shoes</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
AccessoriesFlag	This field, which is only present in the binary representation, signals the presence of the <code>accessories</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
SkinMarksFlag	This field, which is only present in the binary representation, signals the presence of the <code>SkinMarks</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
ExtraFlag	This field, which is only present in the binary representation, signals the presence of the

	extra type element. "1" means that the element shall be used. "0" means that the element shall not be used.																																
Body	Set of descriptions for body of the avatar. <table> <tr> <th>Name</th><th>Description</th></tr> <tr> <td>BodyType</td><td>A type that describes avatar body.</td></tr> <tr> <td>BodyHeightFlag</td><td>This field, which is only present in the binary representation, signals the presence of the <code>BodyHeight</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.</td></tr> <tr> <td>BodyThicknessFlag</td><td>This field, which is only present in the binary representation, signals the presence of the <code>BodyThickness</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.</td></tr> <tr> <td>BodyFatFlag</td><td>This field, which is only present in the binary representation, signals the presence of the <code>BodyFat</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.</td></tr> <tr> <td>TorsoMusclesFlag</td><td>This field, which is only present in the binary representation, signals the presence of the <code>TorsoMuscles</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.</td></tr> <tr> <td>NeckThiknessFlag</td><td>This field, which is only present in the binary representation, signals the presence of the <code>NeckThikness</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.</td></tr> <tr> <td>NeckLengthFlag</td><td>This field, which is only present in the binary representation, signals the presence of the <code>NeckLength</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.</td></tr> <tr> <td>ShouldersFlag</td><td>This field, which is only present in the binary representation, signals the presence of the <code>Shoulders</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.</td></tr> <tr> <td>PectorialsFlag</td><td>This field, which is only present in the binary representation, signals the presence of the <code>Pectorials</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.</td></tr> <tr> <td>ArmLengthFlag</td><td>This field, which is only present in the binary representation, signals the presence of the <code>ArmLength</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.</td></tr> <tr> <td>HeadSizeFlag</td><td>This field, which is only present in the binary representation, signals the presence of the <code>HeadSize</code> element. "1" means that the element shall be used. 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BodyHeightFlag	This field, which is only present in the binary representation, signals the presence of the <code>BodyHeight</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.	BodyThicknessFlag	This field, which is only present in the binary representation, signals the presence of the <code>BodyThickness</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.	BodyFatFlag	This field, which is only present in the binary representation, signals the presence of the <code>BodyFat</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.	TorsoMusclesFlag	This field, which is only present in the binary representation, signals the presence of the <code>TorsoMuscles</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.	NeckThiknessFlag	This field, which is only present in the binary representation, signals the presence of the <code>NeckThikness</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.	NeckLengthFlag	This field, which is only present in the binary representation, signals the presence of the <code>NeckLength</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.	ShouldersFlag	This field, which is only present in the binary representation, signals the presence of the <code>Shoulders</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.	PectorialsFlag	This field, which is only present in the binary representation, signals the presence of the <code>Pectorials</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.	ArmLengthFlag	This field, which is only present in the binary representation, signals the presence of the <code>ArmLength</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.	HeadSizeFlag	This field, which is only present in the binary representation, signals the presence of the <code>HeadSize</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.	TorsoLengthFlag	This field, which is only present in the binary representation, signals the presence of the <code>TorsoLength</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.	LoveHandlesFlag	This field, which is only present in the binary representation, signals the presence of the <code>LoveHandles</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.	BellySizeFlag	This field, which is only present in the binary representation, signals the presence of the <code>BellySize</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.	LegMusclesFlag	This field, which is only present in the binary representation,
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		signals the presence of the <code>LegMuscles</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
	<code>LegLengthFlag</code>	This field, which is only present in the binary representation, signals the presence of the <code>LegLength</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
	<code>HipWidthFlag</code>	This field, which is only present in the binary representation, signals the presence of the <code>HipWidth</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
	<code>HipLengthFlag</code>	This field, which is only present in the binary representation, signals the presence of the <code>HipLength</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
	<code>ButtSizeFlag</code>	This field, which is only present in the binary representation, signals the presence of the <code>ButtSize</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
	<code>PackageFlag</code>	This field, which is only present in the binary representation, signals the presence of the <code>Package</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
	<code>SaddleBagsFlag</code>	This field, which is only present in the binary representation, signals the presence of the <code>SaddleBags</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
	<code>KneeAngleFlag</code>	This field, which is only present in the binary representation, signals the presence of the <code>KneeAngle</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
	<code>FootSizeFlag</code>	This field, which is only present in the binary representation, signals the presence of the <code>FootSize</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
	<code>ExtraFlag</code>	This field, which is only present in the binary representation, signals the presence of the <code>ExtraType</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
	<code>hapticIDRefFlag</code>	This field, which is only present in the binary representation, signals the presence of <code>hapticIDRef</code> of the body type element. "1" means that the element shall be used. "0" means that the element shall not be used.
	<code>BodyHeight</code>	Full height of the character (always in meter).
	<code>BodyThickness</code>	This indicates the weight of the bounding box of the avatar (always in meter).
	<code>BodyFat</code>	This should be one of Low, Medium, High and indicates the fatness of the body.
	<code>TorsoMuscles</code>	This should be one of Low, Medium, High and indicates the average muscularity of the avatar's body.
	<code>NeckThickness</code>	The diameter of the neck (always in meter).
	<code>NeckLength</code>	The height of the neck (always in meter).
	<code>Shoulders</code>	The width of the shoulders (always in meter).
	<code>Pectorials</code>	The size of the pectoral muscles (always in meter).
	<code>ArmLength</code>	Length of complete arm (always in meter).
	<code>HandSize</code>	Size of the whole hand including fingers (always in meter).
	<code>TorsoLength</code>	The length of torso (between pectorals and legs) (always in meter)
	<code>LoveHandles</code>	Size of the love handles (always in meter).

	BellySize	Diameter of the belly (always in meter).
	LegMucles	Size of all leg muscles (always in meter).
	LegLength	Length of complete leg (always in meter).
	HipWidth	The width of the hip area (always in meter).
	HipLength	The vertical size of the hip area (always in meter).
	ButtSize	Diameter of the butt's avatar (always in meter).
	Package	Size of the package (small, medium, big).
	SaddleBags	Volume of saddle bags (small, medium, big).
	KneeAngle	The angle between the upper end lower leg, normally 0 when they are aligned (in degrees, from 0 to 360).
	FootSize	Size of the whole foot including toes (always in meter).
	NumExtra	This field, which is only present in the binary representation, specifies the number of ExtraType elements contained in the BodyType.
	Extra	Describes any other descriptions of body.
	hapticIDRef	Identifier that refers to the haptic properties of the body.
Head	Set of descriptions for head of the avatar.	
	Name	Description
	HeadType	A type that describes avatar head.
	HeadSizeFlag	This field, which is only present in the binary representation, signals the presence of the HeadSize element. "1" means that the element shall be used. "0" means that the element shall not be used.
	HeadStrechFlag	This field, which is only present in the binary representation, signals the presence of the HeadStrech element. "1" means that the element shall be used. "0" means that the element shall not be used.
	HeadShapeFlag	This field, which is only present in the binary representation, signals the presence of the HeadShape element. "1" means that the element shall be used. "0" means that the element shall not be used.
	EggHeadFlag	This field, which is only present in the binary representation, signals the presence of the EggHead element. "1" means that the element shall be used. "0" means that the element shall not be used.
	HeadLengthFlag	This field, which is only present in the binary representation, signals the presence of the HeadLength element. "1" means that the element shall be used. "0" means that the element shall not be used.
	FaceShearFlag	This field, which is only present in the binary representation, signals the presence of the FaceShear element. "1" means that the element shall be used. "0" means that the element shall not be used.
	ForeheadSizeFlag	This field, which is only present in the binary representation, signals the presence of the ForeheadSize element. "1" means that the element shall be used. "0" means that the element shall not be used.
	ForeheadAngleFlag	This field, which is only present in the binary representation, signals the presence of the ForeheadAngle element. "1" means that the element shall be used. "0" means that the element shall not be used.
	BrowSizeFlag	This field, which is only present in the binary representation, signals the presence of the BrowSize element. "1" means that the element shall be used. "0" means that the element shall not be used.
	FaceSkinFlag	This field, which is only present in the binary representation, signals the presence of the FaceSkin element. "1" means that the element shall be used. "0" means that the element shall not

		be used.
CheeksFlag		This field, which is only present in the binary representation, signals the presence of the <code>Cheeks</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
CheeksDepthFlag		This field, which is only present in the binary representation, signals the presence of the <code>CheeksDepth</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
CheeksShapeFlag		This field, which is only present in the binary representation, signals the presence of the <code>CheeksShape</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
UpperCheeksFlag		This field, which is only present in the binary representation, signals the presence of the <code>UpperCheeks</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
LowerCheeksFlag		This field, which is only present in the binary representation, signals the presence of the <code>LowerCheeks</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
CheekBonesFlag		This field, which is only present in the binary representation, signals the presence of the <code>CheekBones</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
ExtraFlag		This field, which is only present in the binary representation, signals the presence of the <code>ExtraType</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
hapticIDRefFlag		This field, which is only present in the binary representation, signals the presence of the <code>hapticIDRef</code> attribute. "1" means that the attribute shall be used. "0" means that the attribute shall not be used.
HeadSize		Size of the entire head (small, medium, big).
HeadStretch		Vertical stretch of the head in %.
HeadShape		This can be one of "square", "round", "oval", or "long".
EggHead		Head is larger on the top than on the bottom or vice versa. This can be "yes" or "not".
HeadLength		The distance between the face and the back of the head, flat head or long head, measured in metres.
FaceShear		Changes the height difference between the two sides of the face (always in metre).
ForeheadSize		The height of the forehead measured in metres.
ForeheadAngle		The angle of the forehead measured in degrees.
BrowSize		Measures how much the eyebrows are extruded from the face (in metre).
FaceSkin		Describe the type of face skin (dry, normal, greasy).
Cheeks		The size of the complete cheeks (small, medium, big).
CheeksDepth		The depth of the complete cheeks (always in metre).
CheeksShape		Different cheeks shapes (one of the following values: chubby, high, bone)
UpperCheeks		The volume of the upper cheeks (small, medium, big).
LowerCheeks		The volume of the lower cheeks (small, medium, big).
CheekBones		The vertical position of the cheek bones (down, medium, up).
NumExtra		This field, which is only present in the binary representation, specifies the number of <code>ExtraType</code> elements contained in the <code>HeadType</code> .
Extra		Describes any other descriptions of head.
hapticIDRef		Identifier that refers to the haptic properties of the head.

Eyes	Set of descriptions for eyes of the avatar.	
	Name	Description
	EyeType	A type that describes avatar eyes.
	EyeSizeFlag	This field, which is only present in the binary representation, signals the presence of the EyeSize element. "1" means that the element shall be used. "0" means that the element shall not be used.
	EyeOpeningFlag	This field, which is only present in the binary representation, signals the presence of the EyeOpening element. "1" means that the element shall be used. "0" means that the element shall not be used.
	EyeSpacingFlag	This field, which is only present in the binary representation, signals the presence of the EyeSpacing element. "1" means that the element shall be used. "0" means that the element shall not be used.
	OuterEyeCornerFlag	This field, which is only present in the binary representation, signals the presence of the OuterEyeCorner element. "1" means that the element shall be used. "0" means that the element shall not be used.
	InnerEyeCornerFlag	This field, which is only present in the binary representation, signals the presence of the InnerEyeCorner element. "1" means that the element shall be used. "0" means that the element shall not be used.
	EyeDepthFlag	This field, which is only present in the binary representation, signals the presence of the EyeDepth element. "1" means that the element shall be used. "0" means that the element shall not be used.
	UpperEyelidFoldFlag	This field, which is only present in the binary representation, signals the presence of the UpperEyelidFold element. "1" means that the element shall be used. "0" means that the element shall not be used.
	EyeBagsFlag	This field, which is only present in the binary representation, signals the presence of the EyeBags element. "1" means that the element shall be used. "0" means that the element shall not be used.
	PuffyEyeLidsFlag	This field, which is only present in the binary representation, signals the presence of the PuffyEyeLids element. "1" means that the element shall be used. "0" means that the element shall not be used.
	EyelashLengthFlag	This field, which is only present in the binary representation, signals the presence of the EyelashLength element. "1" means that the element shall be used. "0" means that the element shall not be used.
	EyePopFlag	This field, which is only present in the binary representation, signals the presence of the EyePop element. "1" means that the element shall be used. "0" means that the element shall not be used.
	EyeColorFlag	This field, which is only present in the binary representation, signals the presence of the EyeColor element. "1" means that the element shall be used. "0" means that the element shall not be used.
	EyeLightnessFlag	This field, which is only present in the binary representation, signals the presence of the EyeLightness element. "1" means that the element shall be used. "0" means that the element shall not be used.
	ExtraFlag	This field, which is only present in the binary representation, signals the presence of the ExtraType element. "1" means

		that the element shall be used. "0" means that the element shall not be used.
	<code>hapticIDRefFlag</code>	This field, which is only present in the binary representation, signals the presence of the <code>hapticIDRef</code> attribute. "1" means that the attribute shall be used. "0" means that the attribute shall not be used.
	<code>EyeSize</code>	The size of the entire eyes (always in metre).
	<code>EyeOpening</code>	How much the eyelids are opened (always in metre).
	<code>EyeSpacing</code>	Distance between the eyes (always in metre).
	<code>OuterEyeCorner</code>	Vertical position of the outer eye corner (down, middle, up).
	<code>InnerEyeCorner</code>	Vertical position of the inner eye corner (down, middle, up).
	<code>EyeDepth</code>	How much the eyes are inside the head (always in metre).
	<code>UpperEyelidFold</code>	How much the upper eyelid covers the eye (always in metre).
	<code>EyeBags</code>	The size of the eye bags (always in metre).
	<code>PuffyEyelids</code>	The volume of the eye bags (small, medium, big).
	<code>EyelashLength</code>	The length of the eyelashes (always in meter).
	<code>EyePop</code>	The size difference between the left and right eye (always in metre).
	<code>EyeColor</code>	The color type defined in ISO/IEC 23005-6 shall be used for eye colour.
	<code>EyeLightness</code>	The reflectivity of the eye in %.
	<code>Extra</code>	Describes any other descriptions of eyes.
	<code>NumExtra</code>	This field, which is only present in the binary representation, specifies the number of <code>ExtraType</code> elements contained in the <code>EyesType</code> .
	<code>hapticIDRef</code>	Identifier that refers to the haptic properties of the eyes.
Ears	Set of descriptions for ears of the avatar.	
	Name	Description
	<code>EarsType</code>	A type that describes avatar ears.
	<code>EarSizeFlag</code>	This field, which is only present in the binary representation, signals the presence of the <code>EarSize</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
	<code>EarPositionFlag</code>	This field, which is only present in the binary representation, signals the presence of the <code>EarPosition</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
	<code>EarAngleFlag</code>	This field, which is only present in the binary representation, signals the presence of the <code>EarAngle</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
	<code>AttachedEarlobesFlag</code>	This field, which is only present in the binary representation, signals the presence of the <code>AttachedEarlobes</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
	<code>EarTipsFlag</code>	This field, which is only present in the binary representation, signals the presence of the <code>EarTips</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
	<code>ExtraFlag</code>	This field, which is only present in the binary representation, signals the presence of the <code>ExtraType</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
	<code>hapticIDRefFlag</code>	This field, which is only present in the binary representation, signals the presence of the <code>hapticIDRef</code> attribute. "1" means that the attribute shall be used. "0" means that the attribute shall not be used.
	<code>EarSize</code>	Size of the entire ear (always in metre).

	EarPosition	Vertical ear position on the head (down, middle, up).
	EarAngle	The angle between the ear and the head in degrees.
	AttachedEarlobes	The size of the earlobes (always in metre).
	EarTips	How much the ear tips are pointed (pointed, medium, not pointed).
	NumExtra	This field, which is only present in the binary representation, specifies the number of ExtraType elements contained in the EarsType.
	Extra	Describes any other descriptions of ears.
	hapticIDRef	Identifier that refers to the haptic properties of the ears.
Nose	Set of descriptions for nose of the avatar.	
	Name	Description
	NoseType	A type that describes avatar nose.
	NoseSizeFlag	This field, which is only present in the binary representation, signals the presence of the NoseSize element. "1" means that the element shall be used. "0" means that the element shall not be used.
	NoseWidthFlag	This field, which is only present in the binary representation, signals the presence of the NoseWidth element. "1" means that the element shall be used. "0" means that the element shall not be used.
	NostrillWidthFlag	This field, which is only present in the binary representation, signals the presence of the NostrillWidth element. "1" means that the element shall be used. "0" means that the element shall not be used.
	NostrillDivisionFlag	This field, which is only present in the binary representation, signals the presence of the NostrillDivision element. "1" means that the element shall be used. "0" means that the element shall not be used.
	NoseThicknessFlag	This field, which is only present in the binary representation, signals the presence of the NoseThickness element. "1" means that the element shall be used. "0" means that the element shall not be used.
	UpperBridgeFlag	This field, which is only present in the binary representation, signals the presence of the UpperBridge element. "1" means that the element shall be used. "0" means that the element shall not be used.
	LowerBridgeFlag	This field, which is only present in the binary representation, signals the presence of the LowerBridge element. "1" means that the element shall be used. "0" means that the element shall not be used.
	BridgeWidthFlag	This field, which is only present in the binary representation, signals the presence of the BridgeWidth element. "1" means that the element shall be used. "0" means that the element shall not be used.
	NoseTipAngleFlag	This field, which is only present in the binary representation, signals the presence of the NoseTipAngle element. "1" means that the element shall be used. "0" means that the element shall not be used.
	NoseTipShapeFlag	This field, which is only present in the binary representation, signals the presence of the NoseTipShape element. "1" means that the element shall be used. "0" means that the element shall not be used.
	CrookedNoseFlag	This field, which is only present in the binary representation, signals the presence of the CrookedNose element. "1" means that the element shall be used. "0" means that the element shall not be used.
	ExtraFlag	This field, which is only present in the binary representation,

		signals the presence of the <code>ExtraType</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.	
	<code>hapticIDRefFlag</code>	This field, which is only present in the binary representation, signals the presence of the <code>hapticIDRef</code> attribute. "1" means that the attribute shall be used. "0" means that the attribute shall not be used.	
	<code>NoseSize</code>	The height of the nose from its bottom (always in metre).	
	<code>NoseWidth</code>	The width of the complete nose (always in metre).	
	<code>NostrillWidth</code>	Width of only the nostrils (always in metre).	
	<code>NostrillDivision</code>	The size of the nostril division (always in metre).	
	<code>NoseThickness</code>	The size of the tip of the nose (always in metre).	
	<code>UpperBridge</code>	The height of the upper part of the nose (always in metre).	
	<code>LowerBridge</code>	The height of the lower part of the nose (always in metre).	
	<code>BridgeWidth</code>	The width of the upper part of the nose (always in metre).	
	<code>NoseTipAngle</code>	The angle of the nose tip, "up" or "down".	
	<code>NoseTipShape</code>	The shape of the nose tip, "pointy" or "bulbous".	
	<code>CrookedNose</code>	Displacement of the nose on the left or right side.	
	<code>NumExtra</code>	This field, which is only present in the binary representation, specifies the number of <code>ExtraType</code> elements contained in the <code>NoseType</code> .	
	<code>Extra</code>	Describes any other descriptions of nose.	
	<code>hapticIDRef</code>	Identifier that refers to the haptic properties of the nose.	
MouthLip	Set of descriptions for mouth and lips of the avatar		
	Name	Description	
	<code>MouthLipType</code>	A type that describes avatar eyes.	
	<code>LipWidthFlag</code>	This field, which is only present in the binary representation, signals the presence of the <code>LipWidth</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.	
	<code>LipFullnessFlag</code>	This field, which is only present in the binary representation, signals the presence of the <code>LipFullness</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.	
	<code>LipThicknessFlag</code>	This field, which is only present in the binary representation, signals the presence of the <code>LipThickness</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.	
	<code>LipRatioFlag</code>	This field, which is only present in the binary representation, signals the presence of the <code>LipRatio</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.	
	<code>MouthSizeFlag</code>	This field, which is only present in the binary representation, signals the presence of the <code>MouthSize</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.	
	<code>MouthPositionFlag</code>	This field, which is only present in the binary representation, signals the presence of the <code>MouthPosition</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.	
	<code>MouthCornerFlag</code>	This field, which is only present in the binary representation, signals the presence of the <code>MouthCorner</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.	
	<code>LipCleftDepthFlag</code>	This field, which is only present in the binary representation, signals the presence of the <code>LipCleftDepth</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.	

LipCleftFlag	This field, which is only present in the binary representation, signals the presence of the LipCleft element. "1" means that the element shall be used. "0" means that the element shall not be used.
ShiftMouthFlag	This field, which is only present in the binary representation, signals the presence of the ShiftMouth element. "1" means that the element shall be used. "0" means that the element shall not be used.
ChinAngleFlag	This field, which is only present in the binary representation, signals the presence of the ChinAngle element. "1" means that the element shall be used. "0" means that the element shall not be used.
JawShapeFlag	This field, which is only present in the binary representation, signals the presence of the JawShape element. "1" means that the element shall be used. "0" means that the element shall not be used.
ChinDepthFlag	This field, which is only present in the binary representation, signals the presence of the ChinDepth element. "1" means that the element shall be used. "0" means that the element shall not be used.
JawAngleFlag	This field, which is only present in the binary representation, signals the presence of the JawAngle element. "1" means that the element shall be used. "0" means that the element shall not be used.
JawJutFlag	This field, which is only present in the binary representation, signals the presence of the JawJut element. "1" means that the element shall be used. "0" means that the element shall not be used.
JowlsFlag	This field, which is only present in the binary representation, signals the presence of the Jowls element. "1" means that the element shall be used. "0" means that the element shall not be used.
ChinCleftFlag	This field, which is only present in the binary representation, signals the presence of the ChinCleft element. "1" means that the element shall be used. "0" means that the element shall not be used.
UpperChinCleftFlag	This field, which is only present in the binary representation, signals the presence of the UpperChinCleft element. "1" means that the element shall be used. "0" means that the element shall not be used.
ChinNeckFlag	This field, which is only present in the binary representation, signals the presence of the ChinNeck element. "1" means that the element shall be used. "0" means that the element shall not be used.
ExtraFlag	This field, which is only present in the binary representation, signals the presence of the ExtraType element. "1" means that the element shall be used. "0" means that the element shall not be used.
hapticIDRefFlag	This field, which is only present in the binary representation, signals the presence of the hapticIDRef attribute. "1" means that the attribute shall be used. "0" means that the attribute shall not be used.
LipWidth	The width of the lips (m).
LipFullness	The fullness of the lip (m).
LipThickness	The thickness of the lip (m).
LipRatio	Difference between the upper and lower lip (m).
MouthSize	The size of the complete mouth (m).
MouthPosition	Vertical position of the mouth on the face (m).

	MouthCorner	Vertical position of the mouth corner (down, middle, up).
	LipCleftDepth	The height of the lip cleft (m).
	LipCleft	The width of the lip cleft (m).
	ShiftMouth	Horizontal position of mouth on the face (left, middle, right).
	ChinAngle	The curvature of the chin, outer or inner.
	JawShape	Pointy to Square jaw (pointed, middle, not pointed).
	ChinDepth	Vertical height of the chin (m).
	JawAngle	The height of the jaw (m).
	JawJut	Position of the jaw inside or out of the face (inside, outside).
	Jowls	The size of the jowls (m).
	ChinCleft	The shape of the chin cleft, "round" or "cleft".
	UpperChinCleft	The shape of the upper chin cleft, "round" or "cleft".
	ChinNeck	The size of the chin neck (m).
	NumExtra	This field, which is only present in the binary representation, specifies the number of <code>ExtraType</code> elements contained in the <code>MouthLipType</code> .
	Extra	Describes any other descriptions of mouthlip.
	hapticIDRef	Identifier that refers to the haptic properties of the mouth and lips.
BodySkin,	Set of descriptions for body skin of the avatar.	
	Name	Description
	SkinType	A type that describes avatar skin.
	SkinPigmentFlag	This field, which is only present in the binary representation, signals the presence of the <code>SkinPigment</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
	SkinRuddinessFlag	This field, which is only present in the binary representation, signals the presence of the <code>SkinRuddiness</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
	SkinRainbowColorFlag	This field, which is only present in the binary representation, signals the presence of the <code>SkinRainbowColor</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
	ExtraFlag	This field, which is only present in the binary representation, signals the presence of the <code>ExtraType</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
	hapticIDRefFlag	This field, which is only present in the binary representation, signals the presence of the <code>hapticIDRef</code> attribute. "1" means that the attribute shall be used. "0" means that the attribute shall not be used.
	SkinPigment	Body skin pigment (very light, light, average, olive, brown, black).
	SkinRuddiness	Body skin ruddiness (few, medium, lot).
	SkinRainbowColor	The color type defined in ISO/IEC 23005-6 shall be used for body skin rainbow colour.
	NumExtra	This field, which is only present in the binary representation, specifies the number of <code>ExtraType</code> elements contained in the <code>BodySkinType</code> .
	Extra	Describes any other descriptions of body skin.
	hapticIDRef	Identifier that refers to the haptic properties of the body skin.
FacialSkin	Set of descriptions for facial skin of the avatar.	
	Name	Description
	SkinType	A type that describes avatar skin.
	SkinPigmentFlag	This field, which is only present in the binary representation,

		signals the presence of the <code>SkinPigment</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.	
	<code>SkinRuddinessFlag</code>	This field, which is only present in the binary representation, signals the presence of the <code>SkinRuddiness</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.	
	<code>SkinRainbowColorFlag</code>	This field, which is only present in the binary representation, signals the presence of the <code>SkinRainbowColor</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.	
	<code>ExtraFlag</code>	This field, which is only present in the binary representation, signals the presence of the <code>ExtraType</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.	
	<code>hapticIDRefFlag</code>	This field, which is only present in the binary representation, signals the presence of the <code>hapticIDRef</code> attribute. "1" means that the attribute shall be used. "0" means that the attribute shall not be used.	
	<code>SkinPigment</code>	Facial skin pigment (very light, light, average, olive, brown, black).	
	<code>SkinRuddiness</code>	Facial skin ruddiness (few, medium, lot).	
	<code>SkinRainbowColor</code>	The color type defined in ISO/IEC 23005-6 shall be used for facial skin rainbow colour.	
	<code>NumExtra</code>	This field, which is only present in the binary representation, specifies the number of <code>ExtraType</code> elements contained in the <code>FacialSkinType</code> .	
	<code>Extra</code>	Describes any other descriptions of facial skin.	
	<code>hapticIDRef</code>	Identifier that refers to the haptic properties of the skin.	
Facial	Set of descriptions for face of the avatar.		
	Name	Description	
	<code>FacialType</code>	A type that describes avatar face.	
	<code>FacialDefinitionFlag</code>	This field, which is only present in the binary representation, signals the presence of the <code>FacialDefinition</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.	
	<code>FrecklesFlag</code>	This field, which is only present in the binary representation, signals the presence of the <code>Freckles</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.	
	<code>WrinklesFlag</code>	This field, which is only present in the binary representation, signals the presence of the <code>Wrinkles</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.	
	<code>RosyComplexionFlag</code>	This field, which is only present in the binary representation, signals the presence of the <code>RosyComplexion</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.	
	<code>LipPinknessFlag</code>	This field, which is only present in the binary representation, signals the presence of the <code>LipPinkness</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.	
	<code>LipstickFlag</code>	This field, which is only present in the binary representation, signals the presence of the <code>Lipstick</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.	
	<code>LipstickColorFlag</code>	This field, which is only present in the binary representation, signals the presence of the <code>LipstickColor</code> element. "1" means that the element shall be used. "0" means that the	

		element shall not be used.
LipGlossFlag		This field, which is only present in the binary representation, signals the presence of the <code>LipGloss</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
BlushFlag		This field, which is only present in the binary representation, signals the presence of the <code>Blush</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
BlushColorFlag		This field, which is only present in the binary representation, signals the presence of the <code>BlushColor</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
BlushOpacityFlag		This field, which is only present in the binary representation, signals the presence of the <code>BlushOpacity</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
InnerShadowFlag		This field, which is only present in the binary representation, signals the presence of the <code>InnerShadow</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
InnerShadowColorFlag		This field, which is only present in the binary representation, signals the presence of the <code>InnerShadowColor</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
InnerShadowOpacityFlag		This field, which is only present in the binary representation, signals the presence of the <code>InnerShadowOpacity</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
OuterShadowFlag		This field, which is only present in the binary representation, signals the presence of the <code>OuterShadow</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
OuterShadowOpacityFlag		This field, which is only present in the binary representation, signals the presence of the <code>OuterShadowOpacity</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
EyeLinerFlag		This field, which is only present in the binary representation, signals the presence of the <code>EyeLiner</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
EyeLinerColorFlag		This field, which is only present in the binary representation, signals the presence of the <code>EyeLinerColor</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
ExtraFlag		This field, which is only present in the binary representation, signals the presence of the <code>ExtraType</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
hapticIDRefFlag		This field, which is only present in the binary representation, signals the presence of the <code>hapticIDRef</code> attribute. "1" means that the attribute shall be used. "0" means that the attribute shall not be used.
FacialDefinition		Level of brightness of the face from 1-lighted to 5 dark.
Freckles		Freckles (5 levels, 1=smallest, 5= biggest).
Wrinkles		Wrinkles (yes or no).
RosyComplexion		Rosy Complexion (yes or no).
LipPinkness		Lip Pinkness (5 levels, 1=smallest, 5= biggest).
Lipstick		Lipstick (yes or no).

	LipstickColor	The color type defined in ISO/IEC 23005-6 shall be used for lipstick colour.
	Lipgloss	Lipgloss (5 levels, 1=smallest, 5= biggest).
	Blush	Blush (yes or no).
	BlushColor	The color type defined in ISO/IEC 23005-6 shall be used for blush colour.
	BlushOpacity	Blush Opacity (%).
	InnerShadow	Inner Shadow (yes or no).
	InnerShadowColor	The color type defined in ISO/IEC 23005-6 shall be used for inner shadow colour.
	InnerShadowOpacity	Inner Shadow Opacity (%).
	OuterShadow	Outer Shadow (yes or no).
	OuterShadowOpacity	Outer Shadow Opacity (%).
	Eyeliner	Eyeliner (yes or no).
	EyelinerColor	The color type defined in ISO/IEC 23005-6 shall be used for eyeliner colour.
	NumExtra	This field, which is only present in the binary representation, specifies the number of ExtraType elements contained in the FacialType.
	Extra	Describes any other descriptions of face.
	hapticIDRef	Identifier that refers to the haptic properties of the face.
FingerNails,	Set of descriptions for finger nails of the avatar.	
	Name	Description
	NailType	A type that describes avatar nail.
	NailPolishFlag	This field, which is only present in the binary representation, signals the presence of the NailPolish element. "1" means that the element shall be used. "0" means that the element shall not be used.
	NailPolishColorFlag	This field, which is only present in the binary representation, signals the presence of the NailPolishColor element. "1" means that the element shall be used. "0" means that the element shall not be used.
	ExtraFlag	This field, which is only present in the binary representation, signals the presence of the ExtraType element. "1" means that the element shall be used. "0" means that the element shall not be used.
	hapticIDRefFlag	This field, which is only present in the binary representation, signals the presence of the hapticIDRef attribute. "1" means that the attribute shall be used. "0" means that the attribute shall not be used.
	NailPolish	Finger nail polish (yes or no).
	NailPolishColor	The color type defined in ISO/IEC 23005-6 shall be used for finger nail polish colour.
	NumExtra	This field, which is only present in the binary representation, specifies the number of ExtraType elements contained in the NailsType.
	Extra	Describes any other descriptions of finger nails.
	hapticIDRef	Identifier that refers to the haptic properties of the nails.
ToeNails	Set of descriptions for toe nails of the avatar.	
	Name	Description
	NailType	A type that describes avatar nail.
	NailPolishFlag	This field, which is only present in the binary representation, signals the presence of the NailPolish element. "1" means that the element shall be used. "0" means that the element shall not be used.

	NailPolishColorFlag	This field, which is only present in the binary representation, signals the presence of the <code>NailPolishColor</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
	ExtraFlag	This field, which is only present in the binary representation, signals the presence of the <code>ExtraType</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
	hapticIDRefFlag	This field, which is only present in the binary representation, signals the presence of the <code>hapticIDRef</code> attribute. "1" means that the attribute shall be used. "0" means that the attribute shall not be used.
	NailPolish	Toe nail polish (yes or no)
	NailPolishColor	The color type defined in ISO/IEC 23005-6 shall be used for toe nail polish colour.
	NumExtra	This field, which is only present in the binary representation, specifies the number of <code>ExtraType</code> elements contained in the <code>NailsType</code> .
	Extra	Describes any other descriptions of toe nails.
	hapticIDRef	Identifier that refers to the haptic properties of the nails.
BodyLook	Set of descriptions for body look of the avatar.	
	Name	Description
	BodyLookType	A type that describes avatar body look.
	BodyDefinitionFlag	This field, which is only present in the binary representation, signals the presence of the <code>BodyDefinition</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
	BodyFrecklesFlag	This field, which is only present in the binary representation, signals the presence of the <code>BodyFreckles</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
	ExtraFlag	This field, which is only present in the binary representation, signals the presence of the <code>ExtraType</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
	BodyDefinition	Body definition (small, medium, large)
	BodyFreckles	Body Freckles (5 levels, 1=smallest, 5= biggest)
	NumExtra	This field, which is only present in the binary representation, specifies the number of <code>ExtraType</code> elements contained in the <code>BodyLookType</code> .
	Extra	Describes any other descriptions of bodylook.
Hair	Set of elements for general avatar hair description. Containing elements:	
	Name	Description
	HairType	A type that describes avatar hair.
	HairSizeFlag	This field, which is only present in the binary representation, signals the presence of the <code>HairSize</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
	HairStyleFlag	This field, which is only present in the binary representation, signals the presence of the <code>HairStyle</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
	HairColorFlag	This field, which is only present in the binary representation, signals the presence of the <code>HairColor</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
	WhiteHairFlag	This field, which is only present in the binary representation, signals the presence of the <code>WhiteHair</code> element. "1" means that the element shall be used. "0" means that the element shall not

		be used.
	RainbowColorFlag	This field, which is only present in the binary representation, signals the presence of the <code>RainbowColor</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
	BlondeHairFlag	This field, which is only present in the binary representation, signals the presence of the <code>BlondeHair</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
	RedHairFlag	This field, which is only present in the binary representation, signals the presence of the <code>RedHair</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
	HairVolumeFlag	This field, which is only present in the binary representation, signals the presence of the <code>HairVolume</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
	HairFrontFlag	This field, which is only present in the binary representation, signals the presence of the <code>HairFront</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
	HairSidesFlag	This field, which is only present in the binary representation, signals the presence of the <code>HairSides</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
	HairBackFlag	This field, which is only present in the binary representation, signals the presence of the <code>HairBack</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
	BigHairFrontFlag	This field, which is only present in the binary representation, signals the presence of the <code>BigHairFront</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
	BigHairTopFlag	This field, which is only present in the binary representation, signals the presence of the <code>BigHairTop</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
	BigHairBackFlag	This field, which is only present in the binary representation, signals the presence of the <code>BigHairBack</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
	FrontFringeFlag	This field, which is only present in the binary representation, signals the presence of the <code>FrontFringe</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
	SideFringeFlag	This field, which is only present in the binary representation, signals the presence of the <code>SideFringeFlag</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
	BackFringeFlag	This field, which is only present in the binary representation, signals the presence of the <code>BackFringe</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
	FullHairSidesFlag	This field, which is only present in the binary representation, signals the presence of the <code>FullHairSides</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
	HairSweepFlag	This field, which is only present in the binary representation, signals the presence of the <code>HairSweep</code> element. "1" means that

		the element shall be used. "0" means that the element shall not be used.
	ShearFrontFlag	This field, which is only present in the binary representation, signals the presence of the <code>ShearFront</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
	ShearBackFlag	This field, which is only present in the binary representation, signals the presence of the <code>ShearBack</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
	TuperFrontFlag	This field, which is only present in the binary representation, signals the presence of the <code>TuperFront</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
	TuperBackFlag	This field, which is only present in the binary representation, signals the presence of the <code>TuperBack</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
	RumpledhairFlag	This field, which is only present in the binary representation, signals the presence of the <code>RumpledhairFlag</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
	PigtailsFlag	This field, which is only present in the binary representation, signals the presence of the <code>Pigtails</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
	PonytailFlag	This field, which is only present in the binary representation, signals the presence of the <code>Ponytail</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
	SpikedHairFlag	This field, which is only present in the binary representation, signals the presence of the <code>SpikedHair</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
	HairTiltFlag	This field, which is only present in the binary representation, signals the presence of the <code>HairTilt</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
	HairMiddlePartFlag	This field, which is only present in the binary representation, signals the presence of the <code>HairMiddlePart</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
	HairRightPartFlag	This field, which is only present in the binary representation, signals the presence of the <code>HairRightPart</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
	HairLeftPartFlag	This field, which is only present in the binary representation, signals the presence of the <code>HairLeftPart</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
	HairPartBangsFlag	This field, which is only present in the binary representation, signals the presence of the <code>HairPartBangs</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
	ExtraFlag	This field, which is only present in the binary representation, signals the presence of the <code>ExtraType</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
	hapticIDRefFlag	This field, which is only present in the binary representation, signals the presence of the <code>hapticIDRef</code> attribute. "1" means

		that the attribute shall be used. "0" means that the attribute shall not be used.																																	
HairSize		The length of the hair (can be one of short, medium or long).																																	
HairStyle		The style of the hair as a reference to a classification scheme (CS) term. A CS that may be used for this purpose is the <i>HairStyleCS</i> defined in A.2.2.																																	
		<table> <tr> <th>Name</th><th>Binary representation (8 bits)</th><th>Description</th></tr> <tr> <td>afro</td><td>1</td><td>Afro hairstyle</td></tr> <tr> <td>bun</td><td>2</td><td>Bun hairstyle</td></tr> <tr> <td>combover</td><td>3</td><td>Combover hairstyle</td></tr> <tr> <td>crewcut</td><td>4</td><td>Crewcut hairstyle</td></tr> <tr> <td>mohawk</td><td>5</td><td>Mohawk hairstyle</td></tr> <tr> <td>odando</td><td>6</td><td>Odando hairstyle</td></tr> <tr> <td>pigtails</td><td>7</td><td>Pigtails hairstyle</td></tr> <tr> <td>pompadour</td><td>8</td><td>Pompadour hairstyle</td></tr> <tr> <td>ponytail</td><td>9</td><td>Ponytail hairstyle</td></tr> <tr> <td></td><td>0,10-255</td><td>Reserved</td></tr> </table>	Name	Binary representation (8 bits)	Description	afro	1	Afro hairstyle	bun	2	Bun hairstyle	combover	3	Combover hairstyle	crewcut	4	Crewcut hairstyle	mohawk	5	Mohawk hairstyle	odando	6	Odando hairstyle	pigtails	7	Pigtails hairstyle	pompadour	8	Pompadour hairstyle	ponytail	9	Ponytail hairstyle		0,10-255	Reserved
Name	Binary representation (8 bits)	Description																																	
afro	1	Afro hairstyle																																	
bun	2	Bun hairstyle																																	
combover	3	Combover hairstyle																																	
crewcut	4	Crewcut hairstyle																																	
mohawk	5	Mohawk hairstyle																																	
odando	6	Odando hairstyle																																	
pigtails	7	Pigtails hairstyle																																	
pompadour	8	Pompadour hairstyle																																	
ponytail	9	Ponytail hairstyle																																	
	0,10-255	Reserved																																	
HairColor		The color type defined in ISO/IEC 23005-6 shall be used for hair colour.																																	
WhiteHair		Amount of white hair (%).																																	
RainbowColor		The color type defined in ISO/IEC 23005-6 shall be used for rainbow hair colour.																																	
BlondeHair		How much blond is the hair (%).																																	
RedHair		How much red is the hair (%).																																	
HairVolume		The volume of the complete hair (small, medium or big).																																	
HairFront		How much the hair goes toward front (short, medium or long).																																	
HairSides		The height of the sides of the hair (short, medium or long).																																	
HairBack		How long is the hair at the back (short, medium or long).																																	
BigHairFront		How high is the hair at the front of the skull (short, medium or long).																																	
BigHairTop		How high is the hair at the top of the skull (short, medium or long).																																	
BigHairBack		How high is the hair at the back of the skull (short, medium or long).																																	
FrontFringe		The length of the front fringe of the hair (short, medium or long).																																	
SideFringe		The length of the side fringe of the hair (short, medium or long).																																	
BackFringe		The length of the back fringe of the hair (short, medium or long).																																	
FullHairSides		The width of the hair (short, medium or long).																																	
HairSweep		How much the hair is turned towards the front (left, middle, right).																																	
ShearFront		How much the hair extends towards front (short, medium or long).																																	
ShearBack		How much the hair extends towards back (short, medium or long).																																	
TuperFront		The width of the hair at the front (short, medium or long).																																	
TuperBack		The width of the hair on the back (short, medium or long).																																	
Rumpledhair		How much the hair is rumpled (low, moderate or high).																																	
Pigtails		The length of the pigtails (short, medium or long).																																	
Ponytail		The length of the ponytail (short, medium or long).																																	
SpikedHair		The length of the spikes in the hair (short, medium or long).																																	
HairTilt		The vertical position of the hair from the top of the head (m).																																	
HairMiddlePart		How much the hair is parted at the middle front (low, high).																																	
HairRightPart		How much the hair is parted at the right side (low, high).																																	

	HairLeftPart	How much the hair is parted at the left side (low, high).
	HairPartBangs	How much the hair is parted at the middle (low, high).
	NumExtra	This field, which is only present in the binary representation, specifies the number of ExtraType elements contained in the HairType.
	Extra	Describes any other descriptions of hair.
	hapticIDRef	Identifier that refers to the haptic properties of the hair.
Eyebrows	Set of descriptions for eyebrows of the avatar.	
	Name	Description
	EyebrowsType	A type that describes avatar eyebrows.
	EyebrowSizeFlag	This field, which is only present in the binary representation, signals the presence of the EyebrowSize element. "1" means that the element shall be used. "0" means that the element shall not be used.
	EyebrowDensityFlag	This field, which is only present in the binary representation, signals the presence of the EyebrowDensity element. "1" means that the element shall be used. "0" means that the element shall not be used.
	EyebrowHeightFlag	This field, which is only present in the binary representation, signals the presence of the EyebrowHeight element. "1" means that the element shall be used. "0" means that the element shall not be used.
	EyebrowArcFlag	This field, which is only present in the binary representation, signals the presence of the EyebrowArc element. "1" means that the element shall be used. "0" means that the element shall not be used.
	EyebrowPointsFlag	This field, which is only present in the binary representation, signals the presence of the EyebrowPoints element. "1" means that the element shall be used. "0" means that the element shall not be used.
	ExtraFlag	This field, which is only present in the binary representation, signals the presence of the ExtraType element. "1" means that the element shall be used. "0" means that the element shall not be used.
	hapticIDRefFlag	This field, which is only present in the binary representation, signals the presence of the hapticIDRef attribute. "1" means that the attribute shall be used. "0" means that the attribute shall not be used.
	EyebrowSize	The length of the eyebrow (short, medium, long).
	EyebrowDensity	The density (low, moderate, high).
	EyebrowHeight	The vertical eyebrow position on the face (low, middle, high).
	EyebrowArc	The curvature of the eyebrow. It can be low (flat), middle or high (arced).
	EyebrowPoints	The direction of the eyebrows, towards up or down (down, middle, up).
	NumExtra	This field, which is only present in the binary representation, specifies the number of ExtraType elements contained in the EyebrowType.
	Extra	Describes any other descriptions of eyebrows.
	hapticIDRef	Identifier that refers to the haptic properties of the eyebrows.
FacialHair	Set of descriptions for facial hair of the avatar.	
	Name	Description
	FacialHairType	A type that describes avatar facial hair.
	FacialHairThicknessFlag	This field, which is only present in the binary representation, signals the presence of the FacialHairThickness element. "1" means that the element shall be used. "0" means that the element shall not be used.
	FacialSideburnsFlag	This field, which is only present in the binary representation,

		signals the presence of the <code>FacialSideburns</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
	<code>FacialMustacheFlag</code>	This field, which is only present in the binary representation, signals the presence of the <code>FacialMustache</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
	<code>FacialChinCurtainsFlag</code>	This field, which is only present in the binary representation, signals the presence of the <code>FacialChinCurtains</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
	<code>FacialSoulPatchFlag</code>	This field, which is only present in the binary representation, signals the presence of the <code>FacialSoulPatch</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
	<code>ExtraFlag</code>	This field, which is only present in the binary representation, signals the presence of the <code>ExtraType</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
	<code>hapticIDRefFlag</code>	This field, which is only present in the binary representation, signals the presence of the <code>hapticIDRef</code> attribute. "1" means that the attribute shall be used. "0" means that the attribute shall not be used.
	<code>FacialHairThickness</code>	The thick of the facial hair (low, middle, high).
	<code>FacialSideBurns</code>	The color type defined in ISO/IEC 23005-6 shall be used for the color of the facial side.
	<code>FacialMoustache</code>	The facial moustache (yes or no).
	<code>FacialChinCurtains</code>	Facial chin curtains (yes or no).
	<code>FacialSoulPatch</code>	Facial soul patch (yes or no).
	<code>NumExtra</code>	This field, which is only present in the binary representation, specifies the number of <code>ExtraType</code> elements contained in the <code>FacialHairType</code> .
	<code>Extra</code>	Describes any other descriptions of facial hair.
	<code>hapticIDRef</code>	Identifier that refers to the haptic properties of the facial hair.
BodyHair	Set of descriptions for body hair of the avatar.	
	<i>Name</i>	<i>Description</i>
	<code>BodyHairType</code>	A type that describes avatar body hair.
	<code>HairColorFlag</code>	This field, which is only present in the binary representation, signals the presence of the <code>HairColor</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
	<code>HairThicknessFlag</code>	This field, which is only present in the binary representation, signals the presence of the <code>HairThickness</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
	<code>ExtraFlag</code>	This field, which is only present in the binary representation, signals the presence of the <code>ExtraType</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
	<code>HairColor</code>	The color type defined in ISO/IEC 23005-6 shall be used for avatar body hair.
	<code>HairThickness</code>	The thick of the body hair (low, middle, high).
	<code>NumExtra</code>	This field, which is only present in the binary representation, specifies the number of <code>ExtraType</code> elements contained in the <code>BodyHairType</code> .
	<code>Extra</code>	Describes any other descriptions of body hair.

Facial
Calibration
Points

Set of elements that are calibration points for the face feature control.

Name	Description
FacialCalibrationPointsType	A type that describes calibration points for face feature control.
SellionFlag	This field, which is only present in the binary representation, signals the presence of the <code>Sellion</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
RInfraorbitaleFlag	This field, which is only present in the binary representation, signals the presence of the <code>RInfraorbitale</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
LInfraorbitaleFlag	This field, which is only present in the binary representation, signals the presence of the <code>LInfraorbitale</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
SupramentonFlag	This field, which is only present in the binary representation, signals the presence of the <code>Supramenton</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
RtragionFlag	This field, which is only present in the binary representation, signals the presence of the <code>Rtragion</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
RgonionFlag	This field, which is only present in the binary representation, signals the presence of the <code>Rgonion</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
LtragionFlag	This field, which is only present in the binary representation, signals the presence of the <code>Ltragion</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
LgonionFlag	This field, which is only present in the binary representation, signals the presence of the <code>Lgonion</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
ExtraFlag	This field, which is only present in the binary representation, signals the presence of the <code>ExtraType</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
Sellion	3D position (meter), point 1 in the figure at the bottom.
RInfraorbitale	3D position (meter), point 2 in the figure at the bottom.
LInfraorbitale	3D position (meter), point 3 in the figure at the bottom.
Supramenton	3D position (meter), point 4 in the figure at the bottom.
Rtragion	3D position (meter), point 5 in the figure at the bottom.
Rgonion	3D position (meter), point 6 in the figure at the bottom.
Ltragion	3D position (meter), point 7 in the figure at the bottom.
Lgonion	3D position (meter), point 8 in the figure at the bottom.
NumExtra	This field, which is only present in the binary representation, specifies the number of <code>ExtraType</code> elements contained in the <code>FacialCalibrationPointsType</code> .
Extra	Describes any other descriptions of facial calibration points.



	NOTE The calibration points are to be used for mapping a captured face feature points onto an arbitrary face of an avatar.	
Physical Condition	This element contains a set of elements for describing the physical condition of the avatar.	
	Name	Description
	PhysicalConditionType	A type that describes the physical condition of the avatar.
	BodyStrengthFlag	This field, which is only present in the binary representation, signals the presence of the BodyStrength element. "1" means that the element shall be used. "0" means that the element shall not be used.
	BodyFlexibilityFlag	This field, which is only present in the binary representation, signals the presence of the BodyFlexibility element. "1" means that the element shall be used. "0" means that the element shall not be used.
	ExtraFlag	This field, which is only present in the binary representation, signals the presence of the ExtraType element. "1" means that the element shall be used. "0" means that the element shall not be used.
	BodyStrength	Avatar body strength [unlimited percentage (%)].
	BodyFlexibility	Avatar body flexibility with descriptive scale of low, medium, and high.
	NumExtra	This field, which is only present in the binary representation, specifies the number of ExtraType elements contained in the PhysicalConditionType.
	Extra	Describes any other descriptions of physical condition.
Clothes	A list of virtual clothes associated to the avatar. The type of this element is VirtualObjectType.	
Shoes	A list of virtual shoes associated to the avatar. The type of this element is VirtualObjectType.	
Accessories	A list of objects (ring, glasses, etc.) associated to the avatar. The type of this element is VirtualObjectType.	
SkinMarks	A list of skin marks (birthmarks, scars, tattoos..., etc.) associated to the avatar. The type of this element is VirtualObjectType.	
AppearanceResources	URL to file or streaming, containing the avatar visual representation. The avatar can be represented as 3D animated model, time-sequenced 3D model, 2D image, 2D video, 3D image, and 3D video, usually MP4 file.	
Extra	Describes any other descriptions of avatar appearance.	

5.2.4.4 Examples

This example shows the description of avatar appearance with the following semantics.

```

<vwoc:Appearance>
  <vwoc:Body>
    <vwoc:BodyHeight>5.2</vwoc:BodyHeight>
    <vwoc:BodyThickness>4.4</vwoc:BodyThickness>
    <vwoc:BodyFat>low</vwoc:BodyFat>
    <vwoc:TorsoMuscles>low</vwoc:TorsoMuscles>
    <vwoc:NeckThickness>2.1</vwoc:NeckThickness>
    <vwoc:NeckLength>1.8</vwoc:NeckLength>
    <vwoc:Package>small</vwoc:Package>
    <vwoc:SaddleBags>medium</vwoc:SaddleBags>
    <vwoc:KneeAngle>300</vwoc:KneeAngle>
    <vwoc:FootSize>3.1</vwoc:FootSize>
  </vwoc:Body>
  <vwoc:Head>
    <vwoc:HeadSize>small</vwoc:HeadSize>
    <vwoc:HeadStretch>1.1</vwoc:HeadStretch>
  </vwoc:Head>
</vwoc:Appearance>

```

```

    <vwoc:HeadShape>square</vwoc:HeadShape>
    <vwoc:EggHead>true</vwoc:EggHead>
  </vwoc:Head>
  <vwoc:Eyes>
    <vwoc:EyeSize>1.1</vwoc:EyeSize>
  </vwoc:Eyes>
  <vwoc:Ears>
    <vwoc:EarSize>2.1</vwoc:EarSize>
  </vwoc:Ears>
  <vwoc:Nose>
    <vwoc:NoseSize>0.8</vwoc:NoseSize>
  </vwoc:Nose>
  <vwoc:FacialSkin>
    <vwoc:SkinRainbowColor>#FF8F69</vwoc:SkinRainbowColor>
  </vwoc:FacialSkin>
  <vwoc:ToeNails>
    <vwoc:NailPolish>true</vwoc:NailPolish>
    <vwoc:NailPolishColor>#CF8F69</vwoc:NailPolishColor>
  </vwoc:ToeNails>
  <vwoc:BodyLook>
    <vwoc:BodyDefinition>short</vwoc:BodyDefinition>
  </vwoc:BodyLook>
  <vwoc:Hair>
    <vwoc:HairSize>short</vwoc:HairSize>
    <vwoc:HairStyle>urn:mpeg:mpeg-v:01-VWOC-HairStyleCS-
NS:crewcut</vwoc:HairStyle>
  </vwoc:Hair>
  <vwoc:FacialCalibrationPoints>
    <vwoc:Sellion xsi:type="vwoc:Physical3DPointType" x="1.1" y="1.2"
z="1.2"/>
    <vwoc:RInfraorbitale xsi:type="vwoc:Physical3DPointType" x="1.1" y="1.2"
z="1.3"/>
  </vwoc:FacialCalibrationPoints>
  <vwoc:PhysicalCondition>
    <vwoc:BodyFlexibility>low</vwoc:BodyFlexibility>
  </vwoc:PhysicalCondition>
  <vwoc:Clothes id="vo_clothes_001">
    <vwoc:VirtualObjectComponents>
      <vwoc:VirtualObject xsi:type="vwoc:VirtualObjectType"
id="clothe_part_001">
        <vwoc:Appearance>id="virtualObject_001"</vwoc:Appearance>
      </vwoc:VirtualObject>
    </vwoc:VirtualObjectComponents>
  </vwoc:Clothes>
</vwoc:Appearance>

```

5.2.5 AvatarAnimationType

5.2.5.1 XML representation syntax

Diagram	The diagram shows the AvatarAnimationType class connected to a sequence container. The sequence container lists the following elements, each with a multiplicity of 0..∞: - vwoc:Idle - vwoc:Greeting - vwoc:Dance - vwoc:Walk - vwoc:Moves - vwoc:Fighting - vwoc:Hearing - vwoc:Smoke - vwoc:Congratulations - vwoc:CommonActions - vwoc:SpecificActions - vwoc:FacialExpression - vwoc:BodyExpression - vwoc:AnimationResources - vwoc:Extra
Source	<pre> <complexType name="AvatarAnimationType"> <sequence> <element name="Idle" type="vwoc:AnimationDescriptionType" minOccurs="0" maxOccurs="unbounded"/> <element name="Greeting" type="vwoc:AnimationDescriptionType" minOccurs="0" maxOccurs="unbounded"/> <element name="Dance" type="vwoc:AnimationDescriptionType" minOccurs="0" maxOccurs="unbounded"/> <element name="Walk" type="vwoc:AnimationDescriptionType" minOccurs="0" maxOccurs="unbounded"/> <element name="Moves" type="vwoc:AnimationDescriptionType" minOccurs="0" maxOccurs="unbounded"/> <element name="Fighting" type="vwoc:AnimationDescriptionType" minOccurs="0" </pre>

```

maxOccurs="unbounded"/>
  <element name="Hearing" type="vwoc:AnimationDescriptionType" minOccurs="0"
maxOccurs="unbounded"/>
  <element name="Smoke" type="vwoc:AnimationDescriptionType" minOccurs="0"
maxOccurs="unbounded"/>
  <element name="Congratulations" type="vwoc:AnimationDescriptionType" minOccurs="0"
maxOccurs="unbounded"/>
  <element name="CommonActions" type="vwoc:AnimationDescriptionType" minOccurs="0"
maxOccurs="unbounded"/>
  <element name="SpecificActions" type="vwoc:AnimationDescriptionType" minOccurs="0"
maxOccurs="unbounded"/>
  <element name="FacialExpression" type="vwoc:AnimationDescriptionType" minOccurs="0"
maxOccurs="unbounded"/>
  <element name="BodyExpression" type="vwoc:AnimationDescriptionType" minOccurs="0"
maxOccurs="unbounded"/>
  <element name="AnimationResources" type="vwoc:AnimationResourcesDescriptionType"
minOccurs="0" maxOccurs="unbounded"/>
  <element name="Extra" type="vwoc:ExtraType" minOccurs="0" maxOccurs="unbounded"/>
</sequence>
</complexType>

```

5.2.5.2 Binary representation syntax

AvatarAnimationType{	Number of bits	Mnemonic
IdleFlag	1	bslbf
GreetingFlag	1	bslbf
DanceFlag	1	bslbf
WalkFlag	1	bslbf
MovesFlag	1	bslbf
FightingFlag	1	bslbf
HearingFlag	1	bslbf
SmokeFlag	1	bslbf
CongratulationFlag	1	bslbf
CommonActionsFlag	1	bslbf
SpecificActionsFlag	1	bslbf
FacialExpressionFlag	1	bslbf
BodyExpressionFlag	1	bslbf
AnimationResourcesFlag	1	bslbf
ExtraFlag	1	bslbf
if(IdleFlag){		
NumIdle		vluimsbf5

for(k=0; k< NumIdle; k++){		
Idle[k]		AnimationDescriptionType
}		
}		
if(GreetingFlag){		
NumGreeting		vluimsbf5
for(k=0; k< NumGreeting; k++){		
Greeting[k]		AnimationDescriptionType
}		
}		
if(DanceFlag){		
NumDance		vluimsbf5
for(k=0; k< NumDance; k++){		
Dance[k]		AnimationDescriptionType
}		
}		
if(WalkFlag){		
NumWalk		vluimsbf5
for(k=0; k< NumWalk; k++){		
Walk[k]		AnimationDescriptionType
}		
}		
if(MovesFlag){		
NumMoves		vluimsbf5
for(k=0; k< NumMoves; k++){		
Moves[k]		AnimationDescriptionType

}		
}		
if(FightingFlag){		
NumFighting		vlui-msbf5
for(k=0; k< NumFighting; k++){		
Fighting[k]		AnimationDescriptionType
}		
}		
if(HearingFlag){		
NumHearing		vlui-msbf5
for(k=0; k< NumHearing; k++){		
Hearing[k]		AnimationDescriptionType
}		
}		
if(SmokeFlag){		
NumSmoke		vlui-msbf5
for(k=0; k< NumSmoke; k++){		
Smoke[k]		AnimationDescriptionType
}		
}		
if(CongratulationsFlag){		
NumCongratulations		vlui-msbf5
for(k=0; NumCongratulations; k++){	k<	
Congratulations[k]		AnimationDescriptionType
}		
}		

if(CommonActionsFlag){		
NumCommonActions		vluimsbf5
for(k=0; NumCommonActions; k++){	k<	
CommonActions[k]		AnimationDescriptionType
}		
}		
if(SpecificActionsFlag){		
NumSpecificActions		vluimsbf5
for(k=0; NumSpecificActions; k++){	k<	
SpecificActions[k]		AnimationDescriptionType
}		
}		
if(FacialExpressionFlag){		
NumFacialExpression		vluimsbf5
for(k=0; NumFacialExpression; k++){	k<	
FacialExpression[k]		AnimationDescriptionType
}		
}		
if(BodyExpressionFlag){		
NumBodyExpression		vluimsbf5
for(k=0; NumBodyExpression; k++){	k<	
BodyExpression[k]		AnimationDescriptionType
}		
}		
if(AnimationResourcesFlag){		

NumAnimationResources		vluimsbf5
for(k=0; k< NumAnimationResources; k++){		
AnimationResources[k]		AnimationResource sDescriptionType
}		
}		
if(ExtraFlag){		
NumExtra		vluimsbf5
for(k=0; k< NumExtra; k++){		
Extra[k]		ExtraType
}		
}		
}		

5.2.5.3 Semantics

Name	Description
AvatarAnimationType	A type that contains the description of a set of animation sequences that the avatar is able to perform and may refer to several medias containing the exact (geometric transformations) animation parameters.
IdleFlag	This field, which is only present in the binary representation, signals the presence of the <code>Idle</code> elements. "1" means that the element shall be used. "0" means that the element shall not be used.
GreetingFlag	This field, which is only present in the binary representation, signals the presence of the <code>Greeting</code> elements. "1" means that the element shall be used. "0" means that the element shall not be used.
DanceFlag	This field, which is only present in the binary representation, signals the presence of the <code>Dance</code> elements. "1" means that the element shall be used. "0" means that the element shall not be used.
WalkFlag	This field, which is only present in the binary representation, signals the presence of the <code>Walk</code> elements. "1" means that the element shall be used. "0" means that the element shall not be used.
MovesFlag	This field, which is only present in the binary representation, signals the presence of the <code>Moves</code> elements. "1" means that the element shall be used. "0" means that the element shall not be used.
FightingFlag	This field, which is only present in the binary representation, signals the presence of the <code>Fighting</code> elements. "1" means that the element shall be used. "0" means that the element shall not be used.
HearingFlag	This field, which is only present in the binary representation, signals the presence of the <code>Hearing</code> elements. "1" means that the element shall be used. "0" means that the element shall not be used.
SmokeFlag	This field, which is only present in the binary representation, signals the presence of the <code>Smoke</code> elements. "1" means that the element shall be used. "0" means that the element shall not be used.
CongratulationsFlag	This field, which is only present in the binary representation, signals the presence

g	of the Congratulations elements. "1" means that the element shall be used. "0" means that the element shall not be used.		
CommonActionsFlag	This field, which is only present in the binary representation, signals the presence of the CommonActions elements. "1" means that the element shall be used. "0" means that the element shall not be used.		
SpecificActionsFlag	This field, which is only present in the binary representation, signals the presence of the SpecificActions elements. "1" means that the element shall be used. "0" means that the element shall not be used.		
FacialExpressionFlag	This field, which is only present in the binary representation, signals the presence of the FacialExpression elements. "1" means that the element shall be used. "0" means that the element shall not be used.		
BodyExpressionFlag	This field, which is only present in the binary representation, signals the presence of the BodyExpression elements. "1" means that the element shall be used. "0" means that the element shall not be used.		
AnimationResourcesFlag	This field, which is only present in the binary representation, signals the presence of the AnimationResources elements. "1" means that the element shall be used. "0" means that the element shall not be used.		
ExtraFlag	This field, which is only present in the binary representation, signals the presence of the ExtraType elements. "1" means that the element shall be used. "0" means that the element shall not be used.		
NumIdle	This field, which is only present in the binary representation, signals the number of the Idle elements.		
NumGreeting	This field, which is only present in the binary representation, signals the number of the Greeting elements.		
NumDance	This field, which is only present in the binary representation, signals the number of the Dance elements.		
NumWalk	This field, which is only present in the binary representation, signals the number of the Walk elements.		
NumMoves	This field, which is only present in the binary representation, signals the number of the Moves elements.		
NumFighting	This field, which is only present in the binary representation, signals the number of the Fighting elements.		
NumHearing	This field, which is only present in the binary representation, signals the number of the Hearing elements.		
NumSmoke	This field, which is only present in the binary representation, signals the number of the Smoke elements.		
NumCongratulations	This field, which is only present in the binary representation, signals the number of the Congratulations elements.		
NumCommonActions	This field, which is only present in the binary representation, signals the number of the CommonActions elements.		
NumSpecificActions	This field, which is only present in the binary representation, signals the number of the SpecificActions elements.		
NumFacialExpression	This field, which is only present in the binary representation, signals the number of the FacialExpression elements.		
NumBodyExpression	This field, which is only present in the binary representation, signals the number of the BodyExpression elements.		
NumAnimationResources	This field, which is only present in the binary representation, signals the number of the AnimationResources elements.		
Idle	Describes an idle type of animations as a reference to a classification scheme (CS) term. A CS that may be used for this purpose is the IdleAnimationCS defined in A.2.3.1.		
	Name	Binary representation (4 bits)	Description
	defaultIdle	1	Default idle
	restPose	2	Rest pose

	breathe	3	Breathe
	bodyNoise	4	Body noise
		0,5-15	Reserved
Greeting	Describes a greeting type of animations as a reference to a classification scheme (CS) term. A CS that may be used for this purpose is the <i>GreetingAnimationCS</i> defined in A.2.3.2.		
	<i>Name</i>	<i>Binary representation (4 bits)</i>	<i>Description</i>
	salute	1	Salute
	cheer	2	Cheer
	greet	3	Greet
	wave	4	Wave
	hello	5	Hello
	bow	6	Bow
	courtBow	7	Court bow
	flourish	8	Flourish
		0,8-15	Reserved

Dance	Describes a dance type of animations as a reference to a classification scheme (CS) term. A CS that may be used for this purpose is the DanceAnimationCS defined in A.2.3.3.		
	Name	Binary representation (5 bits)	Description
	bodyPopDance	1	Body pop dance
	breakDance	2	Break dance
	cabbagePatchDance	3	Cabbage patch dance
	casualDance	4	Casual dance
	dance	5	Dance
	raveDance	6	Rave dance
	robotDance	7	Robot dance
	rockDance	8	Rock dance
	rockRollDance	9	Rock and roll dance
	runningManDance	10	Running man dance
	salsaDance	11	Salsa dance
		0,12-31	Reserved
Walk	Describes a walk type of animations as a reference to a classification scheme (CS) term. A CS that may be used for this purpose is the WalkAnimationCS defined in A.2.3.4.		
	Name	Binary representation (5 bits)	Description
	slowWalk	1	Slow walk
	defaultWalk	2	Default walk
	fastWalk	3	Fast walk
	slowRun	4	Slow run
	defaultRun	5	Default run
	fastRun	6	Fast run
	crouch	7	Crouch
	crouchWalk	8	Crouch walk
		0,9-31	Reserved
Moves	Describes a moves type of animations as a reference to a classification scheme (CS) term. A CS that may be used for this purpose is the MovesAnimationCS defined in A.2.3.5.		

	<table><tr><th>Name</th><th>Binary representation (5 bits)</th><th>Description</th></tr><tr><td>moveDown</td><td>1</td><td>Move down</td></tr><tr><td>moveLeft</td><td>2</td><td>Move left</td></tr><tr><td>moveRight</td><td>3</td><td>Move right</td></tr><tr><td>moveUp</td><td>4</td><td>Move up</td></tr><tr><td>pointMe</td><td>5</td><td>Point me</td></tr><tr><td>pointYou</td><td>6</td><td>Point you</td></tr><tr><td>turn180</td><td>7</td><td>Turn 180</td></tr><tr><td>turnBack180</td><td>8</td><td>Turn back 180</td></tr><tr><td>turnLeft</td><td>9</td><td>Turn left</td></tr><tr><td>turnRight</td><td>10</td><td>Turn right</td></tr><tr><td>turn360</td><td>11</td><td>Turn 360</td></tr><tr><td>turnBack360</td><td>12</td><td>Turn back 360</td></tr><tr><td>freeDirection</td><td>13</td><td>Free direction</td></tr><tr><td></td><td>0,14-31</td><td>Reserved</td></tr></table>	Name	Binary representation (5 bits)	Description	moveDown	1	Move down	moveLeft	2	Move left	moveRight	3	Move right	moveUp	4	Move up	pointMe	5	Point me	pointYou	6	Point you	turn180	7	Turn 180	turnBack180	8	Turn back 180	turnLeft	9	Turn left	turnRight	10	Turn right	turn360	11	Turn 360	turnBack360	12	Turn back 360	freeDirection	13	Free direction		0,14-31	Reserved
Name	Binary representation (5 bits)	Description																																												
moveDown	1	Move down																																												
moveLeft	2	Move left																																												
moveRight	3	Move right																																												
moveUp	4	Move up																																												
pointMe	5	Point me																																												
pointYou	6	Point you																																												
turn180	7	Turn 180																																												
turnBack180	8	Turn back 180																																												
turnLeft	9	Turn left																																												
turnRight	10	Turn right																																												
turn360	11	Turn 360																																												
turnBack360	12	Turn back 360																																												
freeDirection	13	Free direction																																												
	0,14-31	Reserved																																												
Fighting	Describes a Fighting type of animations as a reference to a classification scheme (CS) term. A CS that may be used for this purpose is the FightingAnimationCS defined in A.2.3.6. <table><tr><th>Name</th><th>Binary representation (7 bits)</th><th>Description</th></tr><tr><td>aim</td><td>1</td><td>Aim</td></tr><tr><td>aimLeft</td><td>2</td><td>Aim left</td></tr><tr><td>aimRight</td><td>3</td><td>Aim right</td></tr><tr><td>aimBow</td><td>4</td><td>Aim bow</td></tr><tr><td>aimLeftBow</td><td>5</td><td>Aim left bow</td></tr><tr><td>aimRightBow</td><td>6</td><td>Aim right bow</td></tr><tr><td>aimLeftRifle</td><td>7</td><td>Aim left rifle</td></tr><tr><td>aimRightRifle</td><td>8</td><td>Aim right rifle</td></tr><tr><td>aimBazooka</td><td>9</td><td>Aim bazooka</td></tr><tr><td>aimLeftBazooka</td><td>10</td><td>Aim left bazooka</td></tr><tr><td>aimRightBazooka</td><td>11</td><td>Aim right bazooka</td></tr></table>	Name	Binary representation (7 bits)	Description	aim	1	Aim	aimLeft	2	Aim left	aimRight	3	Aim right	aimBow	4	Aim bow	aimLeftBow	5	Aim left bow	aimRightBow	6	Aim right bow	aimLeftRifle	7	Aim left rifle	aimRightRifle	8	Aim right rifle	aimBazooka	9	Aim bazooka	aimLeftBazooka	10	Aim left bazooka	aimRightBazooka	11	Aim right bazooka									
Name	Binary representation (7 bits)	Description																																												
aim	1	Aim																																												
aimLeft	2	Aim left																																												
aimRight	3	Aim right																																												
aimBow	4	Aim bow																																												
aimLeftBow	5	Aim left bow																																												
aimRightBow	6	Aim right bow																																												
aimLeftRifle	7	Aim left rifle																																												
aimRightRifle	8	Aim right rifle																																												
aimBazooka	9	Aim bazooka																																												
aimLeftBazooka	10	Aim left bazooka																																												
aimRightBazooka	11	Aim right bazooka																																												

aimHandgun	12	Aim handgun
aimLeftHandgun	13	Aim left handgun
aimRightHandgun	14	Aim right handgun
holdWeapon	15	Hold weapon
holdWeaponLeft	16	Hold weapon left
holdWeaponRight	17	Hold weapon right
holdBow	18	Hold bow
holdBowLeft	19	Hold bow left
holdBowRight	20	Hold bow right
holdRifle	21	Hold rifle
holdRifleLeft	22	Hold rifle left
holdRifleRight	23	Hold rifle right
holdBazooka	24	Hold bazooka
holdBazookaLeft	25	Hold bazooka left
holdBazookaRight	26	Hold bazooka right
holdHandgun	27	Hold handgun
holdHandgunLeft	28	Hold handgun left
holdHandgunRight	29	Hold handgun right
holdWeaponThrow	30	Hold weapon throw
holdWeaponThrowLeft	31	Hold weapon throw left
holdWeaponThrowRight	32	Hold weapon throw right
shoot	33	shoot
shootLeft	34	shoot left
shootRight	35	shoot right
shootBow	36	Shoot bow
shootBowLeft	37	Shoot bow left
shootBowRight	38	Shoot bow right
shootRifle	39	Shoot rifle

	shootRifleLeft	40	Shoot rifle left																								
	shootRifleRight	41	Shoot rifle right																								
	shootBazooka	42	Shoot bazooka																								
	shootBazookaLeft	43	Shoot bazooka left																								
	shootBazookaRight	44	Shoot bazooka right																								
	shootHandgun	45	Shoot handgun																								
	shootHandgunLeft	46	Shoot handgun left																								
	shootHandgunRight	47	Shoot handgun right																								
	strike	48	Strike																								
	strikeSword	49	Strike sword																								
	strikeSwordLeft	50	Strike sword left																								
	strikeSwordRight	51	Strike sword right																								
	punch	52	Punch																								
	punchLeft	53	Punch left																								
	punchRight	54	Punch right																								
	throwing	55	Throwing																								
	throwWeaponLeft	56	Throw weapon left																								
	throwWeaponRight	57	Throw weapon right																								
		0, 58-127	Reserved																								
Hearing	Describes a Hearing type of animations as a reference to a classification scheme (CS) term. A CS that may be used for this purpose is the HearingAnimationCS defined in A.2.3.7.																										
	<table><tr><th>Name</th><th>Binary representation (5 bits)</th><th>Description</th></tr><tr><td>startHearing</td><td>1</td><td>Start hearing</td></tr><tr><td>stopHearing</td><td>2</td><td>Stop hearing</td></tr><tr><td>earsExtend</td><td>3</td><td>Ears extend</td></tr><tr><td>turnsHeadLeft</td><td>4</td><td>Turns head left</td></tr><tr><td>turnsHeadRight</td><td>5</td><td>Turns head right</td></tr><tr><td>holdsUpHand</td><td>6</td><td>Holds up hand</td></tr><tr><td>tiltsHeadRight</td><td>7</td><td>Tilts head right</td></tr></table>	Name	Binary representation (5 bits)	Description	startHearing	1	Start hearing	stopHearing	2	Stop hearing	earsExtend	3	Ears extend	turnsHeadLeft	4	Turns head left	turnsHeadRight	5	Turns head right	holdsUpHand	6	Holds up hand	tiltsHeadRight	7	Tilts head right		
Name	Binary representation (5 bits)	Description																									
startHearing	1	Start hearing																									
stopHearing	2	Stop hearing																									
earsExtend	3	Ears extend																									
turnsHeadLeft	4	Turns head left																									
turnsHeadRight	5	Turns head right																									
holdsUpHand	6	Holds up hand																									
tiltsHeadRight	7	Tilts head right																									

	tiltsHeadLeft	8	Tilts head left
	cocksHeadLeft	9	Cocks head left
	defaultHear	10	Default hear
		0,11-31	Reserved
Smoke	Describes a Smoke type of animations as a reference to a classification scheme (CS) term. A CS that may be used for this purpose is the SmokeAnimationCS defined in A.2.3.8.		
	Name	Binary representation (4 bits)	Description
	smokeIdle	1	Smoke idle
	smokeInhale	2	Smoke inhale
	smokeThrowDown	3	Smoke throw down
		0, 4-15	Reserved
Congratulations	Describes a Congratulations type of animations as a reference to a classification scheme (CS) term. A CS that may be used for this purpose is the CongratulationsAnimationsCS defined in A.2.3.9.		
	Name	Binary representation (4 bits)	Description
	applaud	1	Applaud
	clap	2	Clap
		0, 3-15	Reserved
CommonActions	Describes a CommonActions type of animations as a reference to a classification scheme (CS) term. A CS that may be used for this purpose is the CommonActionsAnimationCS defined in A.2.3.10.		
	Name	Binary representation (7 bits)	Description
	appear	1	Appear
	away	2	Away
	blowKiss	3	Blow kiss
	brush	4	Brush
	busy	5	Busy
	crazy	6	Crazy
	dead	7	Dead
	disappear	8	Disappear
	drink	9	Drink

eat	10	Eat
explain	11	Explain
fallDown	12	Fall down
flip	13	Flip
fly	14	Fly
gag	15	Gag
getAttention	16	Get attention
impatient	17	Impatient
jump	18	Jump
kick	19	Kick
land	20	Land
prejump	21	Prejump
puke	22	Puke
read	23	Read
sit	24	Sit
sleep	25	Sleep
stand	26	Stand
standUp	27	Stand up
stretch	28	Stretch
stride	29	Stride
suggest	30	Suggest
surf	31	Surf
talk	32	Talk
think	33	Think
type	34	Type
whisper	35	Whisper
whistle	36	Whistle
write	37	Write
yawn	38	Yawn
yeah	39	Yeah

	yoga	40	Yoga	
		0, 41-127	Reserved	
SpecificActions	Describes a SpecificActions type of animations as a reference to a classification scheme (CS) term. A CS that may be used for this purpose is the SpecificActionsAnimationCS defined in A.2.3.11.			
	Name	Binary representation (8 bits)	Description	
	airGuitar	1	air guitar	
	angryFingerWag	2	angry_fingerwag	
	angryTantrum	3	angry_tantrum	
	backFlip	4	back flip	
	beckOn	5	beck on	
	bigYawn	6	big yawn	
	boo	7	boo	
	burp	8	burp	
	candleStick	9	candle Stick	
	comeAgain	10	come again	
	decline	11	decline	
	dismissive	12	Dismissive	
	dontRecognize	13	don't recognize	
	fartArm	14	fart arm	
	fistPump	15	fist pump	
	flySlow	16	fly slow	
	guns	17	guns	
	ha	18	ha	
	hide	19	hide	
	hmmm	20	hmmm	
	hover	21	hover	
	hoverDown	22	hover down	
	hoverUp	23	hover up	
	huh	24	Huh	

jumpForJoy	25	jump for joy
kickRoundHouse	26	kick roundhouse
kissMyButt	27	kiss my butt
laughtShort	28	laught short
lol	29	lol
loser	30	loser
motorcycleSit	31	motorcycle sit
muscleBeach	32	muscle beach
noWay	33	no way
noHead	34	no head
noUnhappy	35	no unhappy
nod	36	nod
nope	37	Nope
nyanya	38	nyanya
okay	39	okay
oooh	40	oooh
peace	41	peace
point	42	point
pose	43	pose
punchOneTwo	44	punch one two
rpsCountDown	45	rps countdown
rpsPaper	46	rps paper
rpsRock	47	rps rock
rpsScissors	48	rps scissors
score	49	score
shakeFists	50	shake fists
show	51	show
sitGeneric	52	sit generic
sitGround	53	sit ground
sitGroundConstrain	54	sit ground constrained

	ed			
	sitToStand	55	sit to stand	
	slowFly	56	slow fly	
	snapshot	57	snapshot	
	softLand	58	soft land	
	spin	59	spin	
	tantrum	60	tantrum	
	thumbsDown	61	thumbs down	
	thumbsUp	62	thumbs up	
	tongue	63	Tongue	
	tryonShirt	64	tryon shirt	
	uncertain	65	uncertain	
	wassamatta	66	wassamatta	
	what	67	what	
	yay	68	yay	
	yesHappy	69	yes happy	
	yesHead	70	yes head	
		0, 71-255	Reserved	
	FacialExpression			
	Describes a FacialExpression type of animations as a reference to a classification scheme (CS) term. A CS that may be used for this purpose is the FacialExpressionAnimationCS defined in A.2.3.12.			
	Name	Binary representation (8 bits)	Description	
	affection	1	Affected face	
	afraid	2	Afraid face	
	agree	3	Agree face	
	amusement	4	Amused face	
	angry	5	Angry face	
	annoyance	6	Annoyance face	
	anxiety	7	Anxiety face	
	bigSmile	8	Big smile face	
	blink	9	Blink face	

	bored	10	Bored face	
	calm	11	Calm face	
	concentrate	12	Concentrate face	
	confused	13	Confused face	
	contempt	14	Contempt face	
	content	15	Content face	
	courage	16	Courage face	
	cry	17	Cry face	
	dazed	18	Dazed face	
	defaultEmotion	19	Default emotion face	
	delight	20	Delight face	
	despair	21	Despair face	
	disagree	22	Disagree face	
	disappointment	23	Disappointment face	
	disdain	24	Disdain face	
	disgusted	25	Disgusted face	
	doubt	26	Doubt face	
	elation	27	Elation face	
	embarrassed	28	Embarrassed face	
	empathy	29	Empathy face	
	envy	30	Envy face	
	excitement	31	Excitement face	
	fear	32	Fear face	
	friendliness	33	Friendliness face	
	frown	34	Frown face	
	frustration	35	Frustration face	
	grin	36	Grin face	
	guilt	37	Guilt face	
	happy	38	Happy face	
	helplessness	39	Helpless face	

	hope	40	Hoping face	
	hurt	41	Hurt face	
	interest	42	Interested face	
	irritation	43	Irritated face	
	joy	44	Joy face	
	kiss	45	Kiss face	
	laugh	46	Laughing face	
	lookDown	47	Look down face	
	lookDownBlink	48	Look down blink face	
	lookDownLeft	49	Look down left face	
	lookDownLeftBlink	50	Look down left blink face	
	lookDownLeftReturn	51	Look down left return face	
	lookDownReturn	52	Look down return face	
	lookDownRight	53	Look down right face	
	lookDownRightBlink	54	Look down right blink face	
	lookDownRightReturn	55	Look down right return face	
	lookLeft	56	Look left face	
	lookLeftBlink	57	Look left blink face	
	lookLeftReturn	58	Look left return face	
	lookRight	59	Look right face	
	lookRightBlink	60	Look right blink face	
	lookRightReturn	61	Look right return face	
	lookUp	62	Look up face	
	lookUpBlink	63	Look up blink face	
	lookUpLeft	64	Look up left face	

	lookUpLeftBlink	65	Look up left blink face	
	lookUpLeftReturn	66	Look up left return face	
	lookUpReturn	67	Look up return face	
	lookUpRight	68	Look up right face	
	lookUpRightBlink	69	Look up right blink face	
	lookUpRightReturn	70	Look up left return face	
	love	71	Love face	
	mad	72	Mad face	
	neutral	73	Neutral face	
	openMouth	74	Open mouth face	
	pleasure	75	pleased face	
	politeness	76	polite face	
	powerlessness	77	Powerlessness face	
	pride	78	Pride face	
	pucker	79	Puckering	
	relaxed	80	Relaxed face	
	relieved	81	Relieved face	
	repulsed	82	Repulsed face	
	sad	83	Sad face	
	satisfaction	84	Satisfied face	
	scream	85	Screaming	
	serene	86	Serene face	
	shame	87	Shame face	
	shock	88	Shocked face	
	shrug	89	Shrug face	
	sigh	90	Sigh face	
	smile	91	Smiling face	
	stress	92	Stressed face	

	surprise	93	Surprised face	
	tension	94	Tension face	
	tongueOut	95	Tongue out face	
	toothSmile	96	Tooth smile face	
	tired	97	Tired face	
	trust	98	Trust face	
	wink	99	Wink face	
	worry	100	Worried face	
	gestureRight	101	Gesture right face	
	gestureLeft	102	Gesture left face	
	gestureUp	103	Gesture up face	
	gestureDown	104	Gesture down face	
		0, 105-255	Reserved	
BodyExpression	Describes a BodyExpression type of animations as a reference to a classification scheme (CS) term. A CS that may be used for this purpose is the BodyExpressionAnimationCS defined in A.2.3.13.			
	<i>Name</i>	<i>Binary representation (8 bits)</i>	<i>Description</i>	
	affection	1	affected pose	
	afraid	2	afraid pose	
	agree	3	agree pose	
	amusement	4	amuse pose	
	angry	5	angry pose	
	annoyance	6	annoyance pose	
	anxiety	7	anxiety pose	
	bored	8	bored pose	
	calm	9	calm pose	
	concentrate	10	concentrate pose	
	confused	11	confused pose	
	contempt	12	contempt pose	
	content	13	content pose	

	courage	14	courage pose	
	cry	15	cry pose	
	dazed	16	dazed pose	
	delight	17	delight pose	
	despair	18	despair pose	
	disagree	19	disagree pose	
	disappointment	20	disappointed pose	
	disdain	21	disdain pose	
	disgusted	22	disgusted pose	
	doubt	23	doubt pose	
	elation	24	elation pose	
	embarrassed	25	embarrassed pose	
	empathy	26	empathy pose	
	envy	27	envy pose	
	excitement	28	excitement pose	
	fear	29	fear pose	
	friendliness	30	friendliness pose	
	frown	31	frown pose	
	frustration	32	frustrated pose	
	grin	33	grin pose	
	guilt	34	guilt pose	
	happy	35	happy pose	
	helplessness	36	helplessness pose	
	hope	37	hoping pose	
	hurt	38	hurt pose	
	interest	39	interested pose	
	irritation	40	irritated pose	
	joy	41	joy pose	
	laugh	42	laughing pose	
	love	43	love pose	

	mad	44	mad pose	
	neutral	45	neutral pose	
	pleasure	46	pleasure pose	
	politeness	47	politeness pose	
	powerlessness	48	powerlessness pose	
	pride	49	pride pose	
	pucker	50	puckering	
	relaxed	51	relaxed pose	
	relieved	52	relieved pose	
	repulsed	53	repulsed pose	
	sad	54	sad pose	
	satisfied	55	satisfied pose	
	scream	56	screaming	
	serene	57	serene pose	
	shame	58	shame pose	
	shock	59	shocked pose	
	shrug	60	shrug pose	
	sigh	61	sigh pose	
	smile	62	smiling pose	
	stress	63	stressed pose	
	surprise	64	surprised pose	
	tension	65	tension pose	
	tired	66	tired pose	
	worry	67	worried pose	
		0, 68-255	Reserved	
AnimationResources	Element that contains a link to animation file.			
NumExtra	This field, which is only present in the binary representation, specifies the number of <code>ExtraType</code> elements contained in the <code>AnimationType</code> .			
Extra	Describes any other categories of animations.			

5.2.5.4 Examples

This example shows the description of avatar animation information with the following semantics. Among all animations, idle at default, saluting greeting, bow, dance, and salsa dance are given. The animation resources are saved at "http://avatarAnimationdb.com/default_idle.bvh", "<http://avatarAnimationdb.com/salutes.bvh>", "<http://avatarAnimationdb.com/bowing.bvh>", "<http://avatarAnimationdb.com/dancing.bvh>", and "<http://avatarAnimationdb.com/salsa.bvh>".

```
<vwoc:Animation>
  <vwoc:Idle>
    <vwoc:Name>urn:mpeg:mpeg-v:01-VWOC-IdleAnimationCS-
NS:defaultIdle</vwoc:Name>
    <vwoc:Uri>http://avatarAnimationdb.com/default\_idle.bvh</vwoc:Uri>
  </vwoc:Idle>
  <vwoc:Greeting>
    <vwoc:Name>urn:mpeg:mpeg-v:01-VWOC-GreetingAnimationCS-
NS:salute</vwoc:Name>
    <vwoc:Uri>http://avatarAnimationdb.com/salutes.bvh</vwoc:Uri>
  </vwoc:Greeting>
  <vwoc:Greeting>
    <vwoc:Name>urn:mpeg:mpeg-v:01-VWOC-GreetingAnimationCS-NS:bow</vwoc:Name>
    <vwoc:Uri>http://avatarAnimationdb.com/bowing.bvh</vwoc:Uri>
  </vwoc:Greeting>
  <vwoc:Dance>
    <vwoc:Name>urn:mpeg:mpeg-v:01-VWOC-DanceAnimationCS-NS:dance</vwoc:Name>
    <vwoc:Uri>http://avatarAnimationdb.com/dancing.bvh</vwoc:Uri>
  </vwoc:Dance>
  <vwoc:Dance>
    <vwoc:Name>urn:mpeg:mpeg-v:01-VWOC-DanceAnimationCS-
NS:salsaDance</vwoc:Name>
    <vwoc:Uri>http://avatarAnimationdb.com/salsa.bvh</vwoc:Uri>
  </vwoc:Dance>
</vwoc:Animation>
```

5.2.6 AvatarCommunicationSkillsType

This element defines the communication skills^[3] of the avatar in relation to other avatars.

5.2.6.1 XML representation syntax

Diagram	
Source	<pre><complexType name="AvatarCommunicationSkillsType"> <sequence> <element name="InputVerbalCommunication" type="vwoc:VerbalCommunicationType" minOccurs="0"/> <element name="InputNonVerbalCommunication" type="vwoc:NonVerbalCommunicationType" minOccurs="0"/> <element name="OutputVerbalCommunication" type="vwoc:VerbalCommunicationType" minOccurs="0"/> <element name="OutputNonVerbalCommunication" type="vwoc:NonVerbalCommunicationType" minOccurs="0"/> </sequence> </complexType></pre>

	<pre> minOccurs="0"/> </sequence> <attribute name="name" type="string"/> <attribute name="defaultLanguage" type="language" use="required"/> </complexType> </pre>
--	--

5.2.6.2 Binary representation syntax

AvatarCommunicationSkillsType{	Number of bits	Mnemonic
InputVerbalCommunicationFlag	1	bslbf
InputNonVerbalCommunicationFlag	1	bslbf
OutputVerbalCommunicationFlag	1	bslbf
OutputNonVerbalCommunicationFlag	1	bslbf
NameFlag	1	bslbf
if(InputVerbalCommunicationFlag){		
InputVerbalCommunication		VerbalCommunication Type
}		
if(InputNonVerbalCommunicationFlag){		
InputNonVerbalCommunication		NonVerbalCommunicationType
}		
if(OutputVerbalCommunicationFlag){		
OutputVerbalCommunication		VerbalCommunication Type
}		
if(OutputNonVerbalCommunicationFlag){		
OutputNonVerbalCommunication		NonVerbalCommunicationType
}		
if(NameFlag){		
name	See ISO 10646	UTF-8
}		

DefaultLanguage	See ISO 10646	UTF-8
}		

5.2.6.3 Semantics

The objective of the type is that the virtual world and the rest of avatars can adapt their inputs and outputs to these preferences (having a balance with their own preferences too). All inputs and outputs will be individually adapted for each avatar.

The communication preferences are defined by means of two input and two output channels that guarantee multimodality. They are the verbal and non-verbal recognition as input, and the verbal and non-verbal performance as output. These channels can be specified as either enabled or disabled. All channels enabled imply that an avatar is able to speak, to perform gestures and to recognize speak and gestures.

In verbal performance and verbal recognition channels the preference for using the channel either via text or via voice can be specified.

The non-verbal and non-verbal recognition channels specify the types of gesturing: "Nonverbal language", "sign language" and "cued speech communication"^[2].

All the features dependent on the language (speaking via text or voice, speaking recognition via text or voice, and sign/cued language use/recognition) use a language attribute for defining the concrete language skills.

Name	Definition
AvatarCommunicationSkillsType	A type that contains a set of descriptors providing information on the different modalities an avatar is able to communicate.
InputVerbalCommunicationFlag	This field, which is only present in the binary representation, signals the presence of the <code>InputVerbalCommunication</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
InputNonVerbalCommunicationFlag	This field, which is only present in the binary representation, signals the presence of the <code>InputNonVerbalCommunication</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
OutputVerbalCommunicationFlag	This field, which is only present in the binary representation, signals the presence of the <code>OutputVerbalCommunication</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
OutputNonVerbalCommunicationFlag	This field, which is only present in the binary representation, signals the presence of the <code>OutputNonVerbalCommunication</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
NameFlag	This field, which is only present in the binary representation, signals the presence of the <code>Name</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
VerbalCommunicationType	Defines the verbal (voice and text) communication skills of the avatar.
NonVerbalCommunicationType	Defines the non-verbal (body gesture) communication skills of the avatar.
name	A user defined chain of characters used for addressing the <code>CommunicationType</code> element.
defaultLanguage	The native language of the avatar (ex. en for English, es for Spanish). The language shall be written according to the

	ISO 639 which describes the set of international standards that lists short codes for language names.) Note: defaultLanguage attribute specifies the avatar's preferred language for all the communication channels (it will be generally its native language). For each communication channel, other languages that override this preference can be specified.
--	---

NOTE Additional information about ISO 639 can be found in Annex D.

5.2.6.4 Examples

This example shows the description of avatar communication skills with the following semantics. The communication skills have a name of "Korean" which has the default language as "Korean". The preference of the primary input verbal communication is "Korean" as a language preferred for both voice and text. In addition, the secondary input verbal communication is English as a language with the preference of voice. As for the input non-verbal communication, "nod" is chosen for the complementary gesture. The preference of the primary output verbal communication is "Korean" as a language preferred for both voice and text. The secondary output verbal communication is "English" as a language with the preference of "voice". As for the output non-verbal communication, "nod" is chosen for the complementary gesture.

```
<vwoc:CommunicationSkills defaultLanguage="Korean" name="Korean">
  <vwoc:InputVerbalCommunication voice="preferred" text="preferred"
  language="Korean">
    <vwoc:SecondaryLanguage preference="voice" name="English"/>
  </vwoc:InputVerbalCommunication>
  <vwoc:InputNonVerbalCommunication complementaryGesture="nod"/>
  <vwoc:OutputVerbalCommunication voice="preferred" text="preferred"
  language="Korean">
    <vwoc:SecondaryLanguage preference="voice" name="English"/>
  </vwoc:OutputVerbalCommunication>
  <vwoc:OutputNonVerbalCommunication complementaryGesture="nod"/>
</vwoc:CommunicationSkills>
```

5.2.6.5 VerbalCommunicationType

5.2.6.5.1 XML representation syntax

Diagram	
Source	<pre><complexType name="VerbalCommunicationType"> <sequence> <element name="SecondaryLanguage" type="vwoc:LanguageType" minOccurs="0" maxOccurs="unbounded"/> </sequence> <attribute name="voice" type="vwoc:communicationPreferenceLevelType"/> <attribute name="text" type="vwoc:communicationPreferenceLevelType"/> <attribute name="language" type="language"/> </complexType></pre>

5.2.6.5.2 Binary representation syntax

VerbalCommunicationType{	Number of bits	Mnemonic
VoiceFlag	1	bslbf
TextFlag	1	bslbf
LanguageFlag	1	bslbf
SecondaryLanguageFlag	1	bslbf
if(VoiceFlag){		
voice		communicationPreferenceLevelType
}		
if(TextFlag){		
text		communicationPreferenceLevelType
}		
if(LanguageFlag){		
language	See ISO 10646	UTF-8
}		
if(SecondaryLanguageFlag){		
NumSecondaryLanguage		
{ for(k=0; k<NumSecondaryLanguage; k++)		vluimsbf5
SecondaryLanguage[k]		LanguageType
}		
}		
}		

5.2.6.5.3 Semantics

Name	Definition
VerbalCommunicationType	Specifies the avatar's verbal communication skills. Voice and text can be defined as enabled, disabled or preferred in order to specify what the preferred verbal mode is and the availability of the other.
VoiceFlag	This field, which is only present in the binary representation, signals the presence of the <i>Voice</i> element. "1" means that the element shall be

	used. "0" means that the element shall not be used.
TextFlag	This field, which is only present in the binary representation, signals the presence of the Text element. "1" means that the element shall be used. "0" means that the element shall not be used.
PreferredLanguageFlag	This field, which is only present in the binary representation, signals the presence of the PreferredLanguage element. "1" means that the element shall be used. "0" means that the element shall not be used.
LanguageFlag	This field, which is only present in the binary representation, signals the presence of the Language element. "1" means that the element shall be used. "0" means that the element shall not be used.
PreferredLanguageLength	This field, which is only present in the binary representation, specifies the length of the following PreferredLanguage element.
SecondaryLanguage	Defines the preferred language for verbal communication according to the ISO 639 which describes the set of International Standards that lists short codes for language names.
voice	Defines if the avatar is able or prefers to speak when used for OutputVerbalCommunication and understand when used for InputVerbalCommunication.
text	Defines if the avatar is able or prefers to write when used for OutputVerbalCommunication and read when used for InputVerbalCommunication.
language	Defines the preferred language for verbal communication. If it is not specified, the value of the attribute defaultLanguage defined in the CommunicationSkills type will be applied.

5.2.6.6 LanguageType

5.2.6.6.1 XML representation syntax

Diagram	
Source	<pre><complexType name="LanguageType"> <attribute name="name" type="language" use="required"/> <attribute name="preference" type="vwoc:communicationPreferenceType" use="required"/> </complexType></pre>

5.2.6.6.2 Binary representation syntax

LanguageType {	Number of bits	Mnemonic
name	See ISO 10646	UTF-8
preference		communicationPreferenceType
}		

5.2.6.6.3 Semantics

Name	Definition
------	------------

LanguageType	Defines secondary communication skills for VerbalCommunication. In case it is not possible to use the preferred language (or the default language) defined for communicating with other avatar, these secondary languages will be applied.
name	String that specifies the name of the language (ex. en for English, es for Spanish...), according to the ISO 639 which describes the set of International Standards that lists short codes for language names.
preference	Define the preference for using the language in verbal communication: voice or text.

5.2.6.7 communicationPreferenceType

5.2.6.7.1 XML representation syntax

Source	<pre><simpleType name="communicationPreferenceType"> <restriction base="string"> <enumeration value="voice"/> <enumeration value="text"/> </restriction> </simpleType></pre>
--------	--

5.2.6.7.2 Binary representation syntax

communicationPreferenceType {	Number of bits	Mnemonic
communicationPreference	1	bslbf
}		

5.2.6.7.3 Semantics

Name	Definition
communicationPreferenceType	Defines the preferred level of communication of the avatar: voice or text. The binary representation of the type is defined as follows. (0: voice, 1: text)

5.2.6.8 communicationPreferenceLevelType

5.2.6.8.1 XML representation syntax

Source	<pre><simpleType name="communicationPreferenceLevelType"> <restriction base="string"> <enumeration value="preferred"/> <enumeration value="enabled"/> <enumeration value="disabled"/> </restriction> </simpleType></pre>
--------	--

5.2.6.8.2 Binary representation syntax

communicationPreferenceLevelType {	Number of bits	Mnemonic
------------------------------------	-----------------------	-----------------

communicationPreferenceLevel	2	bslbf
}		

5.2.6.8.3 Semantics

Name	Definition
communicationPreferenceLevelType	Defines the level of preference for each language that the avatar can speak/understand. This level can be: preferred, enabled or disabled. The binary representation of the type is defined as follows. (0: preferred, 1: enabled, 2: disabled, or 3: reserved)

5.2.6.9 NonVerbalCommunicationType

5.2.6.9.1 XML representation syntax

Diagram	
Source	<pre> <complexType name="NonVerbalCommunicationType"> <sequence> <element name="SignLanguage" type="vwoc:SignLanguageType" minOccurs="0" maxOccurs="unbounded"/> <element name="CuedSpeechCommunication" type="vwoc:SignLanguageType" minOccurs="0" maxOccurs="unbounded"/> </sequence> <attribute name="complementaryGesture" type="string" use="optional"/> </complexType> </pre>

5.2.6.9.2 Binary representation syntax

NonVerbalCommunicationType {	Number of bits	Mnemonic
SignLanguageFlag	1	bslbf
CuedSpeechCommunicationFlag	1	bslbf
complementaryGestureFlag	1	bslbf
if(SignLanguageFlag) {		
NumSignLanguage		vluimsbf5

for(k=0; k<NumSignLanguage; k++){		
SignLanguage[k]		SignLanguageType
}		
}		
if(CuedSpeechCommunicationFlag) {		
NumCuedSpeechCommunication		vluimsbf5
for(k=0; k<NumCuedSpeechCommunication; k++){		
CuedSpeechCommunication[k]		SignLanguageType
}		
}		
if(complementaryGestureFlag) {		
complementaryGesture	See ISO 10646	UTF-8
}		
}		

5.2.6.9.3 Semantics

Name	Definition
NonVerbalCommunicationType	Specifies the avatar's non-verbal communication skills.
SignLanguageFlag	This field, which is only present in the binary representation, signals the presence of the SignLanguage elements. "1" means that the elements shall be used. "0" means that the elements shall not be used.
CuedSpeechCommunicationFlag	This field, which is only present in the binary representation, signals the presence of the CuedSpeechCommunication elements. "1" means that the elements shall be used. "0" means that the elements shall not be used.
complementaryGestureFlag	This field, which is only present in the binary representation, signals the presence of the complementaryGeature attribute. "1" means that the attribute shall be used. "0" means that the attribute shall not be used.
NumSingLanguage	This field, which is only present in the binary representation, specifies the number of SignLanguage elements contained in the SignLanguage.
SignLanguage	Defines the sign languages that the avatar is able to perform when used for OutputVerbalCommunication and interpret when used for InputVerbalCommunication.
NumCuedSpeechCommunication	This field, which is only present in the binary representation, specifies the number of CuedSpeechCommunication elements contained in the CuedSpeechCommunication.
CuedSpeechCommunication	Defines the cued speech communications that the avatar is able to perform when used for OutputVerbalCommunication and interpret when used for InputVerbalCommunication.
complementaryGesture	Defines if the avatar is able to perform complementary gesture during

	output verbal communication.
--	------------------------------

5.2.6.10 SignLanguageType

5.2.6.10.1 XML representation syntax

Diagram	
Source	<pre><complexType name="SignLanguageType"> <attribute name="name" type="language" use="required"/> </complexType></pre>

5.2.6.10.2 Binary representation syntax

SignLanguageType {	Number of bits	Mnemonic
name	See ISO 10646	UTF-8
}		

5.2.6.10.3 Semantics

Name	Definition
SignLanguageType	Defines secondary communication skills for NonVerbalCommunication (sign or cued communication). In case it is not possible to use the preferred language (or the default language), these secondary languages will be applied.
name	Specifies the name of the language (ex. en for English, es for Spanish...), according to the ISO 639 which describes the set of International Standards that lists short codes for language names.

5.2.7 AvatarPersonalityType

5.2.7.1 XML representation syntax

Diagram	
Source	<pre><complexType name="AvatarPersonalityType"> <sequence></pre>

```

<element name="Openness" type="mpeg7:minusOneToOneType" minOccurs="0"/>
<element name="Agreeableness" type="mpeg7:minusOneToOneType" minOccurs="0"/>
<element name="Neuroticism" type="mpeg7:minusOneToOneType" minOccurs="0"/>
<element name="Extraversion" type="mpeg7:minusOneToOneType" minOccurs="0"/>
<element name="Conscientiousness" type="mpeg7:minusOneToOneType" minOccurs="0"/>
</sequence>
<attribute name="name" type="string"/>
</complexType>

```

5.2.7.2 Binary representation syntax

AvatarPersonalityType{	Number of bits	Mnemonic
OpennessFlag	1	bslbf
AgreeablenessFlag	1	bslbf
NeuroticismFlag	1	bslbf
ExtraversionFlag	1	bslbf
ConscientiousnessFlag	1	bslbf
NameFlag	1	bslbf
if(OpennessFlag){		
Openness	32	fsbf
}		
if(AgreeablenessFlag){		
Agreeableness	32	fsbf
}		
if(NeuroticismFlag){		
Neuroticism	32	fsbf
}		
if(ExtraversionFlag){		
Extraversion	32	fsbf
}		
if(ConscientiousnessFlag){		
Conscientiousness	32	fsbf
}		
if(NameFlag){		
name	See ISO 10646	UTF-8

}		
}		

5.2.7.3 Semantics

This tag (see Reference [3]) defines the personality of the avatar. This definition is based on the OCEAN model (see Reference [1]), consisting in a set of characteristics that personality is composed of. A combination of these characteristics is a specific personality. Therefore, an avatar contains a subtag for each attribute defined in OCEAN's model. They are: `openness`, `conscientiousness`, `extraversion`, `agreeableness` and `neuroticism`.

The purpose of this tag is to provide the possibility to define the avatar personality that is desired, and that the architecture of the virtual world can interpret as the inhabitant wishes. It would be able to adapt the avatar's verbal and non-verbal communication to this personality. Moreover, emotions and moods that could be provoked by virtual world events, avatar-avatar communication or the real time flow, will be modulated by this base personality.

Name	Definition
<code>AvatarPersonalityType</code>	A type that contains a set of descriptors defining the personality of the avatar.
<code>OpennessFlag</code>	This field, which is only present in the binary representation, signals the presence of the <code>Openness</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
<code>AgreeablenessFlag</code>	This field, which is only present in the binary representation, signals the presence of the <code>Agreeableness</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
<code>NeuroticismFlag</code>	This field, which is only present in the binary representation, signals the presence of the <code>Neuroticism</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
<code>ExtraversionFlag</code>	This field, which is only present in the binary representation, signals the presence of the <code>Extraversion</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
<code>ConscientiousnessFlag</code>	This field, which is only present in the binary representation, signals the presence of the <code>Conscientiousness</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
<code>NameFlag</code>	This field, which is only present in the binary representation, signals the presence of the <code>name</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
<code>Openness</code>	A value between -1 and 1 specifying the openness level of the personality.
<code>Agreeableness</code>	A value between -1 and 1 specifying the agreeableness level of the personality.
<code>Neuroticism</code>	A value between -1 and 1 specifying the neuroticism level of the personality.
<code>Extraversion</code>	A value between -1 and 1 specifying the extraversion level of the personality.
<code>Conscientiousness</code>	A value between -1 and 1 specifying the conscientiousness level of the personality.
<code>name</code>	A string value that specifies the name of personality.

5.2.8 AvatarControlFeaturesType

5.2.8.1 XML representation syntax

Diagram	
Source	<pre> <complexType name="AvatarControlFeaturesType"> <sequence> <element name="ControlBodyFeatures" type="vwoc:ControlBodyFeaturesType" minOccurs="0"/> <element name="ControlFaceFeatures" type="vwoc:ControlFaceFeaturesType" minOccurs="0"/> </sequence> <attribute name="name" type="string"/> </complexType> </pre>

5.2.8.2 Binary representation syntax

AvatarControlFeaturesType {	Number of bits	Mnemonic
ControlBodyFeaturesFlag	1	bslbf
ControlFaceFeaturesFlag	1	bslbf
if(ControlBodyFeaturesFlag){		
ControlBodyFeatures		ControlBodyFeaturesType
}		
if(ControlFaceFeaturesFlag){		
ControlFaceFeatures		ControlFaceFeaturesType
}		
if(NameFlag){		
name	See ISO 10646	UTF-8
}		
}		

5.2.8.3 Semantics

Name	Description
AvatarControlFeaturesType	A type that contains a set of descriptors defining possible place-holders for sensors on body skeleton and face feature points.
ControlBodyFeaturesFlag	This field, which is only present in the binary representation, signals the presence of the <code>ControlBodyFeatures</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.

ControlFaceFeaturesFlag	This field, which is only present in the binary representation, signals the presence of the <code>ControlFaceFeatures</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
NameFlag	This field, which is only present in the binary representation, signals the presence of the <code>name</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
ControlBodyFeatures	Set of elements that control moves of the body (bones).
ControlFaceFeatures	Set of elements that control moves of the face.
name	A string value that specifies the name of control features.

5.2.8.4 Examples

This example shows the description of controlling body and face features with the following semantics. The features control is given and works as a container.

```

<vwoc:ControlFeatures>
  <vwoc:ControlBodyFeatures>
    <vwoc:HeadBones name="urn:mpeg:mpeg-v:01-VWOC-HeadBonesCS-NS:skull"
alias="Head"/>
    ...
  </vwoc:ControlBodyFeatures>
  <vwoc:ControlFaceFeatures>
    <vwoc:HeadOutline>
      ...
    </vwoc:HeadOutline>
    ...
  </vwoc:ControlFaceFeatures>
</vwoc:ControlFeatures>

```

5.2.8.5 ControlBodyFeaturesType

5.2.8.5.1 XML representation syntax

Diagram	<pre> sequenceDiagram participant CBF as ControlBodyFeaturesType CBF-->>HB as vwoc:HeadBones CBF-->>UB as vwoc:UpperBodyBones CBF-->>DB as vwoc:DownBodyBones CBF-->>MB as vwoc:MiddleBodyBones </pre>
Source	<pre> <complexType name="ControlBodyFeaturesType"> <sequence> <element name="HeadBones" type="vwoc:ControlBodyFeaturesDescriptionType" minOccurs="0" maxOccurs="unbounded"/> <element name="UpperBodyBones" type="vwoc:ControlBodyFeaturesDescriptionType" minOccurs="0" maxOccurs="unbounded"/> <element name="DownBodyBones" type="vwoc:ControlBodyFeaturesDescriptionType" minOccurs="0" maxOccurs="unbounded"/> <element name="MiddleBodyBones" type="vwoc:ControlBodyFeaturesDescriptionType" minOccurs="0" maxOccurs="unbounded"/> </sequence> </complexType> </pre>

5.2.8.5.2 Binary representation syntax

ControlBodyFeaturesType{	Number of bits	Mnemonic
HeadBonesFlag	1	bslbf
UpperBodyBonesFlag	1	bslbf
DownBodyBonesFlag	1	bslbf
MiddleBodyBonesFlag	1	bslbf
if(HeadBonesFlag){		
NumHeadBones		vluimsbf5
for(k=0; k<HeadBones; k++){		
HeadBones[k]		ControlBodyFeaturesDescriptionType
}		
}		
if(UpperBodyBonesFlag){		
NumUpperBodyBones		vluimsbf5
for(k=0; k<NumUpperBodyBones; k++){		
UpperBodyBones[k]		ControlBodyFeaturesDescriptionType
}		
}		
if(DownBodyBonesFlag){		
NumDownBodyBones		vluimsbf5
for(k=0; k<NumDownBodyBones; k++){		
DownBodyBones[k]		ControlBodyFeaturesDescriptionType
}		
}		
if(MiddleBodyBonesFlag){		
NumMiddleBodyBones		vluimsbf5

for(k=0; k<NumMiddleBodyBones; k++){		
MiddleBodyBones[k]		ControlBodyFeaturesDescriptionType
}		
}		
}		

5.2.8.5.3 Semantics

Name	Description (Compare with Human Bones)																																
ControlBodyFeaturesType	A type that contains a set of descriptors defining possible place-holders for sensors on body skeleton.																																
HeadBonesFlag	This field, which is only present in the binary representation, signals the presence of the HeadBones element. "1" means that the element shall be used. "0" means that the element shall not be used.																																
UpperBodyBonesFlag	This field, which is only present in the binary representation, signals the presence of the UpperBodyBones element. "1" means that the element shall be used. "0" means that the element shall not be used.																																
DownBodyBonesFlag	This field, which is only present in the binary representation, signals the presence of the DownBodyBones element. "1" means that the element shall be used. "0" means that the element shall not be used.																																
MiddleBodyBonesFlag	This field, which is only present in the binary representation, signals the presence of the MiddleBodyBones element. "1" means that the element shall be used. "0" means that the element shall not be used.																																
NumHeadBones	This field, which is only present in the binary representation, specifies the number of HeadBones elements contained in the ControlBodyFeaturesType.																																
HeadBones	Set of bones on the head: a list of the head bones is included in a classification scheme (CS) term. A CS that may be used for this purpose is the HeadBonesCS defined in ISO/IEC 23005-6, A.2.12.1. The binary representation of the HeadBonesCS is also defined in the same Annex. <table> <tr> <th>name</th><th>description</th></tr> <tr><td>cervicalVertebrae7</td><td>Cervical vertebrae 7</td></tr> <tr><td>cervicalVertebrae6</td><td>Cervical vertebrae 6</td></tr> <tr><td>cervicalVertebrae5</td><td>Cervical vertebrae 5</td></tr> <tr><td>cervicalVertebrae4</td><td>Cervical vertebrae 4</td></tr> <tr><td>cervicalVertebrae3</td><td>Cervical vertebrae 3</td></tr> <tr><td>cervicalVertebrae2</td><td>Cervical vertebrae 2</td></tr> <tr><td>cervicalVertebrae1</td><td>Cervical vertebrae 1</td></tr> <tr><td>skull</td><td>Skull</td></tr> <tr><td>lEyelid</td><td>Left eyelid</td></tr> <tr><td>rEyelid</td><td>Right eyelid</td></tr> <tr><td>lEyeball</td><td>Left eyeball</td></tr> <tr><td>rEyeball</td><td>Right eyeball</td></tr> <tr><td>lEyebrow</td><td>Left eyebrow</td></tr> <tr><td>rEyebrow</td><td>Right eyebrow</td></tr> <tr><td>jaw</td><td>Jaw</td></tr> </table>	name	description	cervicalVertebrae7	Cervical vertebrae 7	cervicalVertebrae6	Cervical vertebrae 6	cervicalVertebrae5	Cervical vertebrae 5	cervicalVertebrae4	Cervical vertebrae 4	cervicalVertebrae3	Cervical vertebrae 3	cervicalVertebrae2	Cervical vertebrae 2	cervicalVertebrae1	Cervical vertebrae 1	skull	Skull	lEyelid	Left eyelid	rEyelid	Right eyelid	lEyeball	Left eyeball	rEyeball	Right eyeball	lEyebrow	Left eyebrow	rEyebrow	Right eyebrow	jaw	Jaw
name	description																																
cervicalVertebrae7	Cervical vertebrae 7																																
cervicalVertebrae6	Cervical vertebrae 6																																
cervicalVertebrae5	Cervical vertebrae 5																																
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rEyeball	Right eyeball																																
lEyebrow	Left eyebrow																																
rEyebrow	Right eyebrow																																
jaw	Jaw																																
NumUpperBodyBones	This field, which is only present in the binary representation, specifies the number of UpperBodyBones elements contained in the ControlBodyFeaturesType.																																
UpperBodyBones	Set of bones on the upper part of the body, mainly arms and hands bones: a list of the upper body bones is included in a classification scheme (CS) term. A CS that may be used for this purpose is the UpperBodyBonesCS defined in																																

Name	Description (Compare with Human Bones)																																																																																																										
	ISO/IEC 23005-6, A.2.12.2. The binary representation of the UpperBodyBonesCS is also defined in the same Annex. <table> <tr> <th>name</th><th>description</th></tr> <tr><td>lClavicle</td><td>Left clavicle</td></tr> <tr><td>lScapulae</td><td>Left scapulae</td></tr> <tr><td>lHumerus</td><td>Left humerus</td></tr> <tr><td>lRadius</td><td>Left radius</td></tr> <tr><td>lWrist</td><td>Left wrist</td></tr> <tr><td>lHand</td><td>Left hand</td></tr> <tr><td>lThumb</td><td>Left thumb metacarpal</td></tr> <tr><td>lPhalanges1</td><td>Left Phalanges1</td></tr> <tr><td>lThumb2</td><td>Left thumb</td></tr> <tr><td>lPhalanges2</td><td>Left Phalanges2</td></tr> <tr><td>lIndex</td><td>Left index metacarpal</td></tr> <tr><td>lPhalanges3</td><td>Left Phalanges3</td></tr> <tr><td>lPhalanges4</td><td>Left Phalanges4</td></tr> <tr><td>lPhalanges5</td><td>Left Phalanges5</td></tr> <tr><td>lMiddle</td><td>Left middle metacarpal</td></tr> <tr><td>lPhalanges6</td><td>Left Phalanges6</td></tr> <tr><td>lPhalanges7</td><td>Left Phalanges7</td></tr> <tr><td>lPhalanges8</td><td>Left Phalanges8</td></tr> <tr><td>lRing</td><td>Left ring metacarpal</td></tr> <tr><td>lPhalanges9</td><td>Left Phalanges9</td></tr> <tr><td>lPhalanges10</td><td>Left Phalanges10</td></tr> <tr><td>lPhalanges11</td><td>Left Phalanges11</td></tr> <tr><td>lPinky</td><td>Left pinky metacarpal</td></tr> <tr><td>lPhalanges12</td><td>Left Phalanges12</td></tr> <tr><td>lPhalanges13</td><td>Left Phalanges13</td></tr> <tr><td>lPhalanges14</td><td>Left Phalanges14</td></tr> <tr><td>rClavicle</td><td>Right clavicle</td></tr> <tr><td>rScapulae</td><td>Right scapulae</td></tr> <tr><td>rHumerus</td><td>Right humerus</td></tr> <tr><td>rRadius</td><td>Right radius</td></tr> <tr><td>rWrist</td><td>Right wrist</td></tr> <tr><td>rHand</td><td>Right hand</td></tr> <tr><td>rThumb</td><td>Right thumb Metacarpal</td></tr> <tr><td>rPhalanges1</td><td>Right Phalanges1</td></tr> <tr><td>rThumb2</td><td>Right thumb</td></tr> <tr><td>rPhalanges2</td><td>Right Phalanges2</td></tr> <tr><td>rIndex</td><td>Right index metacarpal</td></tr> <tr><td>rPhalanges3</td><td>Right Phalanges3</td></tr> <tr><td>rPhalanges4</td><td>Right Phalanges4</td></tr> <tr><td>rPhalanges5</td><td>Right Phalanges5</td></tr> <tr><td>rMiddle</td><td>Right middle metacarpal</td></tr> <tr><td>rPhalanges6</td><td>Right Phalanges6</td></tr> <tr><td>rPhalanges7</td><td>Right Phalanges7</td></tr> <tr><td>rPhalanges8</td><td>Right Phalanges8</td></tr> <tr><td>rRing</td><td>Right ring metacarpal</td></tr> <tr><td>rPhalanges9</td><td>Right Phalanges9</td></tr> <tr><td>rPhalanges10</td><td>Right Phalanges10</td></tr> <tr><td>rPhalanges11</td><td>Right Phalanges11</td></tr> <tr><td>rPinky</td><td>Right pinky metacarpal</td></tr> <tr><td>rPhalanges12</td><td>Right Phalanges12</td></tr> <tr><td>rPhalanges13</td><td>Right Phalanges13</td></tr> <tr><td>rPhalanges14</td><td>Right Phalanges14</td></tr> </table>	name	description	lClavicle	Left clavicle	lScapulae	Left scapulae	lHumerus	Left humerus	lRadius	Left radius	lWrist	Left wrist	lHand	Left hand	lThumb	Left thumb metacarpal	lPhalanges1	Left Phalanges1	lThumb2	Left thumb	lPhalanges2	Left Phalanges2	lIndex	Left index metacarpal	lPhalanges3	Left Phalanges3	lPhalanges4	Left Phalanges4	lPhalanges5	Left Phalanges5	lMiddle	Left middle metacarpal	lPhalanges6	Left Phalanges6	lPhalanges7	Left Phalanges7	lPhalanges8	Left Phalanges8	lRing	Left ring metacarpal	lPhalanges9	Left Phalanges9	lPhalanges10	Left Phalanges10	lPhalanges11	Left Phalanges11	lPinky	Left pinky metacarpal	lPhalanges12	Left Phalanges12	lPhalanges13	Left Phalanges13	lPhalanges14	Left Phalanges14	rClavicle	Right clavicle	rScapulae	Right scapulae	rHumerus	Right humerus	rRadius	Right radius	rWrist	Right wrist	rHand	Right hand	rThumb	Right thumb Metacarpal	rPhalanges1	Right Phalanges1	rThumb2	Right thumb	rPhalanges2	Right Phalanges2	rIndex	Right index metacarpal	rPhalanges3	Right Phalanges3	rPhalanges4	Right Phalanges4	rPhalanges5	Right Phalanges5	rMiddle	Right middle metacarpal	rPhalanges6	Right Phalanges6	rPhalanges7	Right Phalanges7	rPhalanges8	Right Phalanges8	rRing	Right ring metacarpal	rPhalanges9	Right Phalanges9	rPhalanges10	Right Phalanges10	rPhalanges11	Right Phalanges11	rPinky	Right pinky metacarpal	rPhalanges12	Right Phalanges12	rPhalanges13	Right Phalanges13	rPhalanges14	Right Phalanges14
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rPhalanges14	Right Phalanges14																																																																																																										
NumDownBodyBones	This field, which is only present in the binary representation, specifies the number of DownBodyBones elements contained in the ControlBodyFeaturesType.																																																																																																										
DownBodyBones	Set of bones on the down part of the body, mainly legs and foot bones: a list of																																																																																																										

Name	Description (Compare with Human Bones)																																								
	the down body bones is included in a classification scheme (CS) term. A CS that may be used for this purpose is the <code>DownBodyBonesCS</code> defined in ISO/IEC 23005-6, A.2.12.3. The binary representation of the <code>DownBodyBonesCS</code> is also defined in the same Annex. <table> <tr> <th>name</th><th>Description</th></tr> <tr><td>lFemur</td><td>Left femur</td></tr> <tr><td>lPatella</td><td>Left patella (knee bone)</td></tr> <tr><td>lTibia</td><td>Left tibia (femur in front)</td></tr> <tr><td>lFibulae</td><td>Left fibulae</td></tr> <tr><td>lTarsals1</td><td>Left tarsals1</td></tr> <tr><td>lTarsals2</td><td>Left tarsals2 (7 are all)</td></tr> <tr><td>lMetaTarsals</td><td>Left metatarsals (5) (foot parts)</td></tr> <tr><td>lPhalanges</td><td>Left Phalanges (1 - 14) (foot parts)</td></tr> <tr><td>rFemur</td><td>Right femur</td></tr> <tr><td>rPatella</td><td>Right patella (knee bone)</td></tr> <tr><td>rTibia</td><td>Right tibia (femur in front)</td></tr> <tr><td>rFibulae</td><td>Right fibulae</td></tr> <tr><td>rTarsals1</td><td>Right tarsals1 (parts of ankle)</td></tr> <tr><td>rTarsals2</td><td>Right tarsals2 (7 are all)</td></tr> <tr><td>rMetaTarsals</td><td>Right metatarsals (5) (foot parts)</td></tr> <tr><td>rPhalanges</td><td>Right Phalanges (1 - 14) (foot parts)</td></tr> </table>	name	Description	lFemur	Left femur	lPatella	Left patella (knee bone)	lTibia	Left tibia (femur in front)	lFibulae	Left fibulae	lTarsals1	Left tarsals1	lTarsals2	Left tarsals2 (7 are all)	lMetaTarsals	Left metatarsals (5) (foot parts)	lPhalanges	Left Phalanges (1 - 14) (foot parts)	rFemur	Right femur	rPatella	Right patella (knee bone)	rTibia	Right tibia (femur in front)	rFibulae	Right fibulae	rTarsals1	Right tarsals1 (parts of ankle)	rTarsals2	Right tarsals2 (7 are all)	rMetaTarsals	Right metatarsals (5) (foot parts)	rPhalanges	Right Phalanges (1 - 14) (foot parts)						
name	Description																																								
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NumMiddleBodyBones	This field, which is only present in the binary representation, specifies the number of <code>MiddleBodyBones</code> elements contained in the <code>ControlBodyFeaturesType</code> .																																								
MiddleBodyBones	Set of bones on the middle part of the body, torso: a list of the middle body bones is included in a classification scheme (CS) term. A CS that may be used for this purpose is the <code>MiddleBodyBonesCS</code> defined in ISO/IEC 23005-6, A.2.12.4. The binary representation of the <code>MiddleBodyBonesCS</code> is also defined in the same Annex. <table> <tr> <th>Name</th><th>Description</th></tr> <tr><td>sacrum</td><td>Sacrum</td></tr> <tr><td>pelvis</td><td>Pelvis</td></tr> <tr><td>lumbarVertebrae5</td><td>Lumbar vertebrae 5</td></tr> <tr><td>lumbarVertebrae4</td><td>Lumbar vertebrae 4</td></tr> <tr><td>lumbarVertebrae3</td><td>Lumbar vertebrae 3</td></tr> <tr><td>lumbarVertebrae2</td><td>Lumbar vertebrae 2</td></tr> <tr><td>lumbarVertebrae1</td><td>Lumbar vertebrae 1</td></tr> <tr><td>thoracicVertebrae12</td><td>Thoracic vertebrae 12</td></tr> <tr><td>thoracicVertebrae11</td><td>Thoracic vertebrae 11</td></tr> <tr><td>thoracicVertebrae10</td><td>Thoracic vertebrae 10</td></tr> <tr><td>thoracicVertebrae9</td><td>Thoracic vertebrae 9</td></tr> <tr><td>thoracicVertebrae8</td><td>Thoracic vertebrae 8</td></tr> <tr><td>thoracicVertebrae7</td><td>Thoracic vertebrae 7</td></tr> <tr><td>thoracicVertebrae6</td><td>Thoracic vertebrae 6</td></tr> <tr><td>thoracicVertebrae5</td><td>Thoracic vertebrae 5</td></tr> <tr><td>thoracicVertebrae4</td><td>Thoracic vertebrae 4</td></tr> <tr><td>thoracicVertebrae3</td><td>Thoracic vertebrae 3</td></tr> <tr><td>thoracicVertebrae2</td><td>Thoracic vertebrae 2</td></tr> <tr><td>thoracicVertebrae1</td><td>Thoracic vertebrae 1</td></tr> </table>	Name	Description	sacrum	Sacrum	pelvis	Pelvis	lumbarVertebrae5	Lumbar vertebrae 5	lumbarVertebrae4	Lumbar vertebrae 4	lumbarVertebrae3	Lumbar vertebrae 3	lumbarVertebrae2	Lumbar vertebrae 2	lumbarVertebrae1	Lumbar vertebrae 1	thoracicVertebrae12	Thoracic vertebrae 12	thoracicVertebrae11	Thoracic vertebrae 11	thoracicVertebrae10	Thoracic vertebrae 10	thoracicVertebrae9	Thoracic vertebrae 9	thoracicVertebrae8	Thoracic vertebrae 8	thoracicVertebrae7	Thoracic vertebrae 7	thoracicVertebrae6	Thoracic vertebrae 6	thoracicVertebrae5	Thoracic vertebrae 5	thoracicVertebrae4	Thoracic vertebrae 4	thoracicVertebrae3	Thoracic vertebrae 3	thoracicVertebrae2	Thoracic vertebrae 2	thoracicVertebrae1	Thoracic vertebrae 1
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5.2.8.5.4 Examples

This example shows the description of controlling body features with the following semantics. The body features control maps the user defined body feature points to the placeholders. The following set of the feature points are mapped to the placeholders defined in the semantics.

Name of Placeholder	User defined features
sacrum	Hip
pelvis	Abdomen
lFemur	LThigh
lTibia (femur in front)	LShin
lFibulae	LFoot
rFemur	RThigh
rTibia (femur in front)	RShin
rFibulae	RFoot
thoracicVertebrae1	Chest
cervicalVertebrae1	Neck
skull	Head
lClavicle	LCollar
lHumerus	LShldr
lRadius	LForeArm
lHand	LHand
rClavicle	RCollar
rHumerus	RShldr
rRadius	RForeArm
rHand	RHand

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<vwoc:ControlFeatures>
  <vwoc:ControlBodyFeatures>
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alias="Head"/>
    <vwoc:HeadBones name="urn:mpeg:mpeg-v:01-VWOC-HeadBonesCS-
NS:cervicalVerbael" alias="Neck"/>
    <vwoc:UpperBodyBones name="urn:mpeg:mpeg-v:01-VWOC-UpperBodyBonesCS-
NS:lClavicle" alias="LCollar"/>
    <vwoc:UpperBodyBones name="urn:mpeg:mpeg-v:01-VWOC-UpperBodyBonesCS-
NS:lHumerus" alias="LShldr"/>
    <vwoc:UpperBodyBones name="urn:mpeg:mpeg-v:01-VWOC-UpperBodyBonesCS-
NS:lRadius" alias="LForeArm"/>
    <vwoc:UpperBodyBones name="urn:mpeg:mpeg-v:01-VWOC-UpperBodyBonesCS-
NS:lHand" alias="LHand"/>
    <vwoc:UpperBodyBones name="urn:mpeg:mpeg-v:01-VWOC-UpperBodyBonesCS-
NS:rClavicle" alias="RCollar"/>
    <vwoc:UpperBodyBones name="urn:mpeg:mpeg-v:01-VWOC-UpperBodyBonesCS-
NS:rHumerus" alias="RShldr"/>
    <vwoc:UpperBodyBones name="urn:mpeg:mpeg-v:01-VWOC-UpperBodyBonesCS-
NS:rRadius" alias="RForeArm"/>
    <vwoc:UpperBodyBones name="urn:mpeg:mpeg-v:01-VWOC-UpperBodyBonesCS-
NS:rHand" alias="RHand"/>
    <vwoc:DownBodyBones name="urn:mpeg:mpeg-v:01-VWOC-DownBodyBonesCS-
NS:lFemur" alias="LThigh"/>
    <vwoc:DownBodyBones name="urn:mpeg:mpeg-v:01-VWOC-DownBodyBonesCS-
NS:lTibia" alias="LShin"/>
    <vwoc:DownBodyBones name="urn:mpeg:mpeg-v:01-VWOC-DownBodyBonesCS-
NS:lFibulae" alias="LFoot"/>
    <vwoc:DownBodyBones name="urn:mpeg:mpeg-v:01-VWOC-DownBodyBonesCS-
NS:rFemur" alias="RThigh"/>

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    <vwoc:DownBodyBones name="urn:mpeg:mpeg-v:01-VWOC-DownBodyBonesCS-
NS:rTibia" alias="RShin"/>
    <vwoc:DownBodyBones name="urn:mpeg:mpeg-v:01-VWOC-DownBodyBonesCS-
NS:rFibulae" alias="RFoot"/>
    <vwoc:MiddleBodyBones name="urn:mpeg:mpeg-v:01-VWOC-MiddleBodyBonesCS-
NS:sacrum" alias="Hip"/>
    <vwoc:MiddleBodyBones name="urn:mpeg:mpeg-v:01-VWOC-MiddleBodyBonesCS-
NS:pelvis" alias="Abdomen"/>
    <vwoc:MiddleBodyBones name="urn:mpeg:mpeg-v:01-VWOC-MiddleBodyBonesCS-
NS:thoracicVertebrae1" alias="Chest"/>
  </vwoc:ControlBodyFeatures>
</vwoc:ControlFeatures>

```

5.2.8.6 ControlBodyFeaturesDescriptionType

5.2.8.6.1 XML representation syntax

Diagram	
Source	<pre> <complexType name="ControlBodyFeaturesDescriptionType"> <attribute name="name" type="mpeg7:termReferenceType" use="required"/> <attribute name="alias" type="string" use="required"/> </complexType> </pre>

5.2.8.6.2 Binary representation syntax

ControlBodyFeaturesDescriptionType {	Number of bits	Mnemonic
TypeOfBodyFeature	3	bslbf
name	8	Number of bits are defined by the type of body feature as a reference to classification scheme
alias	See ISO 10646	UTF-8
}		

5.2.8.6.3 Semantics

Name	Definition
ControlBodyFeaturesDescriptionType	A type that contains the name and its alias of a body feature.
TypeOfBodyFeature	This field, which is only present in the binary representation, describes a type of body features as one of the classification schemes (CSs). The CSs that may be used for this purpose is defined in ISO/IEC 23005-6, A.2.12.

	Type of Body Feature	Binary representation for sensor type (3 bits)
	HeadBonesCS	000
	UpperBodyBonesCS	001
	DownBodyBonesCS	010
	MiddleBodyBonesCS	011
	Reserved	100-111
name	Describes a type of body features as a reference to classification scheme (CS) term. The CSs that may be used for this purpose is defined in ISO/IEC 23005-6, A.2.12.	
alias	Describes the name of a specific body feature type.	

5.2.8.7 ControlFaceFeaturesType

5.2.8.7.1 XML representation syntax

Diagram	<pre> classDiagram class ControlFaceFeaturesType { name + vwoc:HeadOutline + vwoc:LeftEyeOutline + vwoc:RightEyeOutline + vwoc:MouthLipOutline + vwoc:NoseOutline + vwoc:LeftEyeBrowOutline + vwoc:RightEyeBrowOutline + vwoc:LeftEarOutline + vwoc:RightEarOutline + vwoc:FacePoints + vwoc:MiscellaneousPoints } </pre>
Source	<pre> <complexType name="ControlFaceFeaturesType"> <sequence> <element name="HeadOutline" type="vwoc:OutlineType" minOccurs="0"/> <element name="LeftEyeOutline" type="vwoc:OutlineType" minOccurs="0"/> <element name="RightEyeOutline" type="vwoc:OutlineType" minOccurs="0"/> <element name="MouthLipOutline" type="vwoc:OutlineType" minOccurs="0"/> <element name="NoseOutline" type="vwoc:OutlineType" minOccurs="0"/> <element name="LeftEyeBrowOutline" type="vwoc:Outline4PointsType" minOccurs="0"/> <element name="RightEyeBrowOutline" type="vwoc:Outline4PointsType" minOccurs="0"/> <element name="LeftEarOutline" type="vwoc:Outline4PointsType" minOccurs="0"/> <element name="RightEarOutline" type="vwoc:Outline4PointsType" minOccurs="0"/> <element name="FacePoints" type="vwoc:OutlineType" minOccurs="0"/> <element name="MiscellaneousPoints" type="vwoc:OutlineType" minOccurs="0"/> </sequence> </complexType> </pre>

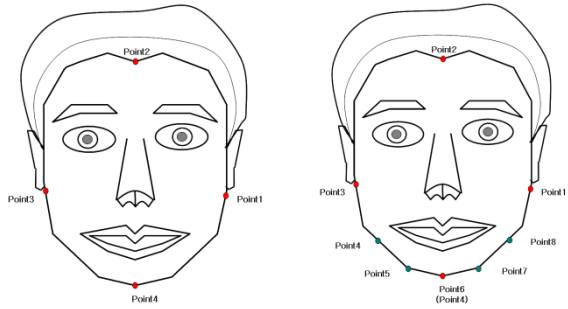
	<pre> <element name="MiscellaneousPoints" type="vwoc:PointType" minOccurs="0" maxOccurs="unbounded"/> </sequence> <attribute name="name" type="string"/> </complexType> </pre>
--	--

5.2.8.7.2 Binary representation syntax

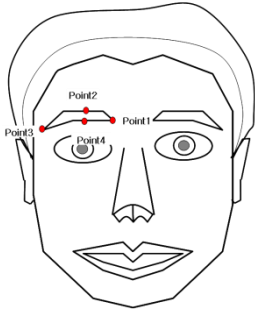
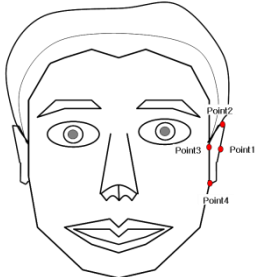
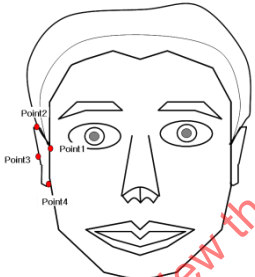
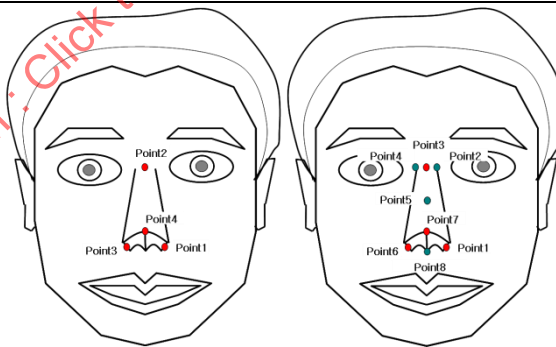
ControlFaceFeaturesType {	Number of bits	Mnemonic
HeadOutlineFlag	1	bslbf
LeftEyeOutlineFlag	1	bslbf
RightEyeOutlineFlag	1	bslbf
MouthLipOutlineFlag	1	bslbf
NoseOutlineFlag	1	bslbf
LeftEyeBrowOutlineFlag	1	bslbf
RightEyeBrowOutlineFlag	1	bslbf
LeftEarOutlineFlag	1	bslbf
RightEarOutlineFlag	1	bslbf
FacePointsFlag	1	bslbf
MiscellaneousPointsFlag	1	bslbf
NameFlag	1	bslbf
if(HeadOutlineFlag){		
HeadOutline		OutlineType
}		
if(LeftEyeOutlineFlag){		
LeftEyeOutline		OutlineType
}		
if(RightEyeOutlineFlag){		
RightEyeOutline		OutlineType
}		
if(MouthLipOutlineFlag){		
MouthLipOutline		OutlineType

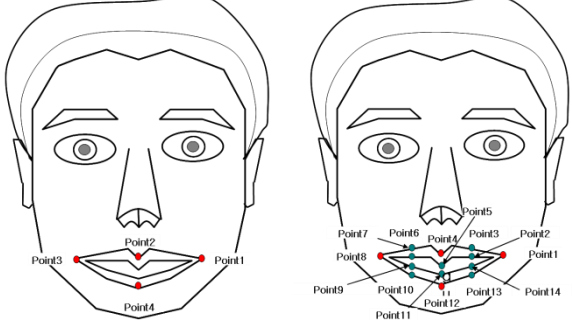
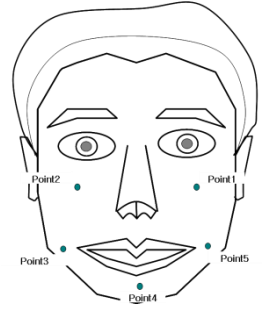
}		
if(NoseOutlineFlag){		
NoseOutline		OutlineType
}		
if(LeftEyeBrowOutlineFlag){		
LeftEyeBrowOutline		Outline4PointsType
}		
if(RightEyeBrowOutlineFlag){		
RightEyeBrowOutline		Outline4PointsType
}		
if(LeftEarOutlineFlag){		
LeftEarOutline		Outline4PointsType
}		
if(RightEarOutlineFlag){		
RightEarOutline		Outline4PointsType
}		
if(FacePointsFlag){		
FacePoints		OutlineType
}		
if(MiscellaneousPointsFlag){		
LoopMiscellaneousPoints		vluimsbf5
for(k=0;k< LoopMiscellaneousPoints;k++){		
MiscellaneousPoints[k]		PointType
}		
}		
if(NameFlag){		
name	See ISO 10646	UTF-8
}		
}		

5.2.8.7.3 Semantics

Name	Description				
ControlFaceFeaturesType	A type that contains the name and its alias of a face feature.				
HeadOutlineFlag	This field, which is only present in the binary representation, signals the presence of the HeadOutline element. "1" means that the element shall be used. "0" means that the element shall not be used.				
LeftEyeOutlineFlag	This field, which is only present in the binary representation, signals the presence of the LeftEyeOutline element. "1" means that the element shall be used. "0" means that the element shall not be used.				
RightEyeOutlineFlag	This field, which is only present in the binary representation, signals the presence of the RightEyeOutline element. "1" means that the element shall be used. "0" means that the element shall not be used.				
MouthLipOutlineFlag	This field, which is only present in the binary representation, signals the presence of the MouthLipOutline element. "1" means that the element shall be used. "0" means that the element shall not be used.				
NoseOutlineFlag	This field, which is only present in the binary representation, signals the presence of the NoseOutline element. "1" means that the element shall be used. "0" means that the element shall not be used.				
LeftEyeBrowOutlineFlag	This field, which is only present in the binary representation, signals the presence of the LeftEyeBrowOutline element. "1" means that the element shall be used. "0" means that the element shall not be used.				
RightEyeBrowOutlineFlag	This field, which is only present in the binary representation, signals the presence of the RightEyeBrowOutline element. "1" means that the element shall be used. "0" means that the element shall not be used.				
LeftEarOutlineFlag	This field, which is only present in the binary representation, signals the presence of the LeftEarOutline element. "1" means that the element shall be used. "0" means that the element shall not be used.				
RightEarOutlineFlag	This field, which is only present in the binary representation, signals the presence of the RightEarOutline element. "1" means that the element shall be used. "0" means that the element shall not be used.				
FacePointsFlag	This field, which is only present in the binary representation, signals the presence of the FacePoints element. "1" means that the element shall be used. "0" means that the element shall not be used.				
MiscellaneousPointsFlag	This field, which is only present in the binary representation, signals the presence of the MiscellaneousPoints element. "1" means that the element shall be used. "0" means that the element shall not be used.				
NameFlag	This field, which is only present in the binary representation, signals the presence of the Name attribute. "1" means that the element shall be used. "0" means that the element shall not be used.				
HeadOutline	 Describes the outline of the head. The red dots in the figure on the left-hand side represent the points forming the basic outline. The additional 4 green points and the red dots on the right-hand side in the above figure form the high-resolution outline of the head. <table> <tr> <th>Name</th><th>Description</th></tr> <tr> <td>Outline4points</td><td>Describes a basic outline of the head.</td></tr> </table>	Name	Description	Outline4points	Describes a basic outline of the head.
Name	Description				
Outline4points	Describes a basic outline of the head.				

	Outline8points Describes the extended outline of the head for the higher resolution outline of the head with 8 points.						
LeftEyeOutline	Describes the outline of the left eye. The red dots in the figure on the left-hand side represent the points forming the basic outline. The additional 4 green points and the red dots in the above figure on the right-hand side form the high-resolution outline. <table> <tr> <th>Name</th><th>Description</th></tr> <tr> <td>Outline4points</td><td>Describes a basic outline of the left eye.</td></tr> <tr> <td>Outline8points</td><td>Describes the extended outline of the left for the higher resolution outline of the head with 8 points.</td></tr> </table>	Name	Description	Outline4points	Describes a basic outline of the left eye.	Outline8points	Describes the extended outline of the left for the higher resolution outline of the head with 8 points.
Name	Description						
Outline4points	Describes a basic outline of the left eye.						
Outline8points	Describes the extended outline of the left for the higher resolution outline of the head with 8 points.						
RightEyeOutline	Describes the outline of the right eye. The red dots in the figure on the left-hand side represent the points forming the basic outline. The additional 4 green points and the red dots in the above figure on the right-hand side form the high-resolution outline. <table> <tr> <th>Name</th><th>Description</th></tr> <tr> <td>Outline4points</td><td>Describes a basic outline of the right eye.</td></tr> <tr> <td>Outline8points</td><td>Describes the extended outline of the left for the higher resolution outline of the head with 8 points.</td></tr> </table>	Name	Description	Outline4points	Describes a basic outline of the right eye.	Outline8points	Describes the extended outline of the left for the higher resolution outline of the head with 8 points.
Name	Description						
Outline4points	Describes a basic outline of the right eye.						
Outline8points	Describes the extended outline of the left for the higher resolution outline of the head with 8 points.						
LeftEyeBrowOutline	Describes the outline of the left eyebrow.						

RightEyeBrowOutline	 Describes the outline of the right eyebrow.						
LeftEarOutline	 Describes the outline of the left ear.						
RightEarOutline	 Describes the outline of the right ear.						
NoseOutline	 Describes the basic outline of the nose. The red dots represent the points forming the basic outline. The red dots in the figure on the left-hand side represent the points forming the basic outline. The additional 4 green points and the red dots in the above figure on the right-hand side form the high-resolution outline. <table border="1"> <thead> <tr> <th>Name</th><th>Description</th></tr> </thead> <tbody> <tr> <td>Outline4points</td><td>Describes a basic outline of the nose.</td></tr> <tr> <td>Outline8points</td><td>Describes the extended outline of the left for the higher resolution outline of the nose with 8 points.</td></tr> </tbody> </table>	Name	Description	Outline4points	Describes a basic outline of the nose.	Outline8points	Describes the extended outline of the left for the higher resolution outline of the nose with 8 points.
Name	Description						
Outline4points	Describes a basic outline of the nose.						
Outline8points	Describes the extended outline of the left for the higher resolution outline of the nose with 8 points.						

MouthLipOutline	 Describes the outline of the mouth lips. The red dots represent the points forming the basic outline. The red dots in the figure on the left-hand side represent the points forming the basic outline. The additional 10 green points and the red dots in the above figure on the right-hand side form the high-resolution outline. <table border="1"> <thead> <tr> <th>Name</th><th>Description</th></tr> </thead> <tbody> <tr> <td>Outline4points</td><td>Describes a basic outline of the mouth lips.</td></tr> <tr> <td>Outline14points</td><td>Describes the extended outline of the left for the higher resolution outline of the head with 14 points.</td></tr> </tbody> </table>	Name	Description	Outline4points	Describes a basic outline of the mouth lips.	Outline14points	Describes the extended outline of the left for the higher resolution outline of the head with 14 points.
Name	Description						
Outline4points	Describes a basic outline of the mouth lips.						
Outline14points	Describes the extended outline of the left for the higher resolution outline of the head with 14 points.						
FacePoints	 The green dots form a high-resolution facial expression.						
LoopMiscellaneousPoints	This field, which is only present in the binary representation, specifies the number of miscellaneous points.						
MiscellaneousPoints	Describes any arbitrary feature points which can be placed and defined for an advanced facial feature control.						
name	The name of the face control configuration.						
PointType	An abstract type providing root for two different point types, which are LogicalPointType and Physical3DPointType for specifying a feature point for face feature control.						

5.2.8.7.4 Examples

This example shows the description of controlling face features with the following semantics. The face features control maps the user defined face feature points to the placeholders. The following sets of the feature points are mapped to the placeholders defined in the semantics.

Name of Placeholder		User defined features	
HeadOutline	Point1	Head	HeadLeft
	Point2		HeadTop
	Point3		HeadRight
	Point4		HeadDown
LeftEyeOutline	Point1	Leye	LeyeLeft
	Point2		LeyeTop
	Point3		LeyeRight
	Point4		LeyeDown
RightEyeOutline	Point1	Reye	ReyeLeft
	Point2		ReyeTop
	Point3		ReyeRight
	Point4		ReyeDown

MouthLipOutline	Point1	Lips	LipsLeft
	Point2		LipsTop
	Point3		LipsRight
	Point4		LipsDown
NoseOutline	Point1	Nose	NoseLeft
	Point2		NoseTop
	Point3		NoseRight
	Point4		NoseDown

```

<vwoc:ControlFaceFeatures name="LogicalPointBasedFace">
  <vwoc:HeadOutline>
    <vwoc:Outline4Points>
      <vwoc:Point1 xsi:type="vwoc:LogicalPointType" name="HeadLeft"/>
      <vwoc:Point2 xsi:type="vwoc:LogicalPointType" name="HeadTop"/>
      <vwoc:Point3 xsi:type="vwoc:LogicalPointType" name="HeadRight"/>
      <vwoc:Point4 xsi:type="vwoc:LogicalPointType" name="HeadDown"/>
    </vwoc:Outline4Points>
  </vwoc:HeadOutline>
  <vwoc:LeftEyeOutline>
    <vwoc:Outline4Points>
      <vwoc:Point1 xsi:type="vwoc:LogicalPointType" name="LeyeLeft"/>
      <vwoc:Point2 xsi:type="vwoc:LogicalPointType" name="LeyeTop"/>
      <vwoc:Point3 xsi:type="vwoc:LogicalPointType" name="LeyeRight"/>
      <vwoc:Point4 xsi:type="vwoc:LogicalPointType" name="LeyeDown"/>
    </vwoc:Outline4Points>
  </vwoc:LeftEyeOutline>
  <vwoc:RightEyeOutline>
    <vwoc:Outline4Points>
      <vwoc:Point1 xsi:type="vwoc:LogicalPointType" name="ReyeLeft"/>
      <vwoc:Point2 xsi:type="vwoc:LogicalPointType" name="ReyeTop"/>
      <vwoc:Point3 xsi:type="vwoc:LogicalPointType" name="ReyeRight"/>
      <vwoc:Point4 xsi:type="vwoc:LogicalPointType" name="ReyeDown"/>
    </vwoc:Outline4Points>
  </vwoc:RightEyeOutline>
  <vwoc:MouthLipOutline>
    <vwoc:Outline4Points>
      <vwoc:Point1 xsi:type="vwoc:LogicalPointType" name="LipsLeft"/>
      <vwoc:Point2 xsi:type="vwoc:LogicalPointType" name="LipsTop"/>
      <vwoc:Point3 xsi:type="vwoc:LogicalPointType" name="LipsRight"/>
      <vwoc:Point4 xsi:type="vwoc:LogicalPointType" name="LipsDown"/>
    </vwoc:Outline4Points>
  </vwoc:MouthLipOutline>
  <vwoc:NoseOutline>
    <vwoc:Outline4Points>
      <vwoc:Point1 xsi:type="vwoc:LogicalPointType" name="NoseLeft"/>
      <vwoc:Point2 xsi:type="vwoc:LogicalPointType" name="NoseTop"/>
      <vwoc:Point3 xsi:type="vwoc:LogicalPointType" name="NoseRight"/>
      <vwoc:Point4 xsi:type="vwoc:LogicalPointType" name="NoseDown"/>
    </vwoc:Outline4Points>
  </vwoc:NoseOutline>
</vwoc:ControlFaceFeatures>

```

5.2.8.7.5 OutlineType

5.2.8.7.5.1 XML representation syntax

Diagram	<pre> classDiagram class OutlineType { +choice } class vwocOutline4Points["vwoc:Outline4Points"] class vwocOutline5Points["vwoc:Outline5Points"] class vwocOutline8Points["vwoc:Outline8Points"] class vwocOutline14Points["vwoc:Outline14Points"] OutlineType --> vwocOutline4Points OutlineType --> vwocOutline5Points OutlineType --> vwocOutline8Points OutlineType --> vwocOutline14Points </pre>
Source	<pre> <complexType name="OutlineType"> <choice> <element name="Outline4Points" type="vwoc:Outline4PointsType"/> <element name="Outline5Points" type="vwoc:Outline5PointsType"/> <element name="Outline8Points" type="vwoc:Outline8PointsType"/> <element name="Outline14Points" type="vwoc:Outline14PointsType"/> </choice> </complexType> </pre>

5.2.8.7.5.2 Binary representation syntax

OutlineType {	Number of bits	Mnemonic
OutlineTypeSelect	3	bslbf
if(OutlineTypeSelect ==0){		
Outline4Points		Outline4PointsType
}else if(OutlineTypeSelect ==1){		
Outline5Points		Outline5PointsType
}else if(OutlineTypeSelect ==2){		
Outline8Points		Outline8PointsType
}else if(OutlineTypeSelect ==3){		
Outline14Points		Outline14PointsType
}		
}		

5.2.8.7.5.3 Semantics

The OutlineType contains 4 different types of outline dependent upon the number of points forming the outline.

Name	Description
OutlineType	A type that describes the outline of each facial feature.
OutlineTypeSelect	This field, which is only present in the binary representation, determines the outline type with the number of points.

	(0: Outline4Points, 1:Outline5Points, 2: Outline8Points, 3: Outline14Points, 4-7: reserved)
Outline4Points	The outline with 4 points
Outline5Points	The outline with 5 points
Outline8Points	The outline with 8 points
Outline14Points	The outline with 14 points

5.2.8.7.5.4 Outline4PointsType

5.2.8.7.5.4.1 XML representation syntax

Diagram	<pre> sequenceDiagram participant O4P as Outline4PointsType O4P --> P1 as vwoc:Point1 O4P --> P2 as vwoc:Point2 O4P --> P3 as vwoc:Point3 O4P --> P4 as vwoc:Point4 </pre>
Source	<pre> <complexType name="Outline4PointsType"> <sequence> <element name="Point1" type="vwoc:PointType"/> <element name="Point2" type="vwoc:PointType"/> <element name="Point3" type="vwoc:PointType"/> <element name="Point4" type="vwoc:PointType"/> </sequence> </complexType> </pre>

5.2.8.7.5.4.2 Binary representation syntax

Outline4PointsType{	Number bits	of	Mnemonic
Point1			PointType
Point2			PointType
Point3			PointType
Point4			PointType
}			

5.2.8.7.5.4.3 Semantics

The points are numbered counter-clockwise from the leftmost point. For example, if there are 4 points at the left, top, right, bottom of the outline, they are Point1, Point2, Point3, Point4, respectively.

Name	Description
Outline4PointsType	A type that describes the outline of each facial feature with four points.
Point1	The 1st point of the outline
Point2	The 2nd point of the outline
Point3	The 3rd point of the outline
Point4	The 4th point of the outline

5.2.8.7.5.5 Outline5PointsType

5.2.8.7.5.5.1 XML representation syntax

Diagram	<pre> sequenceDiagram participant Outline5PointsType Outline5PointsType --> Point1[vwoc:Point1] Outline5PointsType --> Point2[vwoc:Point2] Outline5PointsType --> Point3[vwoc:Point3] Outline5PointsType --> Point4[vwoc:Point4] Outline5PointsType --> Point5[vwoc:Point5] </pre>
Source	<pre> <complexType name="Outline5PointsType"> <sequence> <element name="Point1" type="vwoc:PointType"/> <element name="Point2" type="vwoc:PointType"/> <element name="Point3" type="vwoc:PointType"/> <element name="Point4" type="vwoc:PointType"/> <element name="Point5" type="vwoc:PointType"/> </sequence> </complexType> </pre>

5.2.8.7.5.5.2 Binary representation syntax

Outline5PointsType{	Number of bits	Mnemonic
Point1		PointType
Point2		PointType
Point3		PointType
Point4		PointType
Point5		PointType
}		

5.2.8.7.5.5.3 Semantics

The points are numbered counter-clockwise from the leftmost point. For the details, refer to the figure of FacePoints in 5.2.8.7.2.

Name	Description
Outline5PointsType	A type that describes the outline of each facial feature with five points.
Point1	The 1st point of the outline
Point2	The 2nd point of the outline
Point3	The 3rd point of the outline
Point4	The 4th point of the outline
Point5	The 5th point of the outline

5.2.8.7.5.6 Outline8PointsType

5.2.8.7.5.6.1 XML representation syntax

Diagram	<pre> classDiagram class Outline8PointsType { +vwoc:Point1 +vwoc:Point2 +vwoc:Point3 +vwoc:Point4 +vwoc:Point5 +vwoc:Point6 +vwoc:Point7 +vwoc:Point8 } </pre>
Source	<pre> <complexType name="Outline8PointsType"> <sequence> <element name="Point1" type="vwoc:PointType"/> <element name="Point2" type="vwoc:PointType"/> <element name="Point3" type="vwoc:PointType"/> <element name="Point4" type="vwoc:PointType"/> <element name="Point5" type="vwoc:PointType"/> <element name="Point6" type="vwoc:PointType"/> <element name="Point7" type="vwoc:PointType"/> <element name="Point8" type="vwoc:PointType"/> </sequence> </complexType> </pre>

5.2.8.7.5.6.2 Binary representation syntax

Outline8PointsType{	Number bits	of	Mnemonic
Point1			PointType
Point2			PointType
Point3			PointType
Point4			PointType
Point5			PointType
Point6			PointType
Point7			PointType
Point8			PointType
}			

5.2.8.7.5.6.3 Semantics

The points are numbered counter-clockwise from the leftmost point. For the details, refer to the figure of LeftEye in 5.2.8.7.2.

Name	Description
Outline8PointsType	A type that describes the outline of each facial feature with 8 points.
Point1	The 1st point of the outline
Point2	The 2nd point of the outline
Point3	The 3rd point of the outline
Point4	The 4th point of the outline
Point5	The 5th point of the outline
Point6	The 6th point of the outline
Point7	The 7th point of the outline
Point8	The 8th point of the outline

5.2.8.7.5.7 Outline14PointsType

5.2.8.7.5.7.1 XML representation syntax

Diagram	<pre> sequenceDiagram participant O14 as Outline14PointsType O14 --> P1 as vwoc:Point1 O14 --> P2 as vwoc:Point2 O14 --> P3 as vwoc:Point3 O14 --> P4 as vwoc:Point4 O14 --> P5 as vwoc:Point5 O14 --> P6 as vwoc:Point6 O14 --> P7 as vwoc:Point7 O14 --> P8 as vwoc:Point8 O14 --> P9 as vwoc:Point9 O14 --> P10 as vwoc:Point10 O14 --> P11 as vwoc:Point11 O14 --> P12 as vwoc:Point12 O14 --> P13 as vwoc:Point13 O14 --> P14 as vwoc:Point14 </pre>
Source	<pre> <complexType name="Outline14PointsType"> <sequence> <element name="Point1" type="vwoc:PointType"/> <element name="Point2" type="vwoc:PointType"/> <element name="Point3" type="vwoc:PointType"/> <element name="Point4" type="vwoc:PointType"/> <element name="Point5" type="vwoc:PointType"/> <element name="Point6" type="vwoc:PointType"/> <element name="Point7" type="vwoc:PointType"/> <element name="Point8" type="vwoc:PointType"/> <element name="Point9" type="vwoc:PointType"/> <element name="Point10" type="vwoc:PointType"/> <element name="Point11" type="vwoc:PointType"/> <element name="Point12" type="vwoc:PointType"/> </pre>

	<pre> <element name="Point13" type="vwoc:PointType"/> <element name="Point14" type="vwoc:PointType"/> </sequence> </complexType> </pre>
--	---

5.2.8.7.5.7.2 Binary representation syntax

Outline14PointsType{	Number of bits	Mnemonic
Point1		PointType
Point2		PointType
Point3		PointType
Point4		PointType
Point5		PointType
Point6		PointType
Point7		PointType
Point8		PointType
Point9		PointType
Point10		PointType
Point11		PointType
Point12		PointType
Point13		PointType
Point14		PointType
}		

5.2.8.7.5.7.3 Semantics

The points are numbered counter-clockwise from the leftmost point. For the details, refer to the figure of MouthLips in 5.2.8.7.2.

Name	Description
Outline14PointsType	A type that describes the outline of each facial feature with fourteen points.
Point1	The 1st point of the outline
Point2	The 2nd point of the outline
Point3	The 3rd point of the outline
Point4	The 4th point of the outline
Point5	The 5th point of the outline
Point6	The 6th point of the outline
Point7	The 7th point of the outline
Point8	The 8th point of the outline
Point9	The 9th point of the outline
Point10	The 10th point of the outline

Point11	The 11th point of the outline
Point12	The 12th point of the outline
Point13	The 13th point of the outline
Point14	The 14th point of the outline

5.2.9 VWOHapticPropertyListType

5.2.9.1 XML representation syntax

Diagram	
Source	<pre><complexType name="VWOHapticPropertyListType"> <sequence> <element name="HapticProperty" type="vwoc:VWOHapticPropertyType" maxOccurs="unbounded"/> </sequence> </complexType></pre>

5.2.9.2 Binary representation syntax

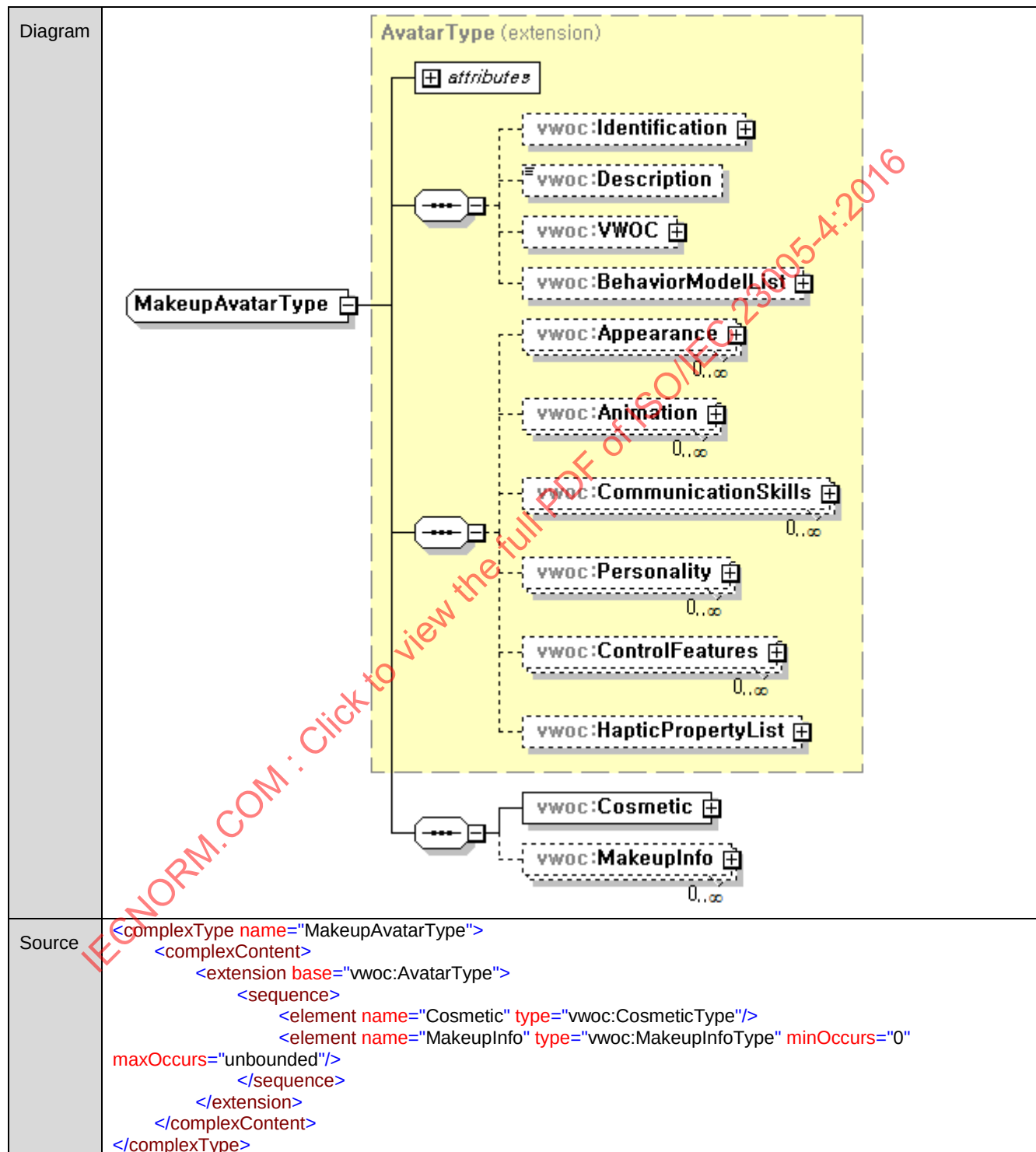
VWOHapticPropertyListType {	Number of bits	Mnemonic
NumVWOHapticPropertyType		vluimsbf5
for(k=0; k< NumVWOHapticPropertyType; k++){		
HapticProperty[k]		VWOHapticPropertyType
}		
}		

5.2.9.3 Semantics

Name	Definition
VWOHapticPropertyListType	Wrapper element type which allows multiple occurrences of the haptic properties associated to the virtual world object.
NumVWOHapticPropertyType	This field, which is only present in the binary representation, specifies the number of haptic property information contained in the haptic property list type.
HapticProperty	This element contains a set of high level descriptors of the haptic properties defined in the VWOHapticPropertyType of the virtual world object.

5.3 MakeupAvatarType

5.3.1 XML representation syntax



5.3.2 Binary representation syntax

MakeupAvatarType {	Number of bits	Mnemonic
--------------------	----------------	----------

Avatar		AvatarType
MakeupInfoFlag	1	bslbf
Cosmetic		CosmeticType
if(MakeupInfoFlag) {		
numOfMakeupInfo		vluimsbf5
for(k=0;k<numOfMakeupInfo;k++) {		
MakeupInfo[k]		MakeupInfoType
}		
}		
}		

5.3.3 Semantics

Name	Definition
MakeupAvatarType	Tool for describing a makeup avatar. This type is extended from the AvatarType.
Cosmetic	Describes cosmetic information.
MakeupInfo	Describes the makeup information of the makeup avatar.
Avatar	Contains the base type defined by AvatarType.
MakeupInfoFlag	This field, which is only present in the binary representation, signals the presence of the MakeupInfo elements. "1" means that the elements shall be used. "0" means that the elements shall not be used.
numOfMakeupInfo	This field, which is only present in the binary representation, specifies the number of MakeupInfo information contained in the makeup information for avatar.

5.3.4 CosmeticType

5.3.4.1 XML representation syntax

Diagram	
Source	<pre> <complexType name="CosmeticType"> <sequence> <element name="Color" type="vwoc:CosmeticSpectrumType"/> <element name="Characteristic" type="vwoc:CosmeticCharacteristicType" minOccurs="0"/> <element name="Category" type="mpeg7:termReferenceType" minOccurs="0"/> </sequence> <attribute name="name" type="string" use="optional"/> <attribute name="brand" type="string" use="optional"/> <attribute name="modelNumber" type="string" use="optional"/> <attribute name="colorNumber" type="string" use="optional"/> </complexType> <complexType name="CosmeticSpectrumType"> <sequence> <choice> <element name="Spectra" type="mpeg7:DoubleMatrixType"/> <element name="SpectraURI" type="anyURI"/> </choice> <element name="CosmeticSpectrumTransformationModel" type="vwoc:PolynomialType"/> </sequence> </complexType> <complexType name="PolynomialType"> <sequence> <element name="Monomial" type="vwoc:MonomialType" maxOccurs="unbounded" /> </sequence> </complexType> <complexType name="MonomialType"> <sequence> <element name="Variable" type="vwoc:VariableType" minOccurs="0" maxOccurs="unbounded" /> </sequence> <attribute name="coefficient" type="double" use="optional"/> </complexType> <complexType name="VariableType"> <attribute name="literal" type="string" use="required"/> <attribute name="exponent" type="positiveInteger" use="optional"/> </complexType> <complexType name="CosmeticCharacteristicType"> </pre>

```

<attribute name="form" type="vwoc:cosmeticFormType" use="optional"/>
<attribute name="glossProperty" type="vwoc:glossPropertyType" use="optional"/>
<attribute name="pearl" type="boolean" use="optional"/>
<attribute name="transmittancy" type="double" use="optional"/>
</complexType>

<simpleType name="cosmeticFormType">
  <restriction base="string">
    <enumeration value="Solid"/>
    <enumeration value="Powder"/>
    <enumeration value="Liquid"/>
    <enumeration value="Cream"/>
    <enumeration value="Gel"/>
  </restriction>
</simpleType>

<simpleType name="glossPropertyType">
  <restriction base="string">
    <enumeration value="Glossy"/>
    <enumeration value="Matt"/>
  </restriction>
</simpleType>

```

5.3.4.2 Binary Representation

CosmeticType {	Number of bits	Mnemonic
CharacteristicFlag	1	bslbf
CategoryFlag	1	bslbf
nameFlag	1	bslbf
brandFlag	1	bslbf
modelNumberFlag	1	bslbf
colorNumberFlag	1	bslbf
Color		CosmeticSpectrumType
if(CharacteristicFlag) {		
Characteristic		CosmeticCharacteristicType
}		
if(CategoryFlag) {		
Category	5	bslbf
}		
if(nameFlag) {		
name	See ISO 10646	UTF-8
}		

if(brandFlag) {		
brand	See ISO 10646	UTF-8
}		
if(modelNumberFlag) {		
modelNumber	See ISO 10646	UTF-8
}		
if(colorNumberFlag) {		
colorNumber	See ISO 10646	UTF-8
}		
}		
CosmeticSpectrumType {		
SpectraChoice	1	bslbf
if(SpectraChoice == 0) {		
heightSize		vluimsbf5
widthSize		vluimsbf5
dimensionSize	9	uimsbf
for(i=0;i<heightSize;i++) {		
for(k=0;k<widthSize;k++) {		
for(m=0;m<dimensionSize;m++) {		
Spectra[i][k][m]	32	fsfb
}		
}		
}		
}		
else {		
SpectraURI	See ISO 10646	UTF-8
}		
CosmeticSpectrumTransformationModel		PolynomialType

}		
PolynomialType {		
numOfMonomial		vluimsbf5
for(i=0;i<numOfMonomial;i++) {		
Monomial[i]		MonomialType
}		
}		
MonomialType {		
VariableFlag	1	bslbf
coefficientFlag	1	bslbf
if(VariableFlag) {		
numOfVariable		vluimsbf5
for(i=0;i<numOfVariable;i++) {		
Variable[i]		VariableType
}		
}		
if(coefficientFlag) {		
coefficient	32	fsfb
}		
}		
VariableType {		
exponentFlag	1	bslbf
literal	See ISO 10646	UTF-8
if(exponentFlag) {		
exponent		vluimsbf5
}		

}		
CosmeticCharacteristicType {		
formFlag	1	bslbf
glossPropertyFlag	1	bslbf
pearlFlag	1	bslbf
transmittancyFlag	1	bslbf
if(formFlag) {		
form	3	bslbf
}		
if(glossPropertyFlag) {		
glossProperty	1	Bslbf
}		
if(pearlFlag) {		
pearl	1	bslbf
}		
if(transmittancyFlag) {		
transmittancy	32	fsfb
}		
}		

5.3.4.3 Semantics

Name	Definition
CosmeticType	Tool for describing cosmetics.
Color	Describes color information of cosmetics.
Characteristic	Describes characteristic information of cosmetics.
Category	Describes kinds of cosmetics as a reference to a classification scheme term that shall be using the <code>mpeg7:termReferenceType</code> defined in ISO/IEC 15938-5:2003, 7.6. The CS that may be used for this purpose is the <code>CosmeticTypeCS</code> defined in A.2.5.1.

	Name	Binary representation (5 bits)	Description
	Foundation	1	Foundation cosmetics type
	Concealer	2	Concealer cosmetics type
	Powder	3	Powder type cosmetics
	Eyebrow	4	Eyebrow cosmetics type
	EyeShadow	5	EyeShadow cosmetics type
	Eyeliner	6	Eyeliner cosmetics type
	Blusher	7	Blusher type cosmetics
	Highlight	8	Highlight cosmetics type
	Shading	9	Shading cosmetics type
	Lipliner	10	Lipliner type cosmetics
	Lipstick	11	Lipstick type cosmetics
	Lipgloss	12	Lipgloss cosmetics type
	Mascara	13	Mascara cosmetics type
		0,14-31	Reserved
Name	Describes the name of cosmetics.		
Brand	Describes the brand of cosmetics.		
modelNumber	Describes the model number of cosmetics.		
colorNumber	Describes the color number of cosmetics.		
Characteristic Flag	This field, which is only present in the binary representation, signals the presence of Characteristic value attribute. A value of "1" means the attribute shall be used and "0" means the attribute shall not be used.		
CategoryFlag	This field, which is only present in the binary representation, signals the presence of Category value attribute. A value of "1" means the attribute shall be used and "0" means the attribute shall not be used.		
nameFlag	This field, which is only present in the binary representation, signals the presence of name value attribute. A value of "1" means the attribute shall be used and "0" means the attribute shall not be used.		

brandFlag	This field, which is only present in the binary representation, signals the presence of brand value attribute. A value of “1” means the attribute shall be used and “0” means the attribute shall not be used.
modelNumberFlag	This field, which is only present in the binary representation, signals the presence of modelNumber value attribute. A value of “1” means the attribute shall be used and “0” means the attribute shall not be used.
colorNumberFlag	This field, which is only present in the binary representation, signals the presence of colorNumber value attribute. A value of “1” means the attribute shall be used and “0” means the attribute shall not be used.
CosmeticSpectrumType	Tool for describing color of cosmetics in the spectrum data. This type includes a spectrum data and a spectrum transformation model.
Spectra	Describes the spectrum data as a form of a matrix. The spectrum data is represented by an image size (i.e. a height and a width) and a spectrum dimension. The maximum size of the spectrum dimension is 301 since this covers a visible spectrum range between 400 nm and 700 nm for every 1 nm. The spectrum dimension can be subsampled linearly. For example, if the sampling rate is every 10 nm, the spectrum dimension becomes 31. Henceforth, the spectrum data can be represented by a three dimensional matrix that the size is <i>height × width × spectrum dimension</i> . A spectrum data (i.e. one pixel color) can be represented by a three dimension matrix with size of $1 \times 1 \times \text{spectrum dimension}$.
SpectraURI	Describes a URI that stores the spectrum data.
CosmeticSpectrumTransformationModel	A transformation model (e.g. equations) between a skin color spectrum and a cosmetic color spectrum.
SpectraChoice	This field, which is only present in the binary representation, describes which spectrum data shall be used. “0” means that the Spectra type shall be used, “1” means that the SpectraURI type shall be used
heightSize	Describes a height that the spectrum data.
widthSize	Describes a width that the spectrum data.
dimensionSize	Describes a dimension of spectrum that the spectrum data.
PolynomialType	Tool for describing a polynomial equation.
Monomial	Describes monomial equations, which constitute a polynomial equation.
numOfMonomial	This field, which is only present in the binary representation, specifies the number of Monomial information contained in the makeup information for avatar.
MonomialType	Tool for describing a monomial equation.
Variable	Describes variables of the monomial equation.

coefficient	Describes coefficients of the monomial equation. If the variable is not defined, this coefficient becomes a constant.		
VariableFlag	This field, which is only present in the binary representation, signals the presence of <code>Variable</code> value attribute. A value of “1” means the attribute shall be used and “0” means the attribute shall not be used.		
coefficientFlag	This field, which is only present in the binary representation, signals the presence of <code>coefficient</code> value attribute. A value of “1” means the attribute shall be used and “0” means the attribute shall not be used.		
numOfVariable	This field, which is only present in the binary representation, specifies the number of <code>Variable</code> information contained in the makeup information for avatar.		
VariableType	Tool for describing a variable.		
exponent	Describes an exponent of the variable.		
exponentFlag	This field, which is only present in the binary representation, signals the presence of <code>exponent</code> value attribute. A value of “1” means the attribute shall be used and “0” means the attribute shall not be used.		
literal	This field specifies the literal of <code>Variable</code> .		
CosmeticCharacteristicType	Tool for describing the characteristic information of cosmetics.		
form	Describes the forms of cosmetics.		
glossProperty	Describe glossiness of cosmetics.		
pearl	Describe the existence of pearl component.		
transmittancy	Describe the transmittance of cosmetics.		
formFlag	This field, which is only present in the binary representation, signals the presence of <code>form</code> value attribute. A value of “1” means the attribute shall be used and “0” means the attribute shall not be used.		
glossPropertyFlag	This field, which is only present in the binary representation, signals the presence of <code>glossProperty</code> value attribute. A value of “1” means the attribute shall be used and “0” means the attribute shall not be used.		
pearlFlag	This field, which is only present in the binary representation, signals the presence of <code>pearl</code> value attribute. A value of “1” means the attribute shall be used and “0” means the attribute shall not be used.		
transmittancyFlag	This field, which is only present in the binary representation, signals the presence of <code>transmittancy</code> value attribute. A value of “1” means the attribute shall be used and “0” means the attribute shall not be used.		
cosmeticFormType	Tool for describing the forms of cosmetics. The form of cosmetics is one of solid, powder, liquid, cream, and gel. In the binary description, the following mapping table is used. Table 2 — cosmeticFormType <table border="1"> <thead> <tr> <th>cosmeticFormType</th><th>Sementics</th></tr> </thead> </table>	cosmeticFormType	Sementics
cosmeticFormType	Sementics		

	000	solid					
	001	powder					
	010	liquid					
	011	cream					
	100	gel					
glossPropertyType	Tool for describing the glossiness of cosmetics. The glossiness is either glossy or matt.						
	In the binary description, the following mapping table is used.						
	Table 3 — glossPropertyType						
	<table><tr><th>glossPropertyType</th><th>Semantics</th></tr><tr><td>0</td><td>glossy</td></tr><tr><td>1</td><td>matt</td></tr></table>		glossPropertyType	Semantics	0	glossy	1
glossPropertyType	Semantics						
0	glossy						
1	matt						

5.3.5 MakeupInfoType

5.3.5.1 XML representation syntax

Diagram	
Source	<pre> <complexType name="MakeupInfoType"> <sequence> <element name="Tool" type="vwoc:MakeupToolType"/> <element name="Region" type="vwoc:MakeupRegionType"/> </sequence> <attribute name="nbrOfTouch" type="positiveInteger" use="required"/> </complexType> </pre>

5.3.5.2 Binary Representation

MakeupInfoType {	Number of Bits	Mnemonic
Tool		MakeupToolType
Region		MakeupRegionType
nbrOfTouch		vluimsbf5
}		

5.3.5.3 Semantics

Name	Definition
MakeupInfoType	Tool for describing makeup information.
Tool	Describes makeup tools.

Region	Describes makeup regions of a face.
nbrOfTouch	Describes a number of makeup touches.

5.3.6 MakeupToolType

5.3.6.1 XML representation syntax

Diagram	
Source	<pre> <complexType name="MakeupToolType"> <sequence> <element name="Usage" type="mpeg7:termReferenceType" minOccurs="0"/> </sequence> <attribute name="toolType" type="vwoc:cosmeticToolType" use="optional"/> <attribute name="name" type="string" use="optional"/> <attribute name="brand" type="string" use="optional"/> <attribute name="modelNumber" type="string" use="optional"/> <attribute name="sizeNumber" type="string" use="optional"/> </complexType> <simpleType name="cosmeticToolType"> <restriction base="string"> <enumeration value="Brush"/> <enumeration value="Sponge"/> <enumeration value="PowderPuff"/> <enumeration value="Pen"/> </restriction> </simpleType> </pre>

5.3.6.2 Binary representation

MakeupToolType {	Number of Bits	Mnemonic
UsageFlag	1	bslbf
toolTypeFlag	1	bslbf
nameFlag	1	bslbf
brandFlag	1	bslbf
modelNumberFlag	1	bslbf

sizeNumberFlag	1	bslbf
if(UsageFlag) {		
Usage	5	bslbf
}		
if(toolTypeFlag) {		
toolType	2	bslbf
}		
if(nameFlag) {		
name	See ISO 10646	UTF-8
}		
if(brandFlag) {		
brand	See ISO 10646	UTF-8
}		
if(modelNumberFlag) {		
modelNumber	See ISO 10646	UTF-8
}		
if(sizeNumberFlag) {		
sizeNumber	See ISO 10646	UTF-8
}		
}		

5.3.6.3 Semantics

Name	Definition						
MakeupToolType	Tool for describing makeup tool information.						
Usage	Describe the purpose of a makeup tool as a reference to a classification scheme term that shall be using the <code>mpeg7:termReferenceType</code> defined in ISO/IEC 15938-5:2003, 7.6. The CS that may be used for this purpose is the <code>CosmeticTypeCS</code> defined in A.2.5.1. <table><tr><th>Name</th><th>Binary representation (5 bits)</th><th>Description</th></tr><tr><td>Foundation</td><td>1</td><td>Usage for foundation</td></tr></table>	Name	Binary representation (5 bits)	Description	Foundation	1	Usage for foundation
Name	Binary representation (5 bits)	Description					
Foundation	1	Usage for foundation					

	Concealer	2	Usage for concealer										
	Powder	3	Usage for powder										
	Eyebrow	4	Usage for eyebrow										
	EyeShadow	5	Usage for eyeShadow										
	Eyeliner	6	Usage for eyeliner										
	Blusher	7	Usage for blusher										
	Highlight	8	Usage for highlight										
	Shading	9	Usage for shading										
	Lipliner	10	Usage for lipliner										
	Lipstick	11	Usage for lipstick										
	Lipgloss	12	Usage for lipgloss										
	Mascara	13	Usage for mascara										
		0,14-31	Reserved										
toolType	Describe the type of a makeup tool.												
name	Describe the name of a makeup tool.												
brand	Describe the brand of a makeup tool.												
modelNumber	Describe the model number of a makeup tool.												
sizeNumber	Describe the size number of a makeup tool.												
cosmeticToolType	Tool for describing the type of a makeup tool. The type is one of brush, sponge, powder puff, and pen. In the binary description, the following mapping table is used. Table 4 — cosmeticToolType <table><tr><th>cosmeticToolType</th><th>Sementics</th></tr><tr><td>00</td><td>brush</td></tr><tr><td>01</td><td>sponge</td></tr><tr><td>10</td><td>powder puff</td></tr><tr><td>11</td><td>pen</td></tr></table>			cosmeticToolType	Sementics	00	brush	01	sponge	10	powder puff	11	pen
cosmeticToolType	Sementics												
00	brush												
01	sponge												
10	powder puff												
11	pen												
UsageFlag	This field, which is only present in the binary representation, signals the presence of <code>Usage</code> value attribute. A value of “1” means the attribute shall be used and “0” means the attribute shall not be used.												
toolTypeFlag	This field, which is only present in the binary representation, signals the presence of name <code>toolType</code> attribute. A value of “1” means the attribute shall be used and “0” means the attribute shall not be used.												
nameFlag	This field, which is only present in the binary representation, signals the presence of <code>name</code> value attribute. A value of “1” means the attribute shall be used and “0” means the attribute shall not be used.												

brandFlag	This field, which is only present in the binary representation, signals the presence of <code>brand</code> value attribute. A value of “1” means the attribute shall be used and “0” means the attribute shall not be used.
modelNumberFlag	This field, which is only present in the binary representation, signals the presence of <code>modelNumber</code> value attribute. A value of “1” means the attribute shall be used and “0” means the attribute shall not be used.
sizeNumberFlag	This field, which is only present in the binary representation, signals the presence of <code>sizeNumber</code> value attribute. A value of “1” means the attribute shall be used and “0” means the attribute shall not be used.

5.3.7 MakeupRegionType

5.3.7.1 XML representation syntax

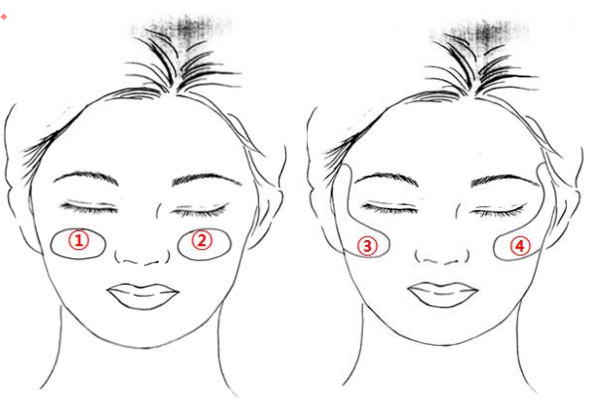
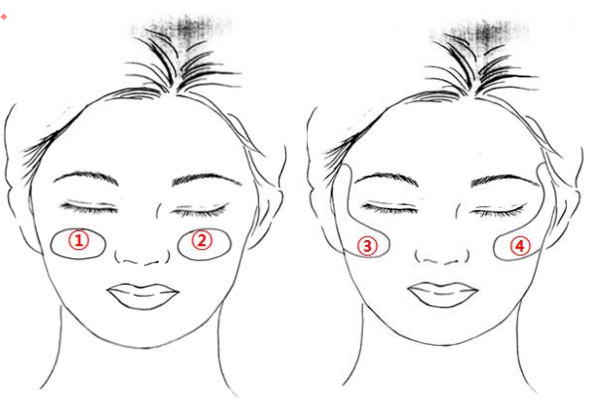
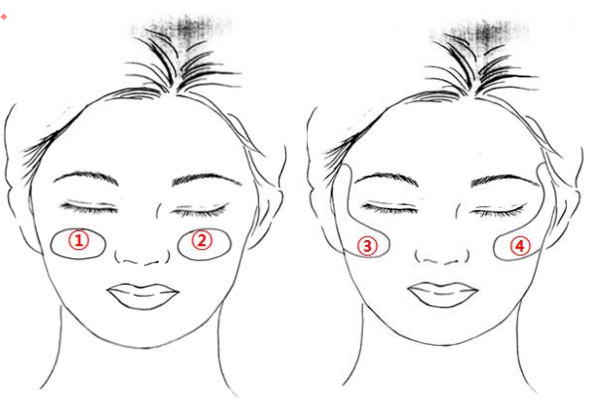
Diagram	<pre> classDiagram class MakeupRegionType { region? regionNumber? } </pre>
Source	<pre> <complexType name="MakeupRegionType"> <attribute name="region" type="vwoc:makeupRegionType" use="optional"/> <attribute name="regionNumber" type="vwoc:unsigned4Vector" use="optional"/> </complexType> <simpleType name="makeupRegionType"> <restriction base="string"> <enumeration value="All"/> <enumeration value="Lips"/> <enumeration value="Eyebrow"/> <enumeration value="Periocular"/> <enumeration value="Cheek"/> <enumeration value="Highlight"/> <enumeration value="Shadow"/> <enumeration value="Shading"/> </restriction> </simpleType> <simpleType name="unsigned4Vector"> <list itemType="mpeg7:unsigned4"/> </simpleType> </pre>

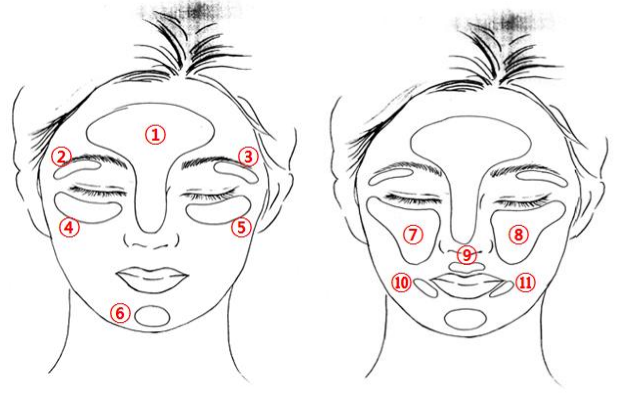
5.3.7.2 Binary representation

MakeupRegionType {	Number of Bits	Mnemonic
regionFlag	1	bslbf
regionNumberFlag	1	bslbf
if(regionFlag) {		
Region	4	bslbf
}		

if(regionNumberFlag) {		
numOfRegionNumber		vluimsbf5
for(k=0;k<numOfRegionNumber;k++) {		
regionNumber[k]	4	uimsbf
}		
}		
}		

5.3.7.3 Semantics

Name	Definition												
MakeupRegionType	Tool for describing the region information of a makeup.												
Region	Describes the region of a makeup.												
regionNumber	Specifies the detailed location of a makeup in a region. The detailed location is represented by a number as explained in the following table. Multiple region parts can be assigned simultaneously. <table> <tr> <td>All</td><td>0: all</td></tr> <tr> <td>Lips</td><td>0: all, 1: upper lip, 2: lower lip</td></tr> <tr> <td>Eyebrow</td><td>0: all, 1: right eyebrow, 2: left eyebrow</td></tr> <tr> <td>Periocular</td><td>0: all, 1: right periocular, 2: left periocular</td></tr> <tr> <td>Cheek</td><td>0: all, </td></tr> <tr> <td>Highlight</td><td>0: all,</td></tr> </table>	All	0: all	Lips	0: all, 1: upper lip, 2: lower lip	Eyebrow	0: all, 1: right eyebrow, 2: left eyebrow	Periocular	0: all, 1: right periocular, 2: left periocular	Cheek	0: all, 	Highlight	0: all,
All	0: all												
Lips	0: all, 1: upper lip, 2: lower lip												
Eyebrow	0: all, 1: right eyebrow, 2: left eyebrow												
Periocular	0: all, 1: right periocular, 2: left periocular												
Cheek	0: all, 												
Highlight	0: all,												

															
	Shadow	0: all, 													
	Shading	0: all, 													
makeupRegionType	Tool for describing the makeup regions. The makeup region is one of all, lips, eyebrow, periocular, cheek, highlight, shadow, and shading. In the binary description, the following mapping table is used. Table 5 — makeupRegionType <table><tr><th>makeupRegionType</th><th>Sementics</th></tr><tr><td>0000</td><td>all</td></tr><tr><td>0001</td><td>lips</td></tr><tr><td>0010</td><td>eyebrow</td></tr><tr><td>0011</td><td>periocular</td></tr><tr><td>0100</td><td>cheek</td></tr></table>			makeupRegionType	Sementics	0000	all	0001	lips	0010	eyebrow	0011	periocular	0100	cheek
makeupRegionType	Sementics														
0000	all														
0001	lips														
0010	eyebrow														
0011	periocular														
0100	cheek														

	0101	highlight
	0110	shadow
	0111	shading
	1000 - 1111	reserved
regionFlag	This field, which is only present in the binary representation, signals the presence of <code>region</code> value attribute. A value of "1" means the attribute shall be used and "0" means the attribute shall not be used.	
regionNumberFlag	This field, which is only present in the binary representation, signals the presence of <code>regionNumber</code> value attribute. A value of "1" means the attribute shall be used and "0" means the attribute shall not be used.	
numOfRegionNumber	This field, which is only present in the binary representation, specifies the number of <code>regionNumber</code> attribute values.	

5.3.8 Examples

This example shows the description of makeup virtual object with the following semantics. The list of avatar contains one makeup avatar. The makeup avatar has the gender "female", the id "MakeupAvatar001", and information of cosmetics and makeup. The cosmetics has the name "Prorance Finish Water Gloe-skinfinish", the brand "Prorance", the color number "M11 Shine Pink", the model number "P24036587", and information of the cosmetic colors and their characteristics. The cosmetic colors have the spectra URI "http://www.etri.re.kr/makeupAvatar/cosmeticSpectrum/sample003.spt" and the cosmetic spectrum transformation model. The cosmetic spectrum transformation model is a polynomial equation of $2.1x^2 + 1.5xy^2 + 3.7$. The cosmetic characteristics have a "Solid" form, a pearl, glossy, and a transmittancy value of "0.1". The makeup method has two of the number of make touch and includes information of the makeup tools and the makeup regions. The makeup tool has a name "Bobbi Brown Blush Brush" and a brand "Bobbi Brown", a tool type "Brush", the size number "M2", the model number "B02351269", and the usage of "urn:mpeg:mpeg-v:01-VWOC-CosmeticCategoryCS-NS:Blusher". The makeup region is "Cheek" and the region numbers in the "Cheek" are one and two.

```
<vwoc:VWOCInfo>
  <vwoc:AvatarList>
    <vwoc:Avatar xsi:type="vwoc:MakeupAvatarType" gender="female"
id="MakeupAvatar001">
      <vwoc:Cosmetic name="Prorance Finish Water Gloe-skinfinish" brand="Prorance"
colorNumber="M11 Shine Pink" modelNumber="P24036587">
        <vwoc:Color>
          <vwoc:SpectraURI>
            http://www.etri.re.kr/makeupAvatar/cosmeticSpectrum/sample003.spt
          </vwoc:SpectraURI>
          <!-- polynomial => 2.1x^2 + 1.5xy^2 + 3.7 -->
          <vwoc:CosmeticSpectrumTransformationModel>
            <vwoc:Monomial coefficient="2.1">
              <vwoc:Variable literal="x" exponent="2"/>
            </vwoc:Monomial>
            <vwoc:Monomial coefficient="1.5">
              <vwoc:Variable literal="x" exponent="1"/>
              <vwoc:Variable literal="y" exponent="2"/>
            </vwoc:Monomial>
            <vwoc:Monomial coefficient="3.7"/>
          </vwoc:CosmeticSpectrumTransformationModel>
        </vwoc:Color>
        <vwoc:Characteristic form="Solid" pearl="true" glossProperty="Glossy"
transmittancy="0.1"/>
      </vwoc:Cosmetic>
    </vwoc:Avatar>
  </vwoc:AvatarList>
</vwoc:VWOCInfo>
```

```

    <vwoc:Category>urn:mpeg:mpeg-v:01-VWOC-CosmeticCategoryCS-
NS:Blusher</vwoc:Category>
  </vwoc:Cosmetic>
  <vwoc:MakeupInfo nbrOfTouch="2">
    <vwoc:Tool name="Bobbi Brown Blush Brush" brand="Bobbi Brown"
toolType="Brush" sizeNumber="M2" modelNumber="B02351269">
      <vwoc:Usage>urn:mpeg:mpeg-v:01-VWOC-CosmeticCategoryCS-
NS:Blusher</vwoc:Usage>
    </vwoc:Tool>
    <vwoc:Region region="Cheek" regionNumber="1 2"/>
  </vwoc:MakeupInfo>
</vwoc:Avatar>
</vwoc:AvatarList>
</vwoc:VWOCInfo>

```

6 Virtual object metadata

6.1 General

Virtual object metadata as a (visual) representation of virtual objects inside the environment serves the following purposes:

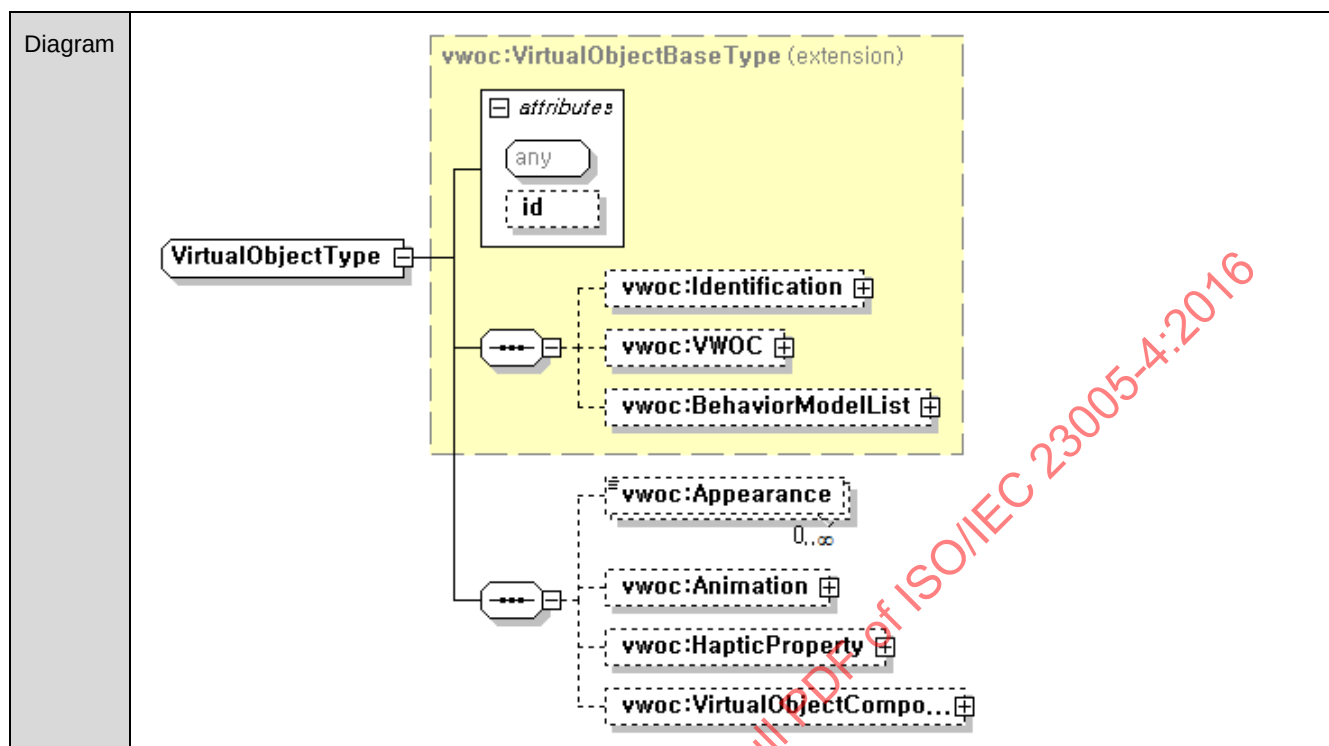
- characterize various kinds of objects within the VE;
- provide an interaction between virtual object and avatar;
- provide an interaction with the VE.

The "virtual object" element is composed of following type of data with the extension of the base type of a virtual object.

- **Appearance:** contains the high level description of the appearance and may refer a media containing the exact geometry, texture and haptic properties.
- **Animation:** contains the description of a set of animation sequences that the object is able to perform and may refer to several medias containing the exact (geometric transformations and deformations) animation parameters.
- **HapticProperty:** contains the description of the haptic property of the virtual object.
- **Virtual object components:** contains the list of the virtual objects which are concatenated to the virtual object as components.

6.2 VirtualObjectType

6.2.1 XML representation syntax



Source

```
<complexType name="VirtualObjectType">
  <complexContent>
    <extension base="vwoc:VirtualObjectBaseType">
      <sequence>
        <element name="Appearance" type="anyURI" minOccurs="0" maxOccurs="unbounded"/>
        <element name="Animation" type="vwoc:VOAnimationType" minOccurs="0"/>
        <element name="HapticProperty" type="vwoc:VWOHapticPropertyType" minOccurs="0"/>
        <element name="VirtualObjectComponents" type="vwoc:VirtualObjectListType"
minOccurs="0"/>
      </sequence>
    </extension>
  </complexContent>
</complexType>
```

6.2.2 Binary representation syntax

VirtualObjectType{	Number of bits	Mnemonic
AppearanceFlag	1	bslbf
AnimationFlag	1	bslbf
HapticPropertyFlag	1	bslbf
VirtualObjectComponentsFlag	1	bslbf
VirtualObjectBase		VirtualObjectBaseType

if(AppearanceFlag){		
NumAppearance		vluimsbf5
for(k=0; k< NumAppearance; k++){		
Appearance[k]	See ISO 10646	UTF-8
}		
}		
if(AnimationFlag){		
Animation		VOAnimationType
}		
if(HapticPropertyFlag){		
HapticProperty		VWOHapticPropertyType
}		
if(VirtualObjectComponentsFlag){		
VirtualObjectComponents		VirtualObjectListType
}		
}		

6.2.3 Semantics

Name	Definition
VirtualObjectType	A type that provides a representation of virtual object inside the environment.
AppearanceFlag	This field, which is only present in the binary representation, signals the presence of the <code>Appearance</code> elements. "1" means that the elements shall be used. "0" means that the elements shall not be used.
AnimationFlag	This field, which is only present in the binary representation, signals the presence of the <code>Animation</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
HapticPropertyFlag	This field, which is only present in the binary representation, signals the presence of the <code>HapticProperty</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
VirtualObjectComponentsFlag	This field, which is only present in the binary representation, signals the presence of the <code>VirtualObjectComponents</code> element. "1" means that the element shall be used. "0" means that the element shall not be used.
VirtualObjectBase	Contains the base type defined by <code>VirtualObjectBaseType</code> .
NumAppearance	This field, which is only present in the binary representation, specifies the number of virtual object appearance elements.
Appearance	This element contains one or more resource link(s) to appearance(s) file(s) describing the visual and tactile elements of the object.

Animation	This element contains a set of metadata describing pre-recorded animations associated with the object.
HapticProperty	This element contains a set of high level descriptors of the haptic properties defined in the <code>VWOHapticPropertyType</code> of the virtual world object.
VirtualObjectComponents	This element contains the list of the virtual objects which are concatenated to the virtual object as components.

6.2.4 Examples

This example shows the description of virtual object information with the following semantics. The list of virtual objects that contains 2 virtual objects is given. One virtual object whose id is "virtualObject_001" has the identification name as "clothe" and the appearance resource of "http://clothsdb.com/clothe_001.clo." The other virtual object whose id is "virtualObject_002" has the appearance resource of "http://3DmodelDb.com/object_0001.3ds" and the animation, the name of which is "Turn360" and the resource of which is "http://voAnimationdb.com/turn_360.bvh."

```

<vwoc:VirtualObjectList>
  <vwoc:VirtualObject xsi:type="vwoc:VirtualObjectType" id="virtualObject_001">
    <vwoc:Identification name="clothe"/>
    <vwoc:Appearance>http://clothsdb.com/clothe_001.clo</vwoc:Appearance>
  </vwoc:VirtualObject>
  <vwoc:VirtualObject xsi:type="vwoc:VirtualObjectType" id="virtualObject_002">
    <vwoc:Appearance>http://3DmodelDb.com/object_0001.3ds</vwoc:Appearance>
    <vwoc:Animation>
      <vwoc:Motion>
        <vwoc:Name>urn:mpeg:mpeg-v:01-VWOC-VOMotionCS-NS:turn360</vwoc:Name>
        <vwoc:Uri>http://voAnimationdb.com/turn_360.bvh</vwoc:Uri>
      </vwoc:Motion>
    </vwoc:Animation>
  </vwoc:VirtualObject>
</vwoc:VirtualObjectList>

```

6.2.5 VOAnimationType

6.2.5.1 XML representation syntax

Diagram	<pre> classDiagram class VOAnimationType { +vwoc:Motion 0..∞ +vwoc:Deformation 0..∞ +vwoc:AdditionalAnimation 0..∞ } </pre>
Source	<pre> <complexType name="VOAnimationType"> <sequence> <element name="Motion" type="vwoc:AnimationDescriptionType" minOccurs="0" maxOccurs="unbounded"/> <element name="Deformation" type="vwoc:AnimationDescriptionType" minOccurs="0" maxOccurs="unbounded"/> <element name="AdditionalAnimation" type="vwoc:AnimationResourcesDescriptionType" minOccurs="0" maxOccurs="unbounded"/> </sequence> </complexType> </pre>

6.2.5.2 Binary representation syntax

VOAnimationType{	Number of bits	Mnemonic
MotionFlag	1	bslbf
DeformationFlag	1	bslbf
AdditionalAnimationFlag	1	bslbf
if(MotionFlag){		
NumMotion		vlui-msbf5
for(k=0;k<NumMotion;k++){		
Motion[k]		AnimationDescriptionType
}		
}		
if(DeformationFlag){		
NumDeformation		vlui-msbf5
for(k=0;k<NumDeformation;k++){		
Deformation[k]		AnimationDescriptionType
}		
}		
if(AdditionalAnimationFlag){		
NumAdditionalAnimation		vlui-msbf5
for(k=0;k<NumAdditionalAnimation;k++){		
AdditionalAnimation[k]		AnimationResourcesDescriptionType
}		
}		
}		

6.2.5.3 Semantics

Name	Definition
------	------------

VOAnimationType	A type that contains the description of an animation and may refer several media containing the exact animation parameters.																																																																							
MotionFlag	This field, which is only present in the binary representation, signals the presence of the Motion elements. "1" means that the elements shall be used. "0" means that the elements shall not be used.																																																																							
DeformationFlag	This field, which is only present in the binary representation, signals the presence of the Deformation elements. "1" means that the elements shall be used. "0" means that the elements shall not be used.																																																																							
AdditionalAnimationFlag	This field, which is only present in the binary representation, signals the presence of the AdditionalAnimation elements. "1" means that the elements shall be used. "0" means that the elements shall not be used.																																																																							
NumMotion	This field, which is only present in the binary representation, specifies the number of rigid motion elements.																																																																							
Motion	Set of animations defined as a rigid motion: Examples of motion animations defined in VOMotionCS in A.2.4.2 are as follows. <table><tr><th>Name</th><th>Binary representation (6 bits)</th><th>description</th></tr><tr><td>moveDown</td><td>1</td><td>move down</td></tr><tr><td>moveLeft</td><td>2</td><td>move left</td></tr><tr><td>moveRight</td><td>3</td><td>move right</td></tr><tr><td>moveUp</td><td>4</td><td>move up</td></tr><tr><td>turn180</td><td>5</td><td>turn 180</td></tr><tr><td>turnback180</td><td>6</td><td>turn back 180</td></tr><tr><td>turnLeft</td><td>7</td><td>turn left</td></tr><tr><td>turnRight</td><td>8</td><td>turn right</td></tr><tr><td>turn360</td><td>9</td><td>turn 360</td></tr><tr><td>turnback360</td><td>10</td><td>turn back 360</td></tr><tr><td>freeDirection</td><td>11</td><td>free direction</td></tr><tr><td>appear</td><td>12</td><td>appear</td></tr><tr><td>away</td><td>13</td><td>away</td></tr><tr><td>disappear</td><td>14</td><td>disappear</td></tr><tr><td>falldown</td><td>15</td><td>fall down</td></tr><tr><td>bounce</td><td>16</td><td>bounce</td></tr><tr><td>toss</td><td>17</td><td>toss</td></tr><tr><td>spin</td><td>18</td><td>spin</td></tr><tr><td>fly</td><td>19</td><td>fly</td></tr><tr><td>vibrate</td><td>20</td><td>vibrate</td></tr><tr><td>flow</td><td>21</td><td>flow</td></tr><tr><td></td><td>0,22-64</td><td>Reserved</td></tr></table>			Name	Binary representation (6 bits)	description	moveDown	1	move down	moveLeft	2	move left	moveRight	3	move right	moveUp	4	move up	turn180	5	turn 180	turnback180	6	turn back 180	turnLeft	7	turn left	turnRight	8	turn right	turn360	9	turn 360	turnback360	10	turn back 360	freeDirection	11	free direction	appear	12	appear	away	13	away	disappear	14	disappear	falldown	15	fall down	bounce	16	bounce	toss	17	toss	spin	18	spin	fly	19	fly	vibrate	20	vibrate	flow	21	flow		0,22-64	Reserved
Name	Binary representation (6 bits)	description																																																																						
moveDown	1	move down																																																																						
moveLeft	2	move left																																																																						
moveRight	3	move right																																																																						
moveUp	4	move up																																																																						
turn180	5	turn 180																																																																						
turnback180	6	turn back 180																																																																						
turnLeft	7	turn left																																																																						
turnRight	8	turn right																																																																						
turn360	9	turn 360																																																																						
turnback360	10	turn back 360																																																																						
freeDirection	11	free direction																																																																						
appear	12	appear																																																																						
away	13	away																																																																						
disappear	14	disappear																																																																						
falldown	15	fall down																																																																						
bounce	16	bounce																																																																						
toss	17	toss																																																																						
spin	18	spin																																																																						
fly	19	fly																																																																						
vibrate	20	vibrate																																																																						
flow	21	flow																																																																						
	0,22-64	Reserved																																																																						
NumDeformation	This field, which is only present in the binary representation, specifies the number of deformation action elements.																																																																							
Deformation	Set of deformation animations. Examples of deformation animations defined in VODeformationCS in A.2.4.1 are as follows. <table><tr><th>Name</th><th>Binary representation (6 bits)</th><th>description</th></tr><tr><td>flip</td><td>1</td><td>flip</td></tr><tr><td>stretch</td><td>2</td><td>stretch</td></tr><tr><td>swirl</td><td>3</td><td>swirl</td></tr><tr><td>twist</td><td>4</td><td>twist</td></tr><tr><td>bend</td><td>5</td><td>bend</td></tr><tr><td>roll</td><td>6</td><td>roll</td></tr><tr><td>press</td><td>7</td><td>press</td></tr><tr><td>fallToPieces</td><td>8</td><td>fall to pieces</td></tr><tr><td>explode</td><td>9</td><td>explode</td></tr></table>			Name	Binary representation (6 bits)	description	flip	1	flip	stretch	2	stretch	swirl	3	swirl	twist	4	twist	bend	5	bend	roll	6	roll	press	7	press	fallToPieces	8	fall to pieces	explode	9	explode																																							
Name	Binary representation (6 bits)	description																																																																						
flip	1	flip																																																																						
stretch	2	stretch																																																																						
swirl	3	swirl																																																																						
twist	4	twist																																																																						
bend	5	bend																																																																						
roll	6	roll																																																																						
press	7	press																																																																						
fallToPieces	8	fall to pieces																																																																						
explode	9	explode																																																																						

	fire	10	fire	
		0,11-64	Reserved	
NumAdditionalAnimation	This field, which is only present in the binary representation, specifies the number of additional animation elements.			
AdditionalAnimation	Element that contains, if exist, one or more link(s) to animation(s) file(s).			

6.2.5.4 Examples

This example shows the description of object animation information with the following semantics. Among all animations, motion type animation of turning 360° is given. The animation resource is saved at "http://voAnimationdb.com/turn_360.bvh" and the value of animationID, its identifier is "Animation3." The intensity shall be played once with duration of 30 seconds.

```
<vwoc:Animation>
  <vwoc:Motion animationID="Animation3" duration="30" loop="1">
    <vwoc:Name> urn:mpeg:mpeg-v:01-VWOC-VOMotionCS-NS:turn360</vwoc:Name>
    <vwoc:Uri>http://voAnimationdb.com/turn\_360.bvh</vwoc:Uri>
  </vwoc:Motion>
</vwoc:Animation>
```

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Annex A (normative)

Classification Schemes

A.1 General

This Annex specifies a set of classification schemes that may be used by applications using description tools specified in this part of ISO/IEC 23005. Applications need not use these classification schemes; they can use proprietary or third party ones. However, if they choose to use the classification schemes defined in this Annex, no modifications or extensions are allowed to these classification schemes. The classification schemes in this Annex are specified using the `ClassificationScheme` defined in ISO/IEC 15938-5:2003, 7.6. All of the classification schemes defined in this Annex are uniquely identified by a URN following the "urn:mpeg:mpeg-v:01-VWOC-NameCS-NS" namespace identifier where Name should be replaced with the name of the classification scheme. For example, the URN "urn:mpeg:mpeg-v:01-VWOC-IdleAnimationCS-NS" identifies the classification scheme provided for Idle animation types of AvatarAnimationType.

In some cases, there are several classification schemes associated with a single description. In such a case, any one of these classification schemes (as well as classification schemes not defined in this specification) may be used depending on the application domain.

A.2 Classification schemes

A.2.1 Classification scheme for input events

A.2.1.1 MouseEventCS

This subclause contains a classification scheme for mouse events. `MouseEventCS` corresponds to the `Mouse` element value in `VWOEventType`.

```
<ClassificationScheme uri="urn:mpeg:mpeg-v:01-VWOC-MouseEventCS-NS">
  <Term termID="click">
    <Name xml:lang="en">Click</Name>
    <Definition xml:lang="en">
      Describes the event of click the left button of a mouse(Tap swiftly.)
    </Definition>
  </Term>
  <Term termID="doubleclick">
    <Name xml:lang="en">DoubleClick</Name>
    <Definition xml:lang="en">
      Describes the event of double-click the left button of a mouse(Tap
      swiftly and with the taps as close to each other as possible).
    </Definition>
  </Term>
  <Term termID="leftbtndown">
    <Name xml:lang="en">LeftButtonDown</Name>
    <Definition xml:lang="en">
      Describes the event which takes place at the moment of holding down the
      left button of a mouse.
    </Definition>
  </Term>
  <Term termID="leftbtnup">
    <Name xml:lang="en">LeftButtonUP</Name>
```

```

    <Definition xml:lang="en">
        Describes the event which takes place at the moment of releasing the
        left button of a mouse.
    </Definition>
</Term>
<Term termID="rightbtndown">
    <Name xml:lang="en">RightButtonDown</Name>
    <Definition xml:lang="en">
        Describes the event which takes place at the moment of holding down the
        right button of a mouse.
    </Definition>
</Term>
<Term termID="rightbtnup">
    <Name xml:lang="en">RightButtonUP</Name>
    <Definition xml:lang="en">
        Describes the event which takes place at the moment of releasing the
        right button of a mouse.
    </Definition>
</Term>
<Term termID="wheelbtndown">
    <Name xml:lang="en">WheelButtonDown</Name>
    <Definition xml:lang="en">
        Describes the event which takes place at the moment of pushing the
        wheel button of a mouse.
    </Definition>
</Term>
<Term termID="wheelbtnup">
    <Name xml:lang="en">WheelButtonUp</Name>
    <Definition xml:lang="en">
        Describes the event which takes place at the moment of releasing the
        wheel button of a mouse.
    </Definition>
</Term>
<Term termID="wheelscrolldown">
    <Name xml:lang="en">WheelScrollDown</Name>
    <Definition xml:lang="en">
        Describes the mouse event which takes place at the moment of scrolling
        the wheel down.
    </Definition>
</Term>
<Term termID="wheelscrollup">
    <Name xml:lang="en">WheelScrollUp</Name>
    <Definition xml:lang="en">
        Describes the mouse event which takes place at the moment of scrolling
        the wheel up.
    </Definition>
</Term>
<Term termID="move">
    <Name xml:lang="en">Move</Name>
    <Definition xml:lang="en">
        Describes the event which takes place while changing the mouse
        position.
    </Definition>
</Term>
</ClassificationScheme>

```

A.2.2 Classification scheme for hairstyles

This subclause contains a classification scheme for hairstyles. HairStyleCS corresponds to the HairStyle element value in HairType.

```
<ClassificationScheme uri="urn:mpeg:mpeg-v:01-VWOC-HairStyleCS-NS">
  <Term termID="afro">
    <Name xml:lang="en">Afro</Name>
    <Definition xml:lang="en">
      Describes the style of the afro hair.
    </Definition>
  </Term>
  <Term termID="bun">
    <Name xml:lang="en">Bun</Name>
    <Definition xml:lang="en">
      Describes the style of the bun hair.
    </Definition>
  </Term>
  <Term termID="combover">
    <Name xml:lang="en">Combover</Name>
    <Definition xml:lang="en">
      Describes the style of the combover hair.
    </Definition>
  </Term>
  <Term termID="crewcut">
    <Name xml:lang="en">Crewcut</Name>
    <Definition xml:lang="en">
      Describes the style of the crewcut hair.
    </Definition>
  </Term>
  <Term termID="mohawk">
    <Name xml:lang="en">Mohawk</Name>
    <Definition xml:lang="en">
      Describes the style of the mohawk hair.
    </Definition>
  </Term>
  <Term termID="odando">
    <Name xml:lang="en">Odando</Name>
    <Definition xml:lang="en">
      Describes the style of the odando hair.
    </Definition>
  </Term>
  <Term termID="pigtails">
    <Name xml:lang="en">Pigtails</Name>
    <Definition xml:lang="en">
      Describes the style of the pigtails hair.
    </Definition>
  </Term>
  <Term termID="pompadour">
    <Name xml:lang="en">Pompadour</Name>
    <Definition xml:lang="en">
      Describes the style of the pompadour hair.
    </Definition>
  </Term>
```