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**Information technology — Coding of  
audio-visual objects —**

**Part 16:  
Animation Framework eXtension (AFX)**

**AMENDMENT 3: Printing material and  
3D graphics coding for browsers**

*Technologies de l'information — Codage des objets audiovisuels —  
Partie 16: Extension du cadre d'animation (AFX)*

*AMENDEMENT 3: Représentation efficiente de maillages 3D à  
multiples attributs*



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