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

**Part 27:
3D Graphics conformance**

**AMENDMENT 4: Conformance for efficient
representation of 3D meshes with multiple
attributes**

Technologie de l'information — Codage des objets audio-visuels —

Partie 27: Conformité aux graphiques 3D

*AMENDEMENT 4: Conformité pour une représentation efficace de
mailles en 3D avec attributs multiples*



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