

CLAIMS

What is claimed is:

1. A method of coding a video sequence, executable by a processor, comprising:
receiving video data containing one or more faces;
5 selecting one or more virtual boundaries between the one or more faces of the received video data, wherein the distance between two virtual boundaries is a number of luma samples that is greater than or equal to a size of a coding tree unit associated with the video sequence;
disabling in-loop filtering between the one or more selected virtual boundaries from the virtual boundaries.
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2. The method of claim 1, wherein the in-loop filtering is disabled based on the selected boundaries being discontinuous in a three-dimensional geometry.
3. The method of claim 1, wherein each of the one or more virtual boundaries includes an
15 x-value and a y-value.
4. The method of claim 3, wherein each of the x-values and the y-values associated with each of the virtual boundaries are in ascending order.
- 20 5. The method of claim 3, wherein an i-th virtual boundary is specified from among the one or more virtual boundaries as a difference between the x-value and the y-value of the i-th virtual boundary and the x-value and the y-value of an (i-1)-th virtual boundary.
6. The method of claim 1, wherein a location of a virtual boundary from among the one or
25 more virtual boundaries is specified by one or more units of luma samples.
7. The method of claim 1, wherein the disabling the in-loop filtering minimizes one or more seam artifacts between the virtual boundaries.
- 30 8. A computer system for coding a video sequence, the computer system comprising:
one or more computer-readable non-transitory storage media configured to store computer program code; and
one or more computer processors configured to access said computer program code and

operate as instructed by said computer program code, said computer program code including:

receiving code configured to cause the one or more processors to receive video data containing one or more faces;

5 selecting code configured to cause the one or more processors to select one or more virtual boundaries between the one or more faces of the received video data, wherein the distance between two virtual boundaries is a number of luma samples that is greater than or equal to a size of a coding tree unit associated with the video sequence;

disabling code configured to cause the one or more processors to disable in-loop filtering between the one or more selected virtual boundaries from the virtual boundaries.

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9. The computer system of claim 8, wherein the in-loop filtering is disabled based on the selected boundaries being discontinuous in a three-dimensional geometry.

10. The computer system of claim 8, wherein each of the one or more virtual boundaries
15 includes an x-value and a y-value.

11. The computer system of claim 10, wherein each of the x-values and the y-values associated with each of the virtual boundaries are in ascending order.

20 12. The computer system of claim 10, wherein an i-th virtual boundary is specified from among the one or more virtual boundaries as a difference between the x-value and the y-value of the i-th virtual boundary and the x-value and the y-value of an (i-1)-th virtual boundary.

13. The computer system of claim 8, wherein a location of a virtual boundary from among
25 the one or more virtual boundaries is specified by one or more units of luma samples.

14. The computer system of claim 8, wherein the disabling the in-loop filtering minimizes one or more seam artifacts between the virtual boundaries.

15. A non-transitory computer readable medium having stored thereon a computer program
30 for coding a video sequence, the computer program configured to cause one or more computer processors to:

receive video data containing one or more faces;

select one or more virtual boundaries between the one or more faces of the received

video data, wherein the distance between two virtual boundaries is a number of luma samples that is greater than or equal to a size of a coding tree unit associated with the video sequence;
disable in-loop filtering between the one or more selected virtual boundaries from the virtual boundaries.

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16. The computer readable medium of claim 15, wherein the in-loop filtering is disabled based on the selected boundaries being discontinuous in a three-dimensional geometry.

17. The computer readable medium of claim 15, wherein each of the one or more virtual
10 boundaries includes an x-value and a y-value.

18. The computer readable medium of claim 17, wherein an i-th virtual boundary is specified from among the one or more virtual boundaries as a difference between the x-value and the y-value of the i-th virtual boundary and the x-value and the y-value of an (i-1)-th virtual
15 boundary.