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(54) Title: AVATAR SIGNALING IN SCENE DESCRIPTION

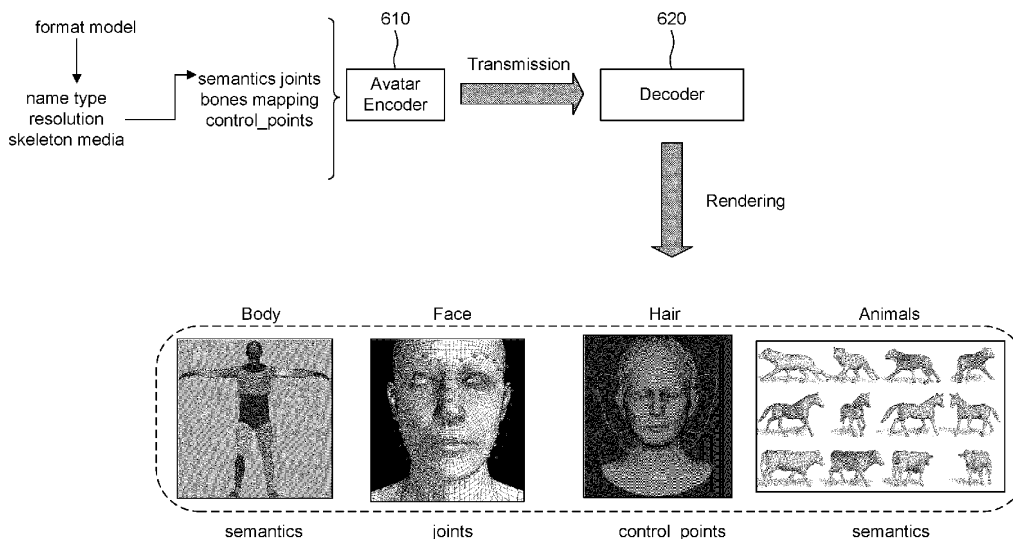


FIG. 6

(57) Abstract: In one implementation, we propose to provide signaling to inform applications about what to expect from the avatar node. The representation of the proposed format is reconstructed given some user inputs, and mapped onto a 3D reference avatar model, to allow a shared geometry and feature representation for any humanoid character. For example, the "format" and "model" attributes provide additional information relative to an avatar, such as the avatar format, high-level semantics, and 3D media linked to geometry or texture. For a 3D model, the type of avatar and the skeletal structure can also be described. This common base representation facilitates animation and representation of different morphologies or contexts. Such a high-level semantic description is less costly in terms of network transmission and also enables easy transcoding between different formats.

[Continued on next page]

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