CLAIMS

1. A method, comprising:

obtaining, from a plurality of formats, a format used to represent an avatar, from a description for an extended reality scene;

obtaining from said description at least a type of avatar; and

reconstructing said avatar, based on said format and said at least a type of avatar.

2. The method of claim 1, wherein said at least a type includes at least one of Humanoid, Non-Humanoid, Animal, Aquatic, Aerial, Terrestrial, Subterranean and Arboreal.

3. The method of claim 1, further comprising obtaining a skeletal structure for said avatar.

4. The method of claim 3, wherein description for said skeletal structure includes at least joint names, 3D positions of joints, bone structure, influence between bones and geometry, and high level semantic control points.

5. The method of claim 1, further comprising mapping to represent said avatar in another format.

6. An apparatus, comprising:

one or more processors; and

at least one memory coupled to said one or more processors, wherein said one or more processors are configured to:

obtain, from a plurality of formats, a format used to represent an avatar, from a description for an extended reality scene;

obtain from said description at least a type of avatar; and

reconstruct said avatar, based on said format and said at least a type of avatar.

7. The apparatus of claim 6, wherein said at least a type includes at least one of Humanoid, Non-Humanoid, Animal, Aquatic, Aerial, Terrestrial, Subterranean and Arboreal.

8. The apparatus of claim 6, further comprising obtaining a skeletal structure for said avatar.

9. The apparatus of claim 8, wherein description for said skeletal structure includes at least joint names, 3D positions of joints, bone structure, influence between bones and geometry, and high level semantic control points.

10. The apparatus of claim 6, further comprising mapping to represent said avatar in another format.

11. A method, comprising:

indicating a format, of a plurality of formats, used to represent an avatar, in a description for an extended reality scene;

indicating at least a type of avatar in said description;

generating data representative of said avatar based on said format and said at least a type of avatar; and

indicating said data representative of said avatar in said description.

12. The method of claim 11, wherein said at least a type includes at least one of Humanoid, Non-Humanoid, Animal, Aquatic, Aerial, Terrestrial, Subterranean and Arboreal.

13. The method of claim 12, further comprising obtaining a skeletal structure for said avatar.

14. The method of claim 13, wherein description for said skeletal structure includes at least joint names, 3D positions of joints, bone structure, influence between bones and geometry, and high level semantic control points.

15. The method of claim 11, further comprising encoding said description.

16. An apparatus, comprising:

one or more processors; and

at least one memory coupled to said one or more processors, wherein said one or more processors are configured to:

indicate a format, of a plurality of formats, used to represent an avatar, in a description for an extended reality scene;

indicate at least a type of avatar in said description;

generate data representative of said avatar based on said format and said at least a type of avatar; and

indicate said data representative of said avatar in said description.

17. The apparatus of claim 16, wherein said at least a type includes at least one of Humanoid, Non-Humanoid, Animal, Aquatic, Aerial, Terrestrial, Subterranean and Arboreal.

18. The apparatus of claim 17, further comprising obtaining a skeletal structure for said avatar.

19. The apparatus of claim 18, wherein description for said skeletal structure includes at least joint names, 3D positions of joints, bone structure, influence between bones and geometry, and high level semantic control points.

20. The apparatus of claim 16, wherein said one or more processors are further configured to encode said description.