CLAIMS

1. A method comprising:

obtaining a description of an extended reality scene, the description comprising:

a scene graph and a set of behavior information associating one or more triggers with one or more actions on nodes of the scene graph, and

the one or more triggers, wherein a trigger of the one or more triggers is associated with:

a first node of the scene graph describing a camera, and

a second node of the scene graph describing a first object and comprising first information indicating at what extent the first object has to be visible by the camera to activate the trigger; and

applying the one or more actions associated with the one or more triggers in the set of behavior information when conditions of the first information are fulfilled.

2. The method of claim 1, wherein the first information is a percentage value indicating a part of the first object to be visible from the camera to activate the trigger, the trigger being activated on condition that at least the part of the first object is visible by the camera.

3. The method of claim 1, wherein the first information is a Boolean value, a true value indicating that the trigger is activated only on condition that the first object is fully visible by the camera, and a false value indicating that the trigger is activated on condition that at least a part of the first object is visible by the camera.

4. The method of claim 1, wherein the first information is a number value indicating how many faces of a mesh representative of a geometry of the first object has to be visible to activate the trigger.

5. The method of one of claims 1 to 4, wherein the second node comprises second information indicating a list of third nodes describing second objects to be ignored to evaluate whether the first object is fully visible.

6. The method of one of claims 1 to 4, wherein the second node comprises second information indicating a list of third nodes describing second objects to be considered to evaluate whether the first object is fully visible.

7. The method of one of claims 1 to 4, wherein the second node comprises third information indicating a mesh to use to evaluate whether the first object is fully visible.

8. A device comprising a memory associated with a processor configured for:

obtaining a description of an extended reality scene, the description comprising:

a scene graph and a set of behavior information associating one or more triggers with one or more actions on nodes of the scene graph, and

the one or more triggers, wherein a trigger of the one or more triggers is associated with:

a first node of the scene graph describing a camera, and

a second node of the scene graph describing a first object and comprising a first information indicating at what extent the first object has to be visible by the camera to activate the trigger; and

applying the one or more actions associated with the one or more triggers in the set of behavior information of the scene graph when conditions of the first information are fulfilled.

9. The device of claim 8, wherein the first information is a percentage value indicating a part of the first object to be visible from the camera to activate the trigger, the trigger being activated on condition that at least the part of the first object is visible by the camera.

10. The device of claim 8, wherein the first information is a Boolean value, a true value indicating that the trigger is activated only on condition that the first object is fully visible by the camera, and a false value indicating that the trigger is activated on condition that at least a part of the first object is visible by the camera.

11. The device of claim 8, wherein the first information is a number value indicating how many faces of a mesh representative of a geometry of the first object has to be visible to activate the trigger.

12. The device of one of claims 8 to 11, wherein the second node comprises a second information indicating a list of third nodes describing second objects to be ignored to evaluate whether the first object is fully visible.

13. The device of one of claims 8 to 11, wherein the second node comprises a second information indicating a list of third nodes describing second objects to be considered to evaluate whether the first object is fully visible.

14. The device of one of claims 8 to 11, wherein the second node comprises a third information indicating a mesh to use to evaluate whether the first object is fully visible.

15. A non-transitory computer-readable medium carrying data representative of a description of an extended reality scene, the description comprising:

a scene graph and a set of behavior information associating one or more triggers with one or more actions on nodes of the scene graph, and

the one or more triggers, wherein a trigger of the one or more triggers is associated with:

a first node of the scene graph describing a camera, and

a second node of the scene graph describing a first object and comprising first information indicating at what extent the first object has to be visible by the camera to activate the trigger.

16. The non-transitory computer-readable medium of claim 15, wherein the first information is a percentage value indicating a part of the first object to be visible from the camera to activate the trigger.

17. The non-transitory computer-readable medium of claim 15, wherein the first information is a Boolean value, a true value indicating that the trigger is activated only on condition that the first object is fully visible by the camera, and a false value indicating that the trigger is activated on condition that at least a part of the first object is visible by the camera.

18. The non-transitory computer-readable medium of claim 15, wherein the first information is a number value indicating how many faces of a mesh representative of a geometry of the first object has to be visible to activate the trigger.

19. The non-transitory computer-readable medium of one of claims 15 to 18, wherein the second node comprises a second information indicating a list of third nodes describing second objects to be ignored to evaluate whether the first object is fully visible.

20. The non-transitory computer-readable medium of one of claims 15 to 18, wherein the second node comprises a second information indicating a list of third nodes describing second objects to be considered to evaluate whether the first object is fully visible.

21. The non-transitory computer-readable medium of one of claims 15 to 18, wherein the second node comprises a third information indicating a mesh to use to evaluate whether the first object is fully visible.