

1/11

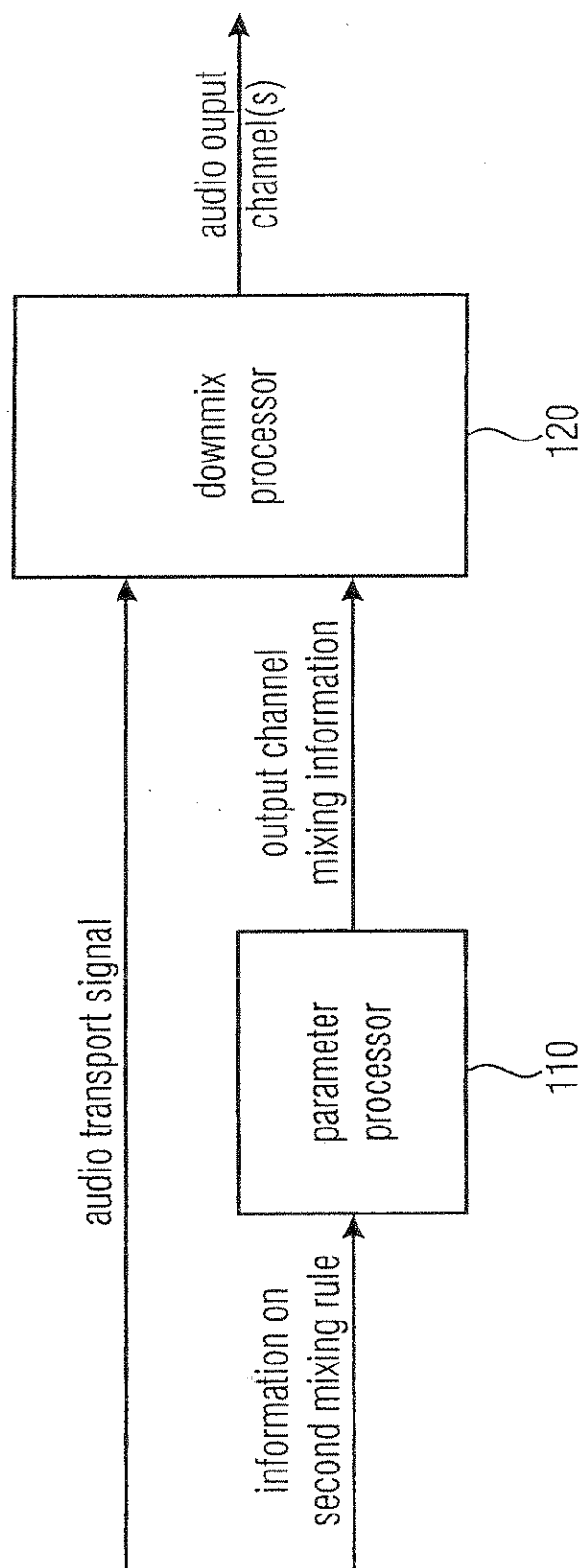


FIGURE 1

2/11

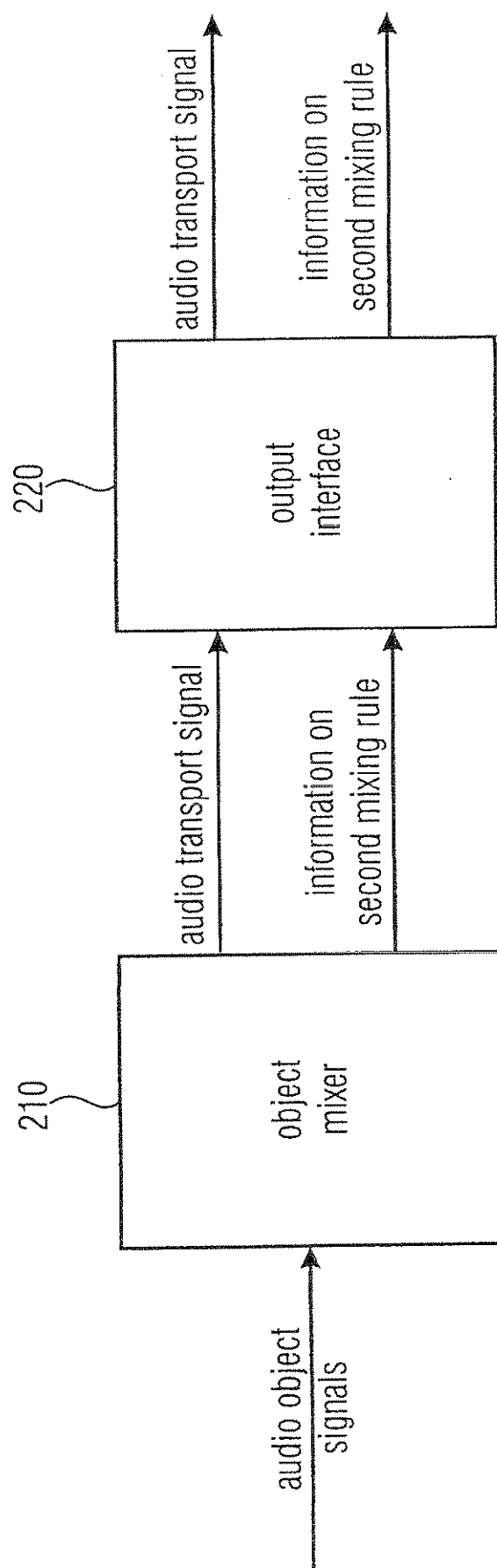


FIGURE 2

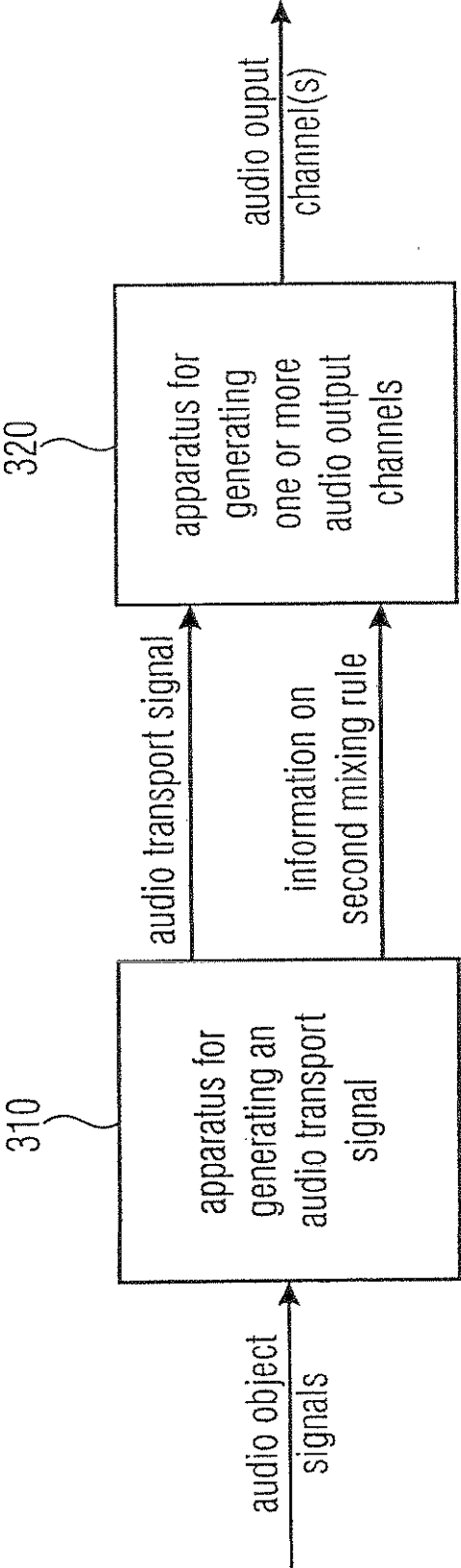
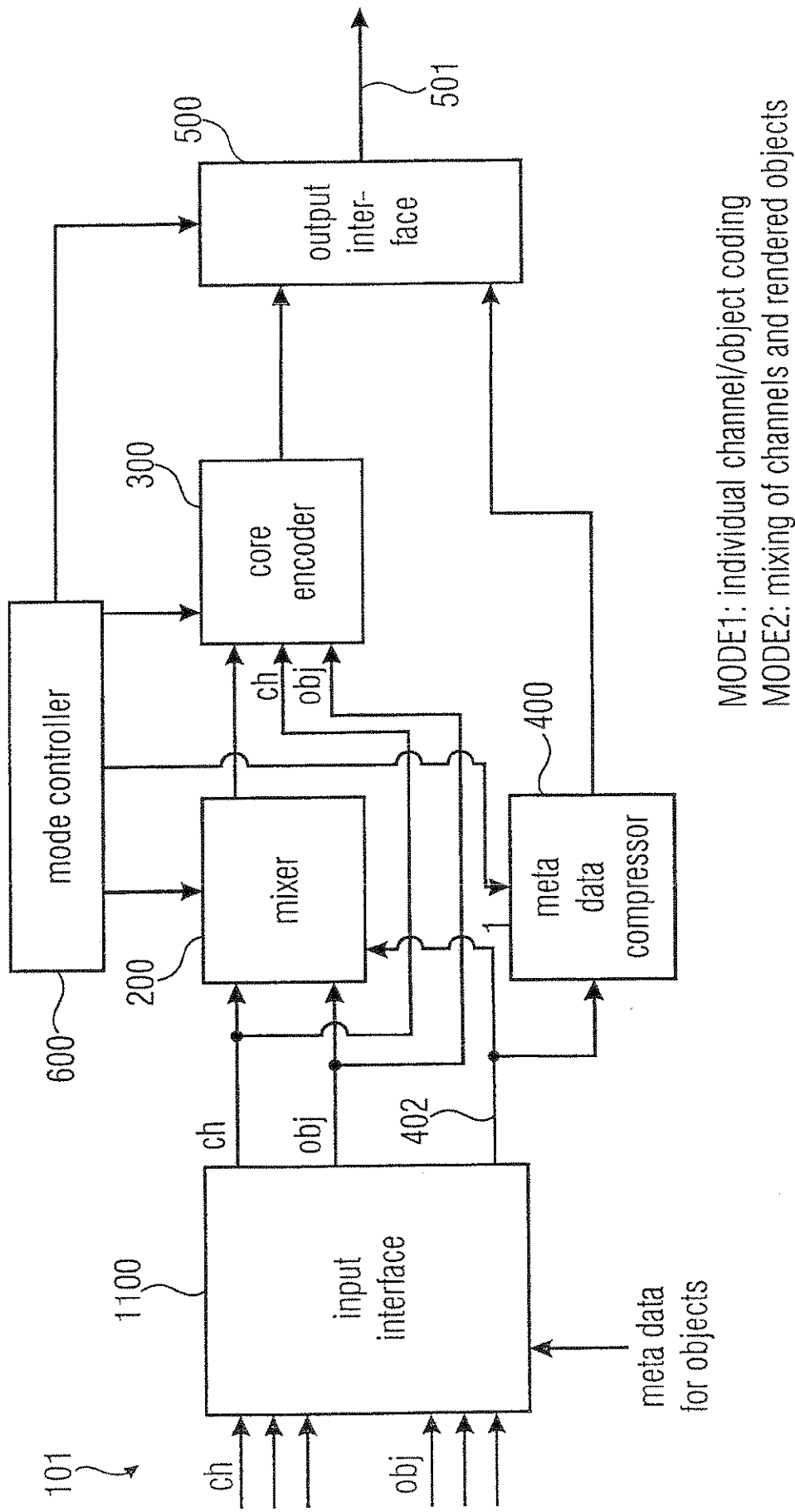


FIGURE 3



MODE1: individual channel/object coding
MODE2: mixing of channels and rendered objects

FIGURE 4
(ENCODER)

5/11

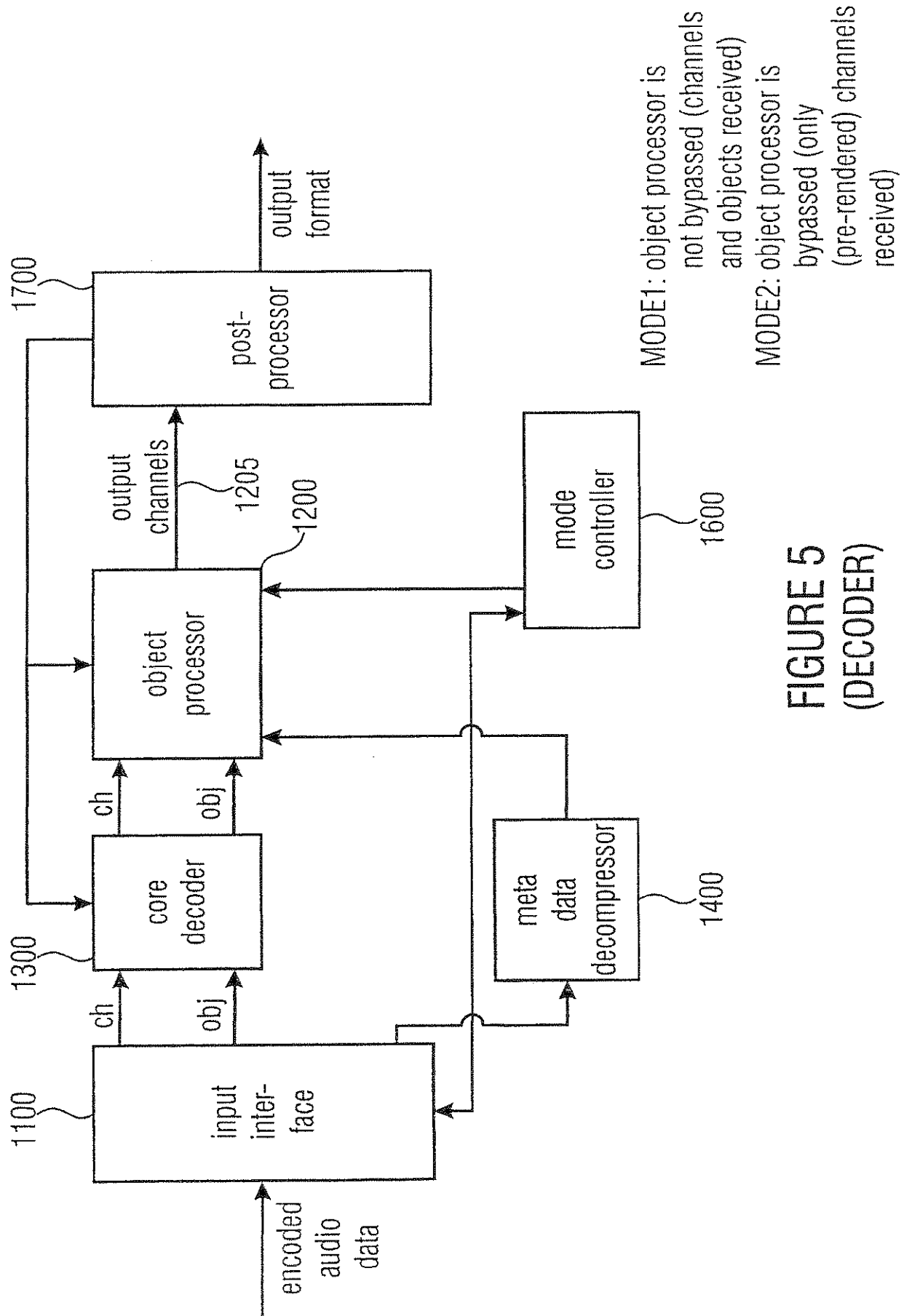


FIGURE 5
(DECODER)

6/11

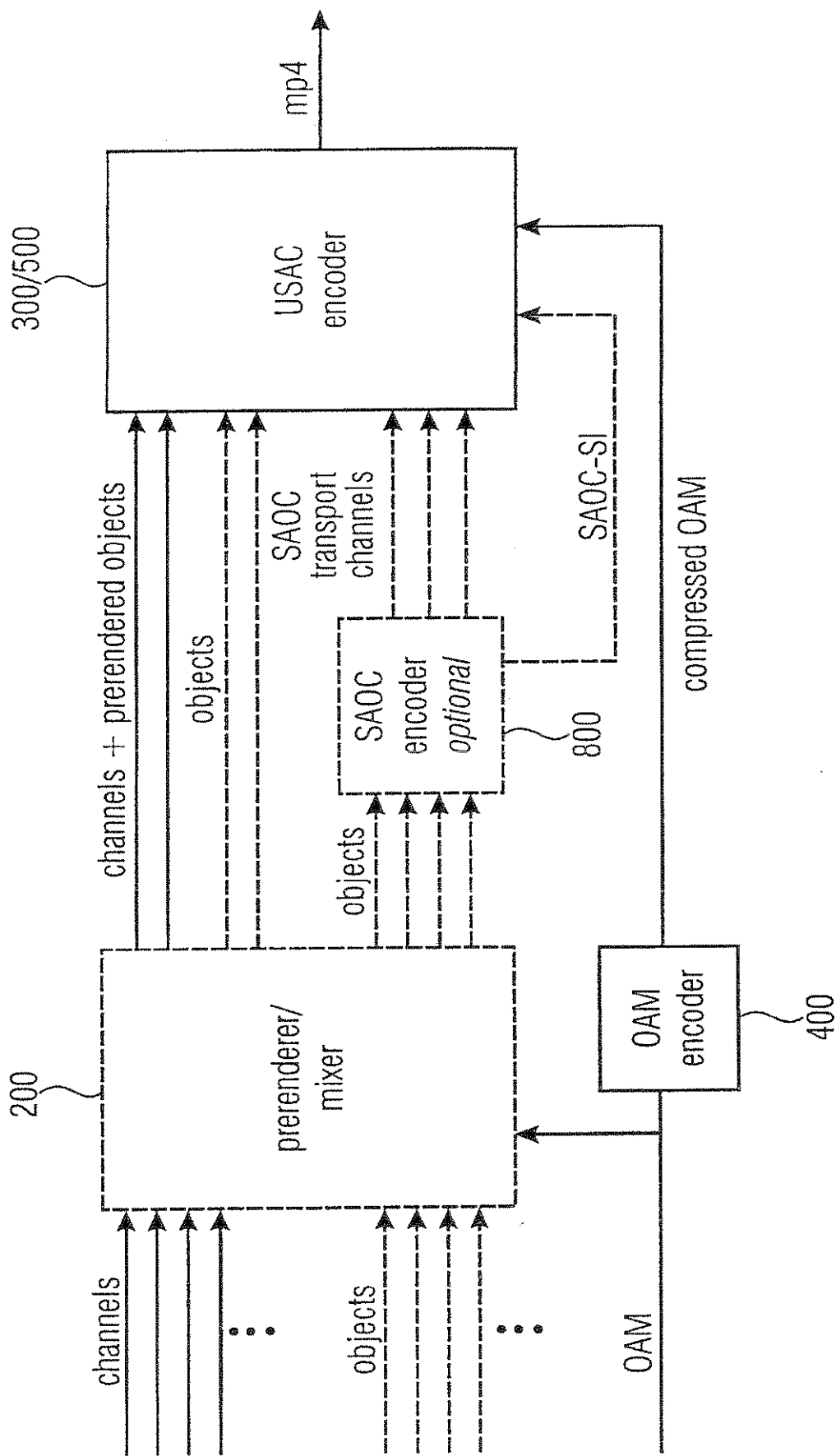


FIGURE 6
(ENCODER)

7/11

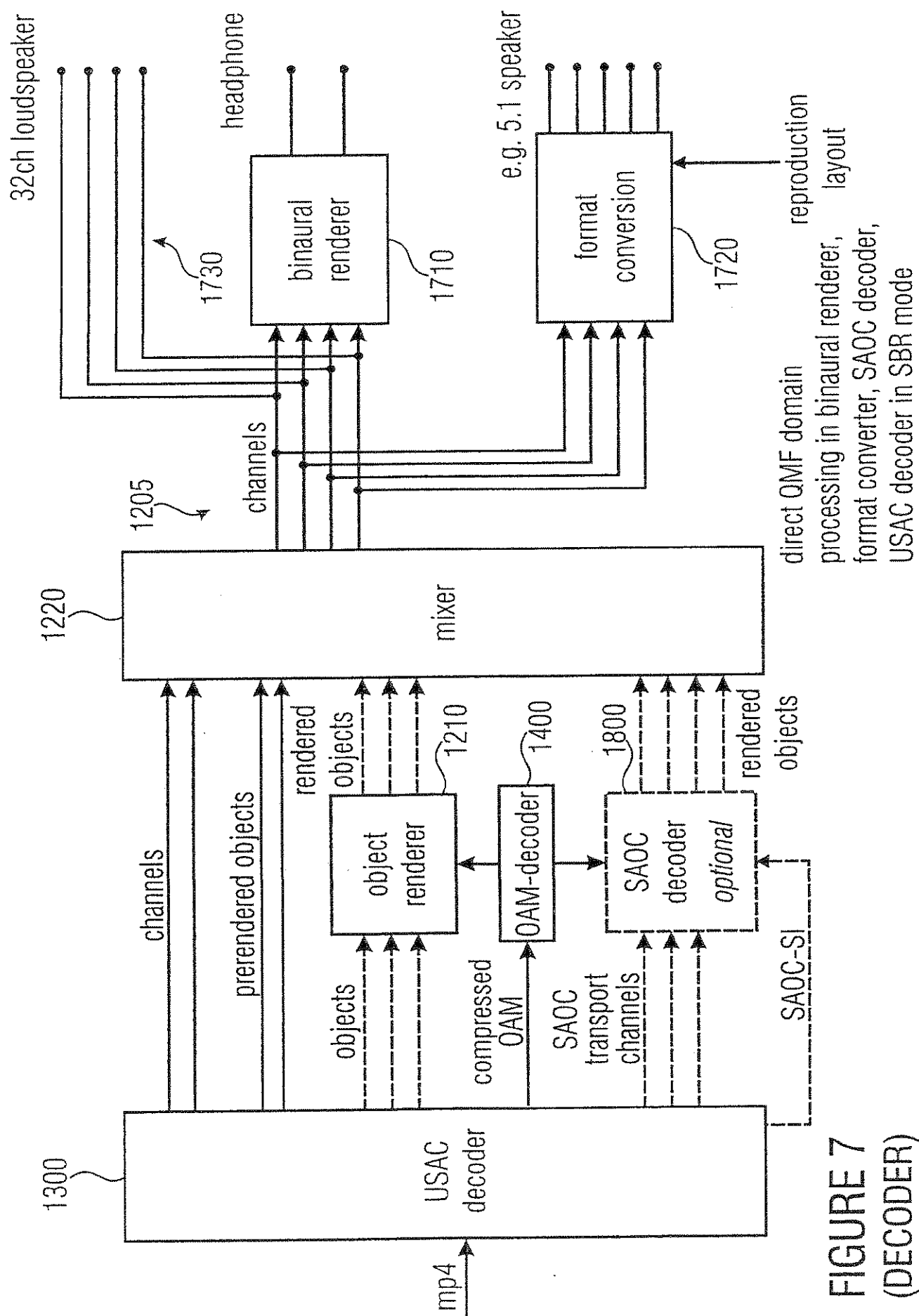


FIGURE 7
(DECODER)

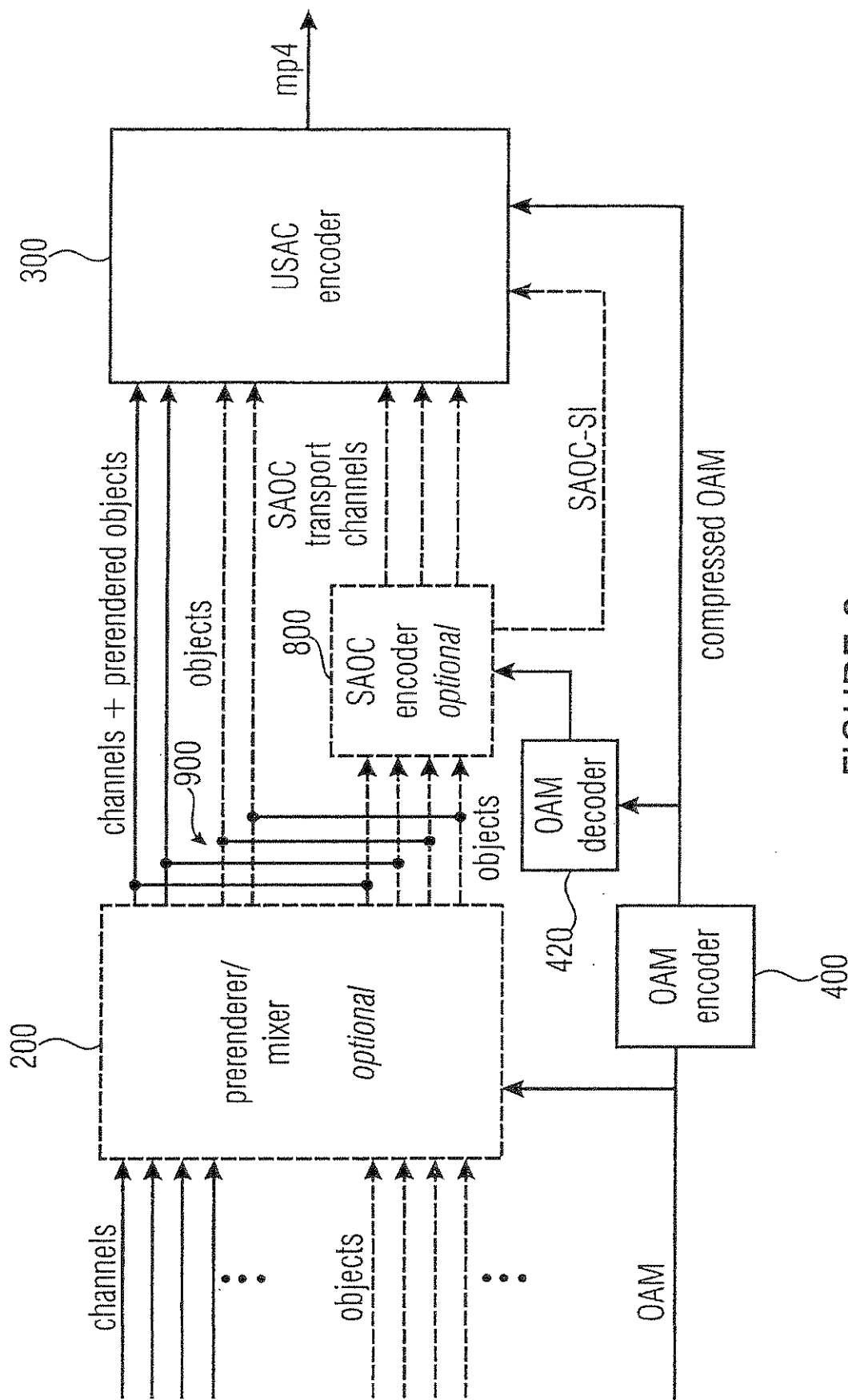


FIGURE 8
(ENCODER)

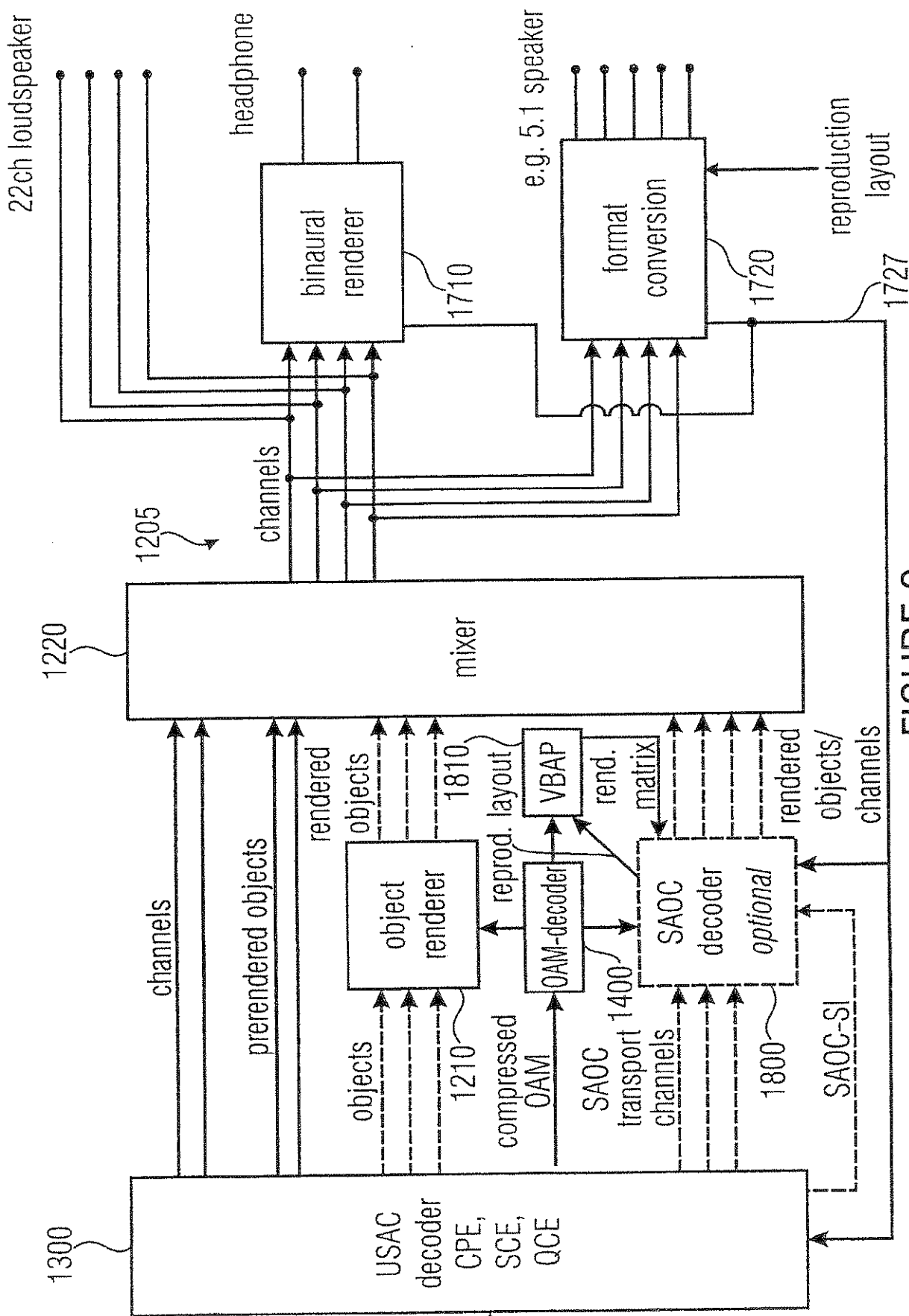


FIGURE 9
(DECODER)

10/11

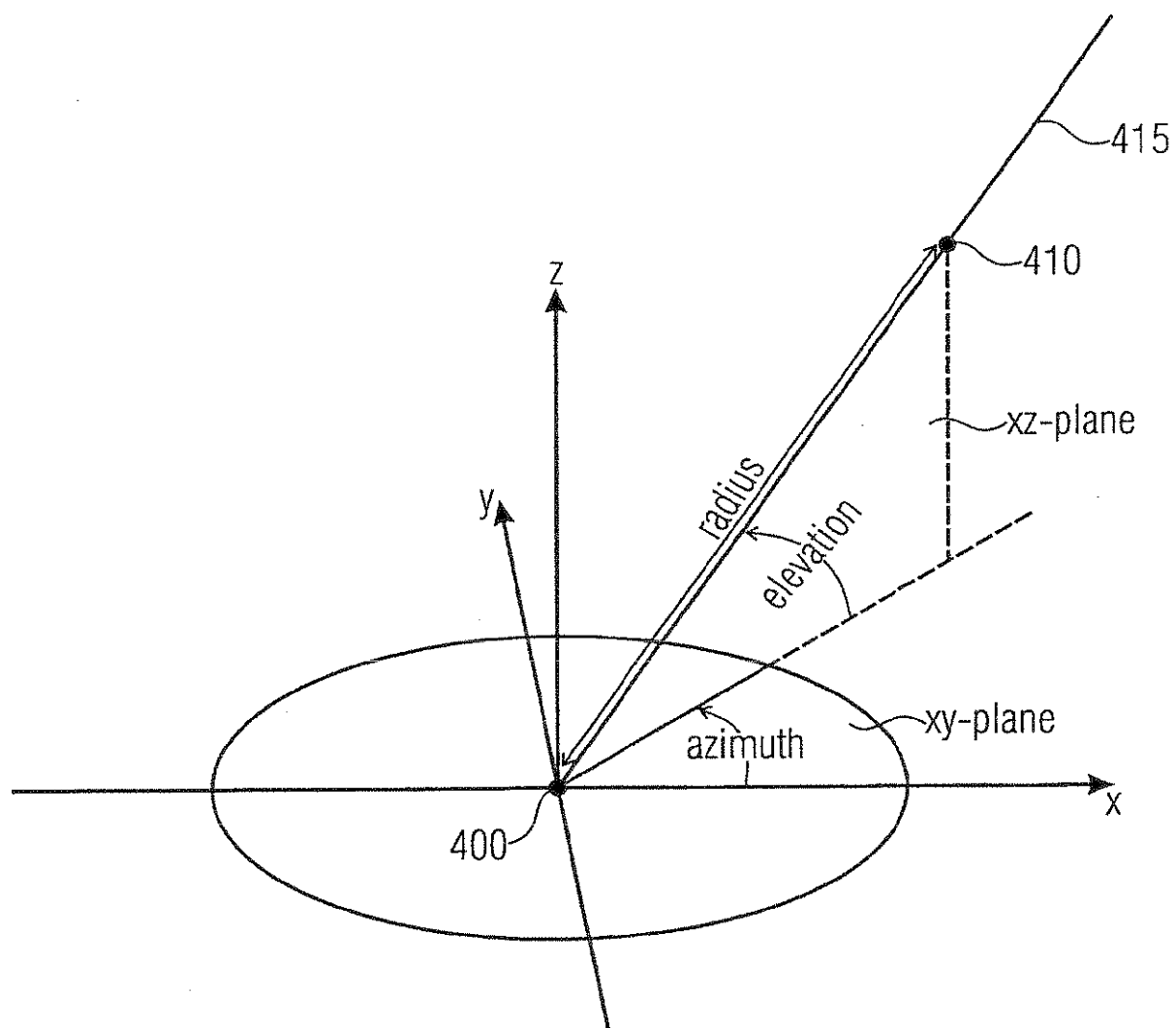


FIGURE 10

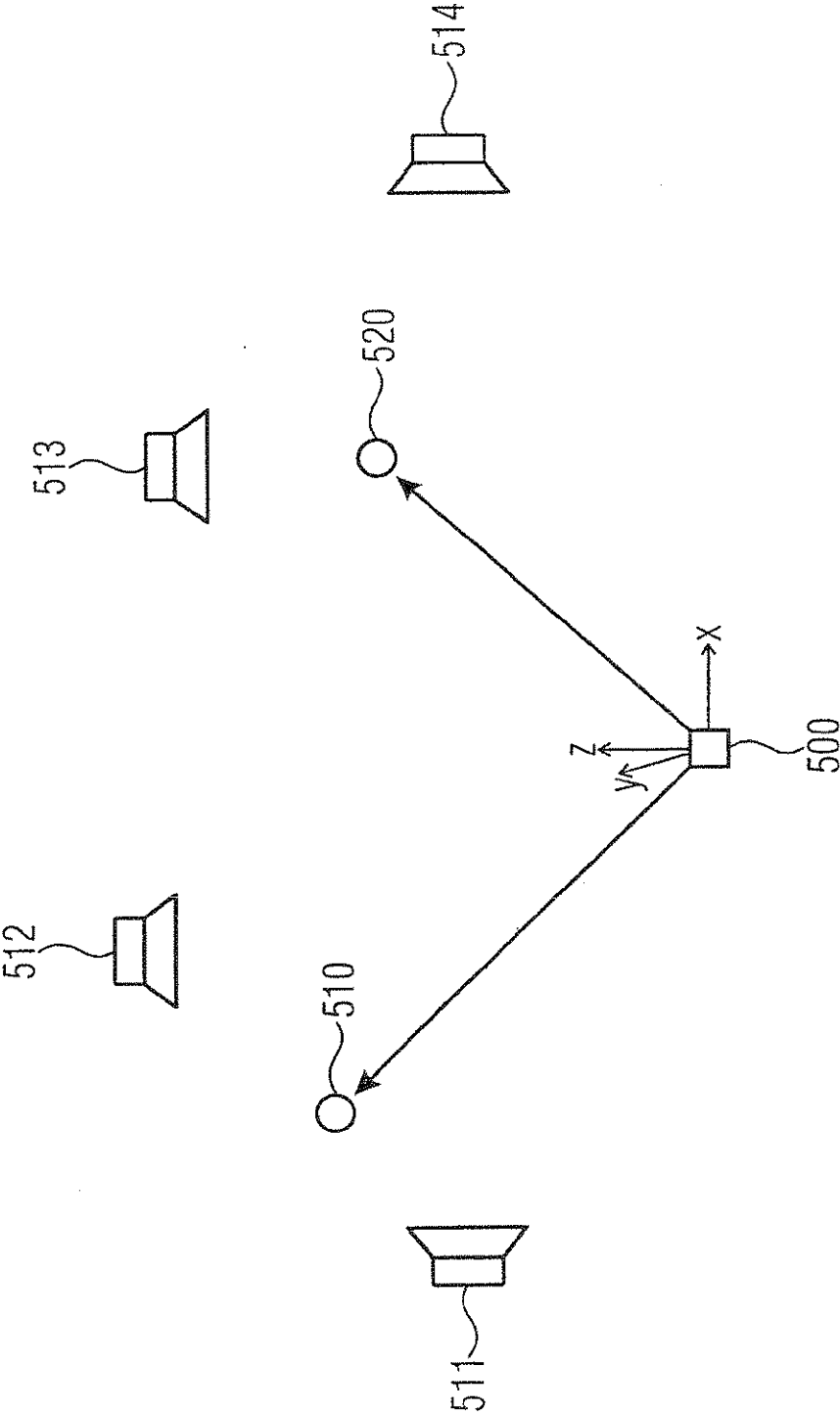


FIGURE 11