CLAIMS

1. A method, comprising:

parsing a description for an extended reality scene from a data stream, wherein said description for said extended reality scene includes behavior data at scene level and augmentations at node level;

obtaining a limit on a distance at scene level;

obtaining a scaling factor at node level;

determining that an object corresponding to a node is in proximity of another object corresponding to another node in said extended reality scene, based on said limit on a distance at scene level and said scaling factor at node level; and

activating a trigger to an action responsive to that said object is in proximity of said another object.

2. The method of claim 1, said description for said extended reality scene including:

an upper limit on a distance between said node and said another node at scene level; and

a first scaling factor corresponding to said upper limit at node level.

3. The method of claim 1, said description including:

a lower limit on a distance between said node and said another node at scene level; and

a second scaling factor corresponding to said lower limit at node level.

4. The method of claim 1, said description including:

one or more parameters specifying a volume, wherein said node is considered to be in proximity of said another node responsive to that said node is inside said volume.

5. The method of claim 1, wherein said scaling factor at node level depends on a nature or a size of said object corresponding to said node in said extended reality scene.

6. The method of claim 1, wherein said description further includes a parameter indicating whether occlusion is considered or not.

7. The method of claim 6, wherein said trigger is only activated if said node is not occluded by said another node.

8. The method of claim 1, wherein said description for said extended reality scene further includes a parameter indicating that geospatial coordinates are used.

9. A method, comprising:

generating a limit on a distance at scene level;

generating at least a scaling factor, at node level, wherein said limit at scene level and said scaling factor at node level are used to indicate that an object corresponding to a node is in proximity of another object corresponding to another node in a description for an extended reality scene, wherein said proximity is used to activate a trigger to an action;

writing said limit and said scaling factor in a description for said extended reality scene, wherein said description for said extended reality scene includes behavior data at scene level and augmentations at node level, wherein said limit is included at scene level and said scaling factor is included at node level in the description for said extended reality scene; and

transmitting said description for said extended reality scene.

10. The method of claim 9, said description for said extended reality scene including:

an upper limit on a distance between said node and said another node at scene level; and

a first scaling factor corresponding to said upper limit at node level.

11. The method of claim 9, said description including:

a lower limit on a distance between said node and said another node at scene level; and

a second scaling factor corresponding to said lower limit at node level.

12. The method of claim 9, said description including:

one or more parameters specifying a volume, wherein said node is considered to be in proximity of said another node responsive to that said node is inside said volume.

13. 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:

parse a description for an extended reality scene from a data stream, wherein said description for said extended reality scene includes behavior data at scene level and augmentations at node level;

obtain a limit on a distance at scene level;

obtain a scaling factor at node level;

determine that an object corresponding to a node is in proximity of another object corresponding to another node in said extended reality scene, based on said limit on a distance at scene level and said scaling factor at node level; and

activate a trigger to an action responsive to that said object is in proximity of said another object.

14. The apparatus of claim 13, said description for said extended reality scene including:

an upper limit on a distance between said node and said another node at scene level; and

a first scaling factor corresponding to said upper limit at node level.

15. The apparatus of claim 13, said description including:

a lower limit on a distance between said node and said another node at scene level; and

a second scaling factor corresponding to said lower limit at node level.

16. The apparatus of claim 13, said description including:

one or more parameters specifying a volume, wherein said node is considered to be in proximity of said another node responsive to that said node is inside said volume.

17. 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:

generate a limit on a distance at scene level;

generate at least a scaling factor, at node level, wherein said limit at scene level and said scaling factor at node level are used to indicate that an object corresponding to a node is in

proximity of another object corresponding to another node in a description for an extended reality scene, wherein said proximity is used to activate a trigger to an action;

write said limit and said scaling factor in a description for an extended reality scene, wherein said description for said extended reality scene includes behavior data at scene level and augmentations at node level, wherein said limit is included at scene level and said scaling factor is included at node level in the description for said extended reality scene; and

transmit said description for said extended reality scene.

18. The apparatus of claim 17, said description for said extended reality scene including:

an upper limit on a distance between said node and said another node at scene level; and

a first scaling factor corresponding to said upper limit at node level.

19. The apparatus of claim 17, said description including:

a lower limit on a distance between said node and said another node at scene level; and

a second scaling factor corresponding to said lower limit at node level.

20. The apparatus of claim 17, said description including:

one or more parameters specifying a volume, wherein said node is considered to be in proximity of said another node responsive to that said node is inside said volume.