What Is Claimed Is:

1. A method executed by at least one processor, the method comprising:

parsing a scene file to extract relevant scene file data;

sending the relevant scene file data to a converter;

translating, by the converter, the relevant scene file data into a format compatible with a respective rendering engine; and

mapping the translated scene file data using the respective rendering engine into a scene representation, wherein the scene representation is compatible with an Immersive Technologies Media Format (ITMF).

2. The method according to claim 1, further comprising arranging the scene file data into various scene representation classes compatible with the respective rendering engine using an Immersive Technologies Media Format (ITMF) scene graph.

3. The method according to claim 1 or 2, wherein the extracted relevant scene file data comprises scene assets, materials, geometry, rendering path, and scene elements.

4. The method according to any one of claims 1 to 3, wherein the mapping the translated scene file data using the respective rendering engine into a scene representation comprises mapping the translated scene file data into a plurality of unreal primary scene classes and a plurality of unreal material classes.

5. The method according to any one of claims 1 to 4, wherein the ITMF scene graph includes a node-based, directed acyclic graph that describes temporal, and spatial

relationships between a plurality of visual objects in the scene file.

6. The method according to claim 4, wherein the ITMF scene graph is expressed as a human-readable XML file.

7. The method according to claim 4, wherein the ITMF scene graph supports both legacy and emerging advanced imaging display technologies.

8. The method according to any one of claims 1 to 7, further comprising:

referencing scene assets by the ITMF scene graph;

aggregating the scene assets referenced by the ITMF scene graph with a human-readable XML file; and

storing the aggregated scene assets and the human-readable XML file into an ITMF container.

9. An apparatus comprising:

at least one memory configured to store program code; and

at least one processor configured to read the program code and operate as instructed by the program code, the program code comprising:

parsing code configured to cause the at least one processor to parse a scene file to extract relevant scene file data;

sending code configured to cause the at least one processor to send the relevant scene file data to a converter;

translating code configured to cause the at least one processor to translate, by the converter, the relevant scene file data into a format compatible with a respective rendering engine; and

mapping code configured to cause the at least one processor to map the translated scene file data using the respective rendering engine into a scene representation, wherein the scene representation is compatible with an Immersive Technologies Media Format (ITMF).

10. The apparatus according to claim 9, wherein the program code further comprises arranging code configured to cause the at least one processor to arrange the scene file data into various scene representation classes compatible with the respective rendering engine using an Immersive Technologies Media Format (ITMF) scene graph.

11. The apparatus according to claim 9 or 10, wherein the extracted relevant scene file data comprises scene assets, materials, geometry, rendering path, and scene elements.

12. The apparatus according to any one of claims 9 to 11, wherein the mapping code configured to cause the at least one processor to map the translated scene file data using the respective rendering engine into a scene representation further causes the at least one processor to map the translated scene file data into a plurality of unreal primary scene classes and a plurality of unreal material classes.

13. The apparatus according to any one of claims 9 to 12, wherein the ITMF scene graph includes a node-based, directed acyclic graph that describes temporal, and spatial relationships between a plurality of visual objects in the scene file.

14. The apparatus according to claim 12, wherein the ITMF scene graph is expressed as a human-readable XML file.

15. The apparatus according to claim 12, wherein the ITMF scene graph supports both legacy and emerging advanced imaging display technologies.

16. The apparatus according to any one of claims 9 to 15, wherein the ~~-~~program code further includes:

referencing code configured to cause the at least one processor to reference scene assets by the ITMF scene graph;

aggregating code configured to cause the at least one processor to aggregate the scene assets referenced by the ITMF scene graph with a human-readable XML file; and

storing code configured to cause the at least one processor to store the aggregated scene assets and the human-readable XML file into an ITMF container.

17. A ~~non-transitory~~ computer-readable storage medium, storing instructions, which, when executed by at least one processor, cause the at least one processor to perform the method of any one of claims 1 to 8~~:~~

~~parse a scene file to extract relevant scene file data;~~

~~send the relevant scene file data to a converter;~~

~~translate, by the converter, the relevant scene file data into a format compatible with a respective rendering engine; and~~

~~map the translated scene file data using the respective rendering engine into a scene representation, wherein the scene representation is compatible with an Immersive Technologies Media Format (ITMF)~~.

~~18. The non-transitory computer-readable storage medium according to claim 17, wherein the instruction further cause the at least one processor to arrange the scene~~

file data into various scene representation classes compatible with the respective rendering engine using an Immersive Technologies Media Format (ITMF) scene graph.

19. The non-transitory computer-readable storage medium according to claim 17, wherein the extracted relevant scene file data comprises scene assets, materials, geometry, rendering path, and scene elements.

20. The non-transitory computer-readable storage medium according to claim 17, wherein the mapping the translated scene file data using the respective rendering engine into a scene representation comprises mapping the translated scene file data into a plurality of unreal primary scene classes and a plurality of unreal material classes.