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**NATIONAL STANDARD OF THE
PEOPLE'S REPUBLIC OF CHINA**

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Mobile animation and comics file format

手机动漫文件格式

(English Translation)

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Foreword

This document is in accordance with the provisions of GB/T 1.1-2020 "Guidelines for standardization work Part 1: Structure and drafting rules for standardization documents" Drafting.

This document is modified to adopt ITU-TT.621 "File structure for interactive mobile comics and animation content".

Compared with ITU-TT.621, this document has the following structural adjustments.

--- Chapter 7 corresponds to Chapter 7 of ITU-TT.621, with 7.1 added; 7.2~7.8 correspond to 7.1~7.7 of ITU-TT.621 respectively;

The technical differences between this document and ITU-TT.621 and their reasons are as follows.

--- Changed the "Field Description" of Table A.1 in Appendix A of ITU-TT.621."Changes in

the rotation of the mobile phone" was changed to "Gyroscope in the mobile phone the "changes in the phone's posture reflected by the instrument" is more in line with the description of professional graphics;

--- Changed the "Value Description" of Table A.1 in Appendix A of ITU-TT.621. "Front and back flip start angle" and "Front and back flip end angle" Merge to "Yaw Angle", "Left and Right Flip Start Angle" and "Left and Right Flip End Angle" to "Roll Angle" "Rol", "horizontal rotation start angle" and "horizontal rotation end angle" are merged into "pitch angle", which is more in line with professional graphics Description of the statement.

The following editorial changes were made to this document.

---In order to make the standard name more in line with the common naming method of the domestic industry, the standard name will be changed to "Mobile Animation File Format".

1 Scope

This document specifies the structure of mobile animation files.

This file is suitable for the organization and storage of mobile animation files.

2 Normative references

The contents of the following documents constitute the essential clauses of this document through normative references in this document.

For referenced documents without a date, only the version corresponding to that date applies to this document; for referenced documents without a date, the latest version (including all amendments) applies to this document.

IETF RFC1321 MD5 message digest algorithm (The MD5Message-DigestAlgorithm) guagespecification)

3 Terms and definitions

The following terms and definitions apply to this document.

action

The changes caused by user actions can be used as output of the action track.

animation object an object that contains information about an asset and how it changes over time.

asset

Digital resources used to create animations, including bitmaps, vector graphics, textures, sub-textures, sounds, and movie clips.

behavior

User interactions that can be used as input to the Action Track.

movie clip A container that can hold one or more animation objects.

Subtexture

A portion of a texture that can be used independently, containing its size and offset position within the texture.

Texture

A bitmap image of a surface that can be used in computer graphics.