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**Specification for producing virtual reality / augmented reality
content**

虚拟/增强现实内容制作流程规范

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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.

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Virtual/augmented reality content production process specifications

1 Scope

This document specifies the production process of virtual/augmented reality content and gives the composition of the virtual/augmented reality content production platform.

This document is applicable to the production of virtual/augmented reality content and is used as a reference for the development of virtual/augmented reality content production systems.

2 Normative references

GB/T 9254.2-2021

GB/T 38259

3 Terms and definitions

The following terms and definitions apply to this document.

3.1 Virtual reality

The computer-based modern high-tech method generates realistic visual, auditory, tactile, taste and other multi-sensory integrated digital images.

Digital artificial environment, users use some input and output devices to interact with objects in the virtual world in a natural way and influence each other.

This creates the feeling and experience of being in a real environment.

[Source. GB/T 38247-2019, 2.1.1]

3.2 Augmented reality

The use of computer-based modern high-tech means to generate additional information to

enhance the real world perceived by users The generated information is superimposed on the real scene by integrating physiological senses such as vision, hearing, taste, smell, and touch.

[Source. GB/T 38247-2019, 2.1.2]

3.3 Augmented reality content

In augmented reality applications, digital information is merged with the physical world environment.

Note 1.The information or data sources enhanced in augmented reality applications include text, images, videos, three-dimensional models, etc.

Note 2.Augmented reality applications are represented by appropriate simulation, rendering and display, which need to meet the requirements of high quality, appropriate scale and easy access.

[Source. GB/T 38247-2019, 2.3.2, modified]

3.4 virtual object

A computer-generated object with a geometric shape, a specific format, or a specific behavior.

[Source. GB/T 38247-2019, 2.2.1]