

Dynamic Mesh Coding

MPEG (ISO/IEC)

About the project

The documents and status the project rests on

ISO/IEC 23090-29

V-DMC

Video-based Dynamic Mesh Coding: compresses 3D meshes whose geometry, connectivity and attributes change per frame.

MPEG WG 7

ISO/IEC JTC 1/SC 29

Coding of 3D Graphics and Haptics, the working group the specification comes from.

Status

Published

ISO/IEC 23090-29 is published as an International Standard, first edition, in July 2026 (ISO and IEC catalogue entries).

FIND OUT MORE

Technical Analysis

Specifications

Reference Tools

LEARN

How it works

V-DMC separates the mesh, then reuses video codecs for the heavy work

THE MESH

Simplified basemesh

A deforming 3D mesh is reduced to a simplified, per-frame basemesh.

THE DETAIL

Displacement and texture

The displacement detail and the texture refine the basemesh.

THE COMPRESSION

Existing video codecs

The heavy compression work is delegated to existing video codecs, HEVC and VVC.

V-DMC compresses a deforming 3D mesh by separating a simplified, per-frame basemesh from the displacement detail and texture that refine it.

IMPLEMENT

Repository

The one repository of the project, from its description

REPOSITORY	WHAT IT IS	COVERS		LATEST RELEASE
rt-vdmc-web-decoder-player	a web-based decoder and player for V-DMC content, experimental and in early development; not yet audited	Web decoder	Web player	none yet GitHub

FIND OUT MORE

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released

no release yet



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