Object-based audio-visual terminal and bitstream structure

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Method and system for representation, transmission, processing and display of video and audiovisual information are described. The system uses object-based information.

The system and method comprises of a processor for performing various operations. The acquisition over time of the audio-visual objects and the composition information for the objects is controlled. The objects are stored in the cache memory. The scenes are composed from the video objects stored in the cache memory. The composed scenes are then displayed.

In the method and system AV objects and their composition information are transmitted or accessed on separate logical channels (LCs). The architecture also makes use of “object persistence”, taking advantage of some objects having a lifetime in the decoder beyond their initial presentation time, until a selected expiration time.”

Inventors

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