

The diagram illustrates the structure of two types of atoms: Leaf Atom and Container Atom. Both are shown as horizontal rectangles divided into sections, with a dimension line above indicating a total size of  $\langle \text{Atom Size} \rangle$  Byte.

**Leaf Atom Structure:**

- Atom Header:** Consists of three fields:
  - Atom Size (4 Byte)
  - Atom Type (4 Byte)
  - Extended Size (optional) (8 Byte)
- Atom Data:** Consists of one or more fields:
  - Field 1
  - ...
  - Field n

**Container Atom Structure:**

- Atom Header:** Consists of three fields:
  - Atom Size (4 Byte)
  - Atom Type (4 Byte)
  - Extended Size (optional) (8 Byte)
- Child Atoms:** Consists of one or more child atoms:
  - Child Atom 1
  - ...
  - Child Atom n

The diagram illustrates the structure of the QT Atom Container. It is a rectangular container divided into several sections. The first section is labeled 'Reserved' and is 10 Bytes in size. The second section is labeled 'Lock Count' and is 2 Bytes in size. The third section is labeled 'QT Atom 1', followed by an ellipsis '...', and then 'QT Atom n'. The 'Reserved' and 'Lock Count' sections are highlighted in yellow. Below the 'Reserved' section, the value '=00000000000000000000h' is shown. Below the 'Lock Count' section, the value '=0000h' is shown.

The diagram illustrates the structure of a Movie Atom. It consists of a header section followed by atom data sections.

Movie Atom Header			Atom Data (in arbitrary order)									
Atom Size 4 Byte	Atom Type =moov 4 Byte	Extended Size (optional) 8 Byte	Profile Atom (optional)	Movie Header Atom	Clipping Atom (optional)	Track Atom 1 (optional)	...	Track Atom n (optional)	User Data Atom (optional)	Color Table Atom (optional)	Compressed Movie Atom (optional)	Reference Movie Atom (optional)

*Track Atom* <Atom Size> Byte

Track Atom Header		Atom Data (in arbitrary order)									
Atom Size	Atom Type <b>=trak</b>	Track Profile Atom <i>(optional)</i>	Track Header Atom	Clipping Atom <i>(optional)</i>	Track Matte Atom <i>(optional)</i>	Edit Atom <i>(optional)</i>	Track Reference Atom <i>(optional)</i>	Track Load Settings Atom <i>(optional)</i>	Track Input Map Atom <i>(optional)</i>	Media Atom	User Data Atom <i>(optional)</i>

4 Byte
  4 Byte