Open Standards for Interactive 3D on the Web

www.web3d.org

- Portability
- Durability
- Interoperability
- Royalty-free
- International recognition and support

The ISO Standards for 3D on the Web

Shared world wide

Shared between applications

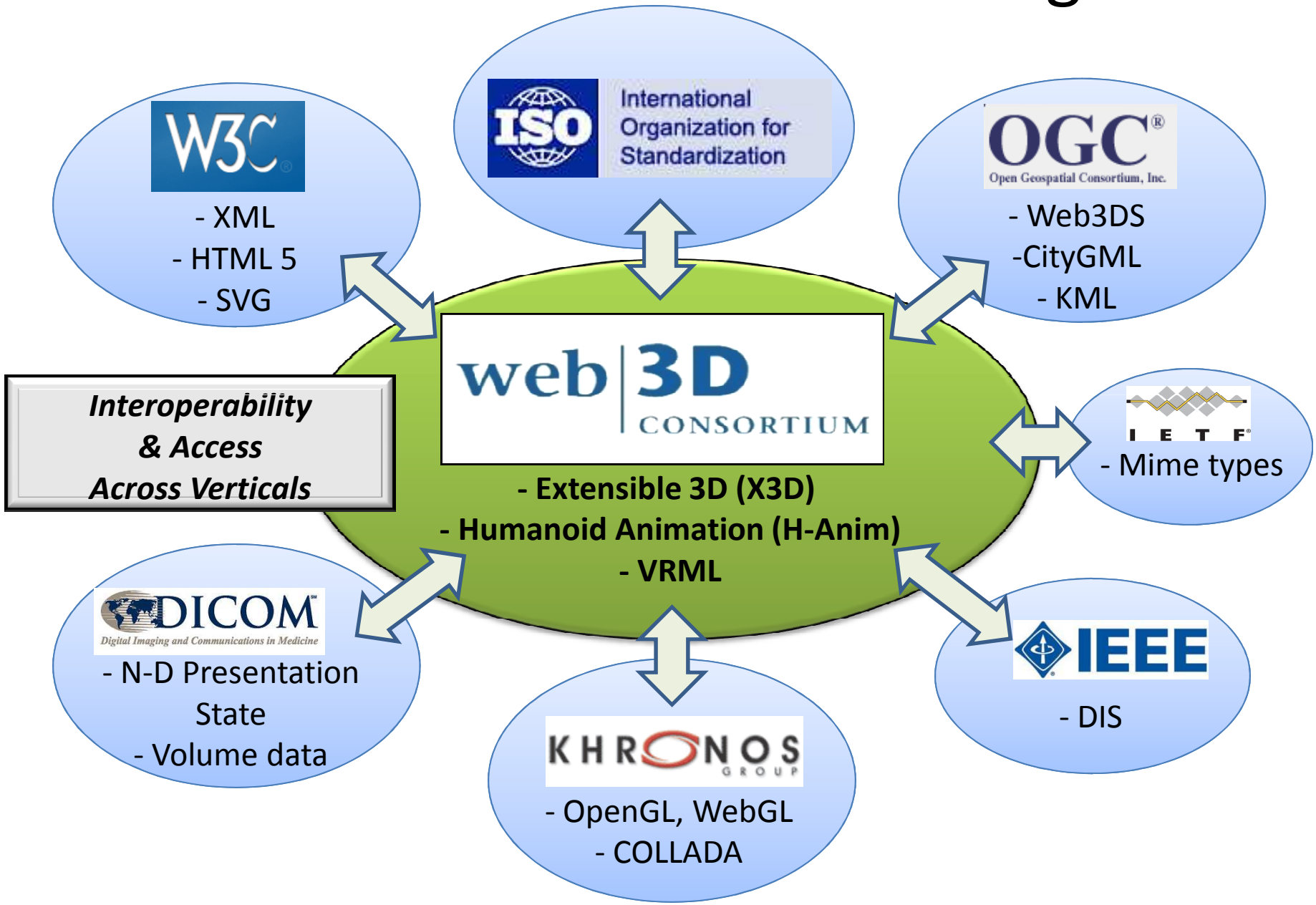
Royalty-free; Numerous implementations including Open source

"X3D enables the communication of real-time 3D across networks and XML-based web services"

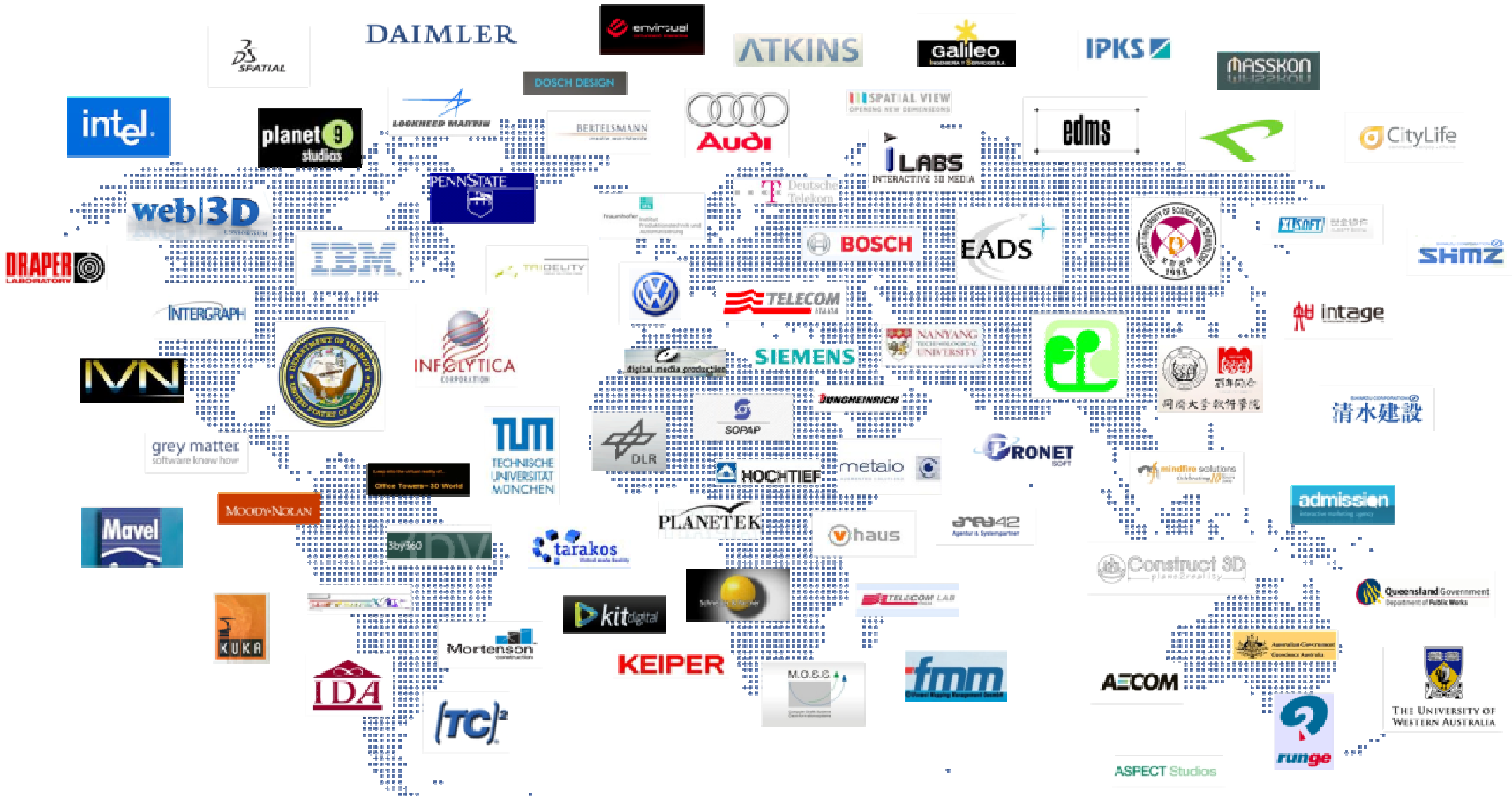
Lasts the Test of Time

Shared between systems

Web3D Collaboration & Convergence



Adoption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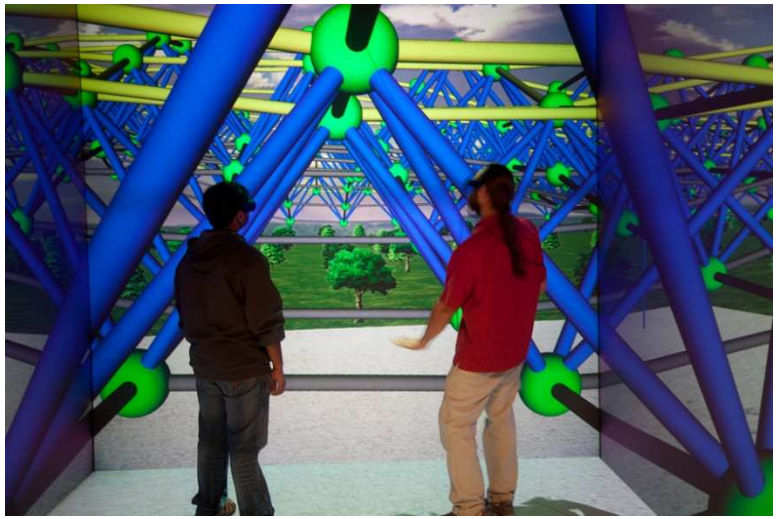
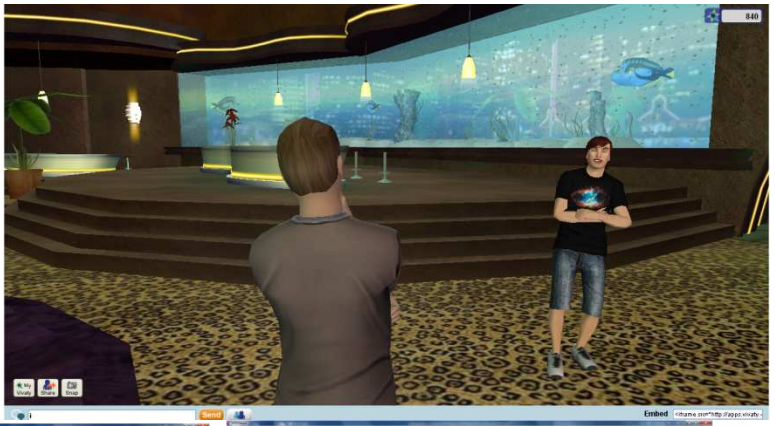
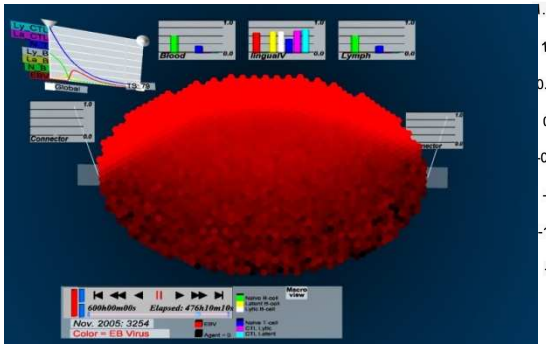
Extensible 3D (X3D), H-Anim

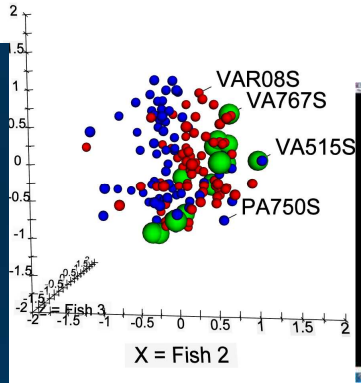


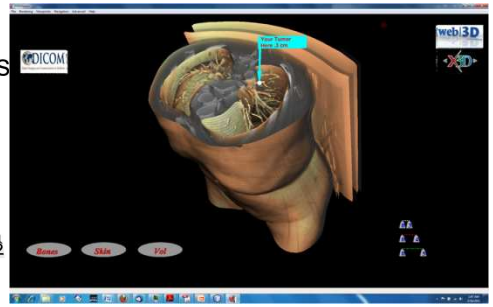


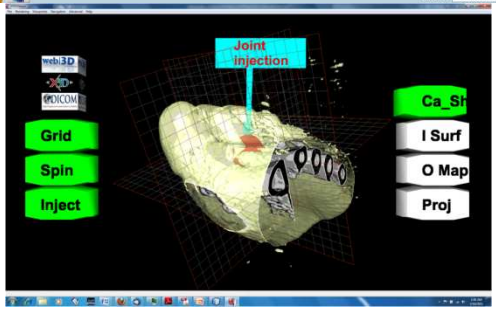
See videos and case studies at web3d.org:

http://www.web3d.org/realtime-3d/videos



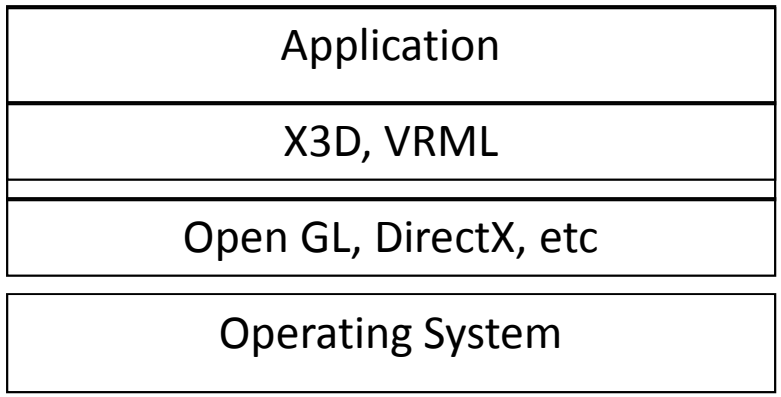






CS Foundations

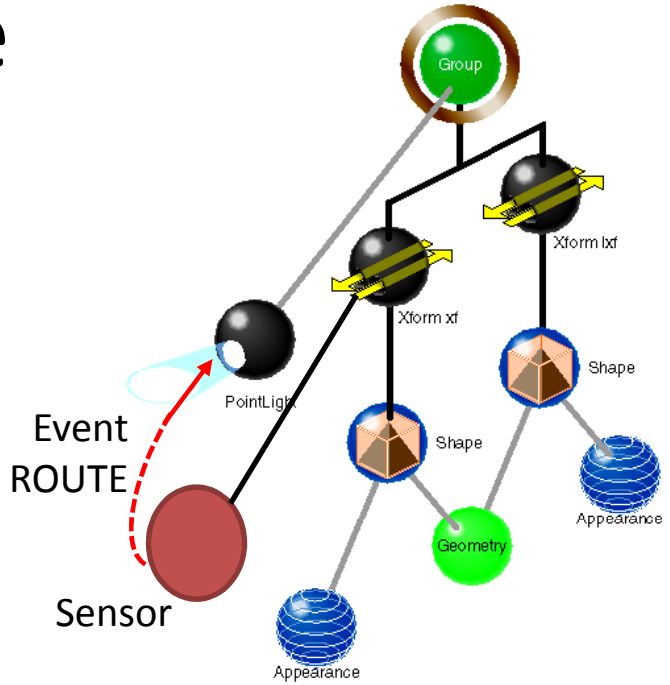
- ISO standard, openly published and royalty-free
- A layer above media and rendering libraries including files formats and an API
- Multiple implementations and API language bindings
- Open source and commercial codebases
- X3D Scene graph includes the *Transformation graph* and the *Behavior graph*



Standard Scope

Scene graph for real-time interactive delivery of virtual environments over the web:

- Meshes, lights, materials, textures, shaders
- Integrated video, audio
- Animation
- Interaction
- Scripts & Behaviors



- Multiple encodings (ISO = XML, VRML-Classic, Binary)
- Multiple Application Programming Interfaces (ISO = ECMA, Java)

- X3D 3.3 includes examples for Volume rendering, CAD and Geospatial support!

The Web3D Consortium 2011

www.web3d.org

- Current SIGs:
  - Augmented Reality
  - eLearning
- Current Projects:
  - DICOM n-D Presentation
  - OGC 3D PIE
  - W3C Declarative 3D Group
- Current Chapters:
  - Korea
  - China

Join Us!

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