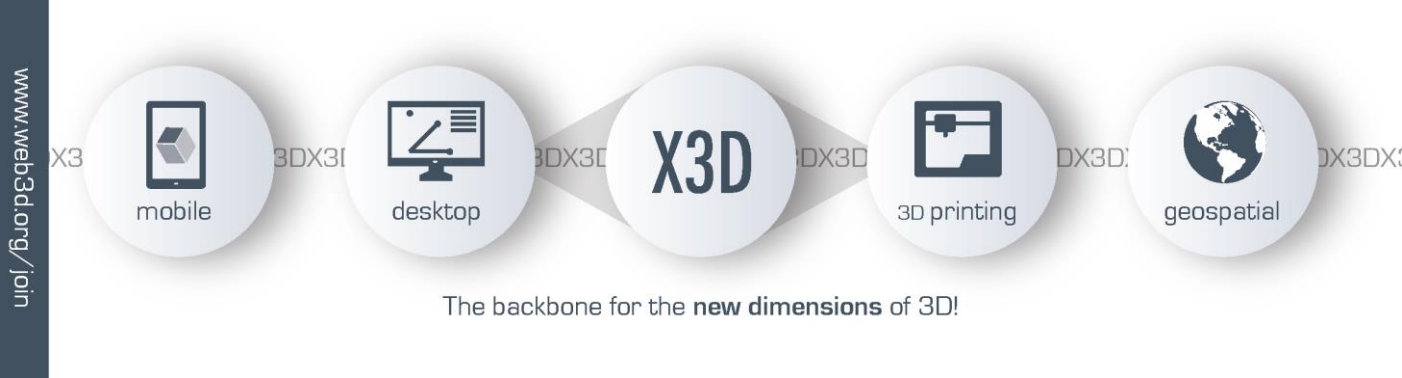


X3D: Web-wide interactive 3D



www.web3d.org/join

The backbone for the **new dimensions** of 3D!

SIGGRAPH 2017- 1 August 2017 - Los Angeles, USA

Anita Havele, Executive Director, Web3D Consortium
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Who are we



An International, non-profit, member funded, standards development organization

Developing the ISO specification X3D for interactive 3D graphics on the Web

Our members span from academia, research, industry, government, and professionals

A community of technologists, artists and enterprise

WWW.Web3D.org

What is X3D (Extensible) 3D

- Originated from VRML, X3D is an ISO standardized specification for interactive 3D graphics.
- A File Format and Runtime API (Javascript, Java, ...)
- Multiple encodings (file formats): XML, VRML, JSON, based on the same abstract scenegraph model
- Includes shaders, animation, interaction, geometry, texturing, lighting, camera
- Extensible - Capabilities added through scripting and node prototyping.



What is X3D (Extensible) 3D

- Large set of nodes for 3D modeling
- Profile and Component structure promotes interoperability
- Implementations on multiple platforms: desktop, mobile, Web
- Domain components - Design, 3D Printing, Medical, Geospatial, Humanoid Animation, AR and VR
- Multiple open source implementations (X3DOM and X-ite)



www.web3d.org/what-x3d

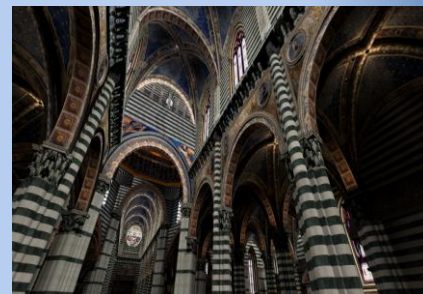
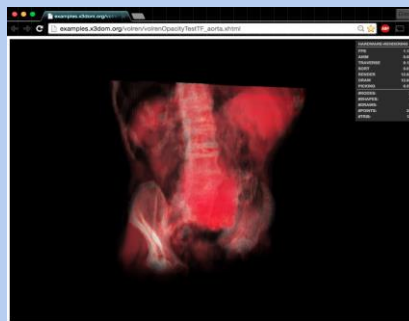
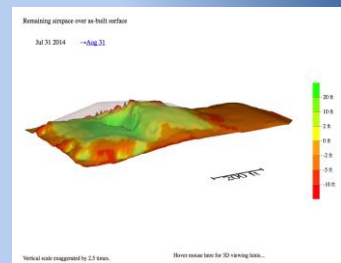
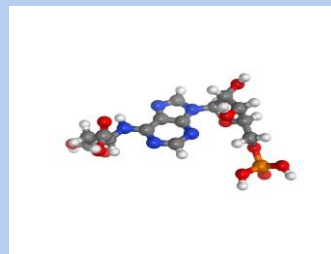
x3dom
Instant 3D the HTML way!



X-ite

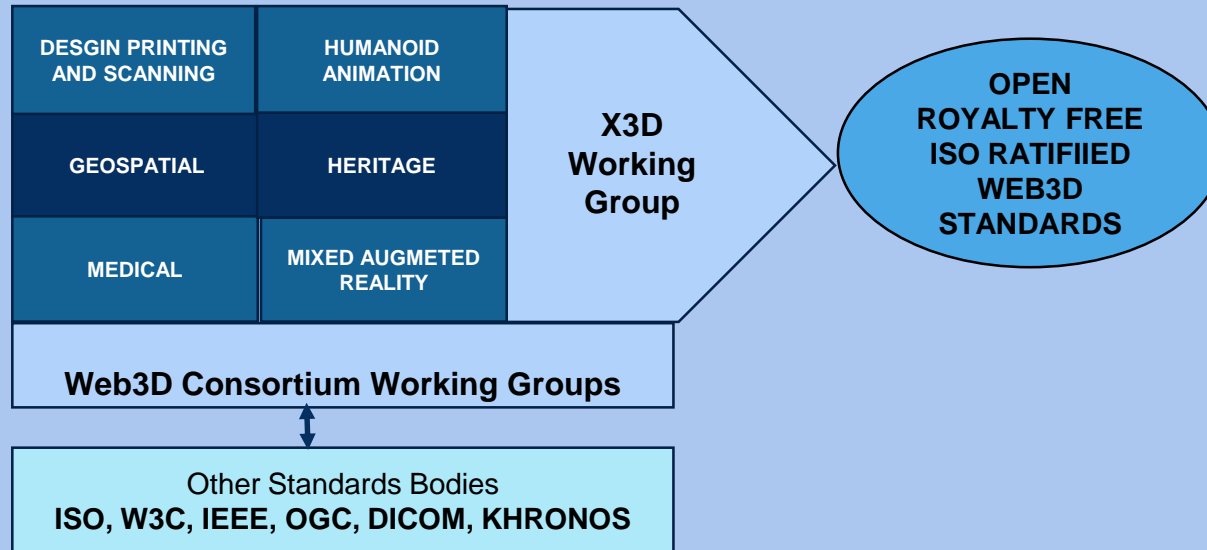
Key Factors of durable X3D

- Long Term Stability
- Visualization
- Performance
- Intergation
- Data Management
- Real-time Interactivity
- Security
- Ease of Use



Web3D: Working Groups Structure

- Domain Specific working groups provide recommendations to the X3D WG for ISO Ratification
- Working groups open to all members



Interoperability

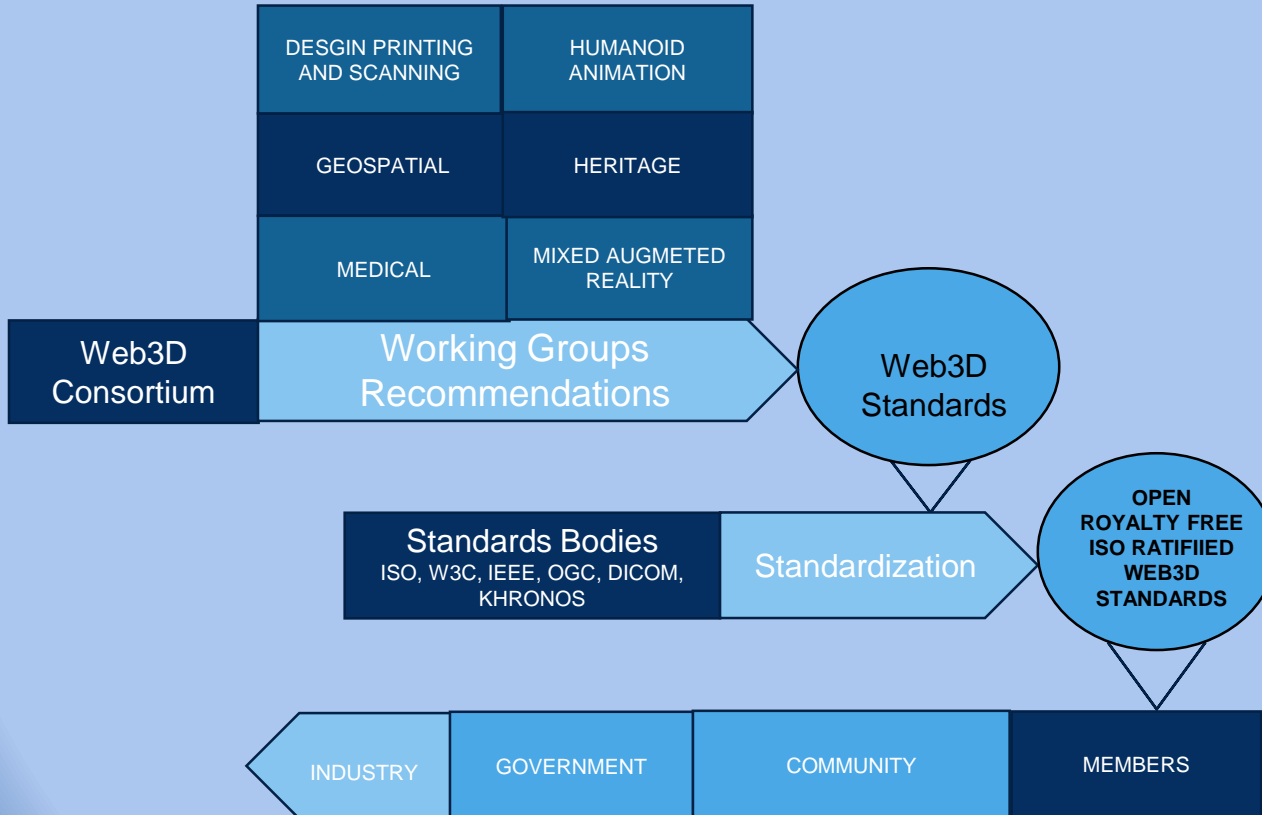
Web3D Consortium has MOU and liaison agreements with several standards bodies to develop open interoperable 3D solutions



Converging with other standards



Bringing open Web3D Standards to ALL



Web3D Consortium Membership

Organization:

Large \$9,500
Standard \$3,500
Small \$1,500

Professional \$100
Community Free

Membership Benefits:

www.web3d.org/join

Marketing	Business Opportunities	Drive Web3D Standards	Networking	Web3D Talent Bank
<ul style="list-style-type: none">Promote productsConference participationPress partnership	<ul style="list-style-type: none">Business partnershipJoint grants	<ul style="list-style-type: none">Working Group participationEarly access to specBoard SeatVoting Rights	<ul style="list-style-type: none">Industry LeadersResearch experts3D companies	<ul style="list-style-type: none">Access to Web3D experts

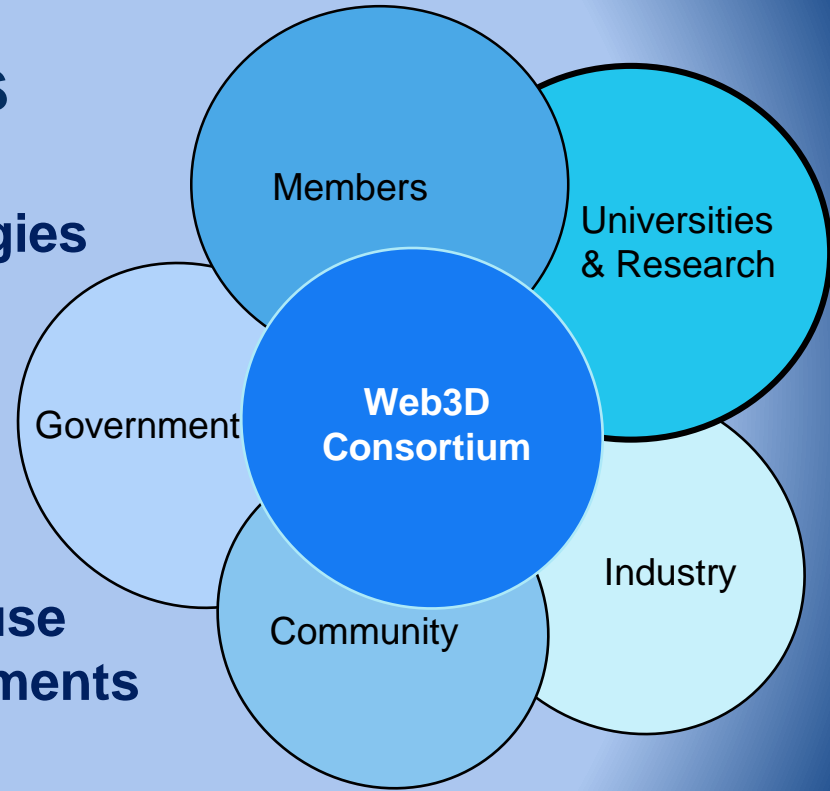
Web3D Consortium Goals

Evolve open Web3D based 3D technologies

Empower 3D/VR Developers

Guide Policy Makers

Encourage enterprises and industry to use open standards and protect their Investments



X3D Capabilities

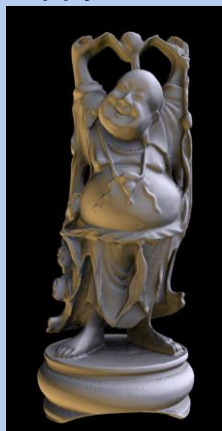
Drilling Rig

Animation, interaction,
shadows, details

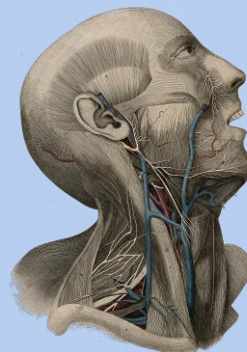


High Poly, Progressive Loading

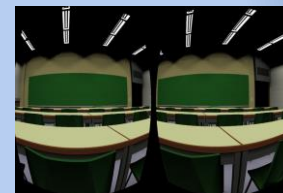
Happy Buddha



Volume Rendering



Oculus Support Classroom



3D Printing



We are laying the foundation

Geospatial
Medical
Design
3D Printing



Simulation
Humanoid Animation
VR Technologies
Augmented Reality



X3D: Your hub for rendering 3D data

Join the Web3D Team



**Make open 3D standards
work for you!**

www.web3d.org/join

Web3D 2018 Conference
20-22 June 2018, Poznań, Poland

SIGGRAPH 2018
12-16 August, Vancouver, USA

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