



OPEN, ROYALTY-FREE ISO STANDARD FOR 3D GRAPHICS ON THE WEB

X3D Version 4

3D the HTML Way

www.web3d.org
www.webx3d.org

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CONSORTIUM

Web3D® Consortium is pleased to announce the ISO/IEC publication of a new version of Extensible 3D (X3D®).

The X3D® version 4 (X3D4) Architecture Specification is a major upgrade to the Extensible 3D (X3D) Graphics International Standard that provides a slew of new features and functionality including: HTML integration, glTF and Physically Based Rendering (PBR), Web Audio API, and MIDI 2.0, along with numerous other features. Humanoid Animation 2.0 (HAnim2) is also fully supported, including BVH-style motion animation. This effort was driven by the X3D Graphics Working Group with many contributions from multiple Web3D Consortium working groups and community outreach. All Web3D standards are royalty-free for any use and publicly available.

X3D was always for the Web, but the plugin integration model was limited. Recent advances in W3C technologies allow more complete integration. The X3D scene graph is now part of the Web page, which enables Web authors to operate on 3D scene elements directly.

X3D and its predecessor VRML, have shown that it is possible to develop International Standards for Computer Graphics that are fully backwards compatible and widely supported for over 25 years.

Thanks are extended to the Web3D Consortium and the many talented technical experts who have worked on the development of this technology.

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We encourage you to take advantage of these new capabilities and support X3D4! The Web3D working groups invite participation from developers and the 3D community in this important effort. Join us as we continue to build technologies that provide for the interoperability of interactive 3D worlds to enable an open, immersive platform for the Web using Web3D and W3C standard formats and APIs

About Us:

The Web3D Consortium is a member-driven and funded industry consortium involved in many technical initiatives and workflows across the 3D value chain. The Web3D Consortium is committed to the creation and deployment of open, royalty-free standards that enable the communication of real-time 3D across applications, networks, and XML web services. More information on Web3D and Consortium membership is available at www.web3d.org.

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