

Web3D Consortium to Showcase Innovative X3D Technology at SIGGRAPH 2008

Web3D Consortium is announcing its annual SIGGRAPH participation (August 11-15) in Los Angeles, California, USA. This year the consortium celebrates its 10th anniversary with a bigger presence in the 3D graphics industry. Visit them at SIGGRAPH 2008 (booth 139) and see the progress of this evolving standard and X3D/VRML innovations and find out how you can use X3D for your real-time 3D graphics needs! A week full of events showcasing X3D technology.

Menlo Park, CA ([PRWEB](#)) August 5, 2008 -- SIGGRAPH 2008 the biggest graphics industry gathering is just days away and [Web3D Consortium](#) is geared up to showcase innovative X3D solutions for the web and wow the 3D graphics community. This year, the consortium celebrates its 10th anniversary with a bigger presence in the 3D graphics industry.

The Consortium will have its best ever Web3D Tech Talk on Wednesday August 13th from 3:30 - 5:30 PM to excite, educate, and engage you in the latest X3D developments. Come See their members showcase incredible X3D and VRML content. Their applications across several platforms will send a message that X3D is indeed- The 3D Real-Time Solution for the Web. Take a break from the show floor and join the Web3D community at their raffle drawing and reception after the tech talk and network with leading Web3D technologist and authors.

Be sure to visit the Consortium members in booth 139 where their X3D technologies will be demonstrated. Experience the brand new Octaga Enterprise suite which is [Octaga's](#) most advanced 3D visualization solution used by Shell as their 3D visualization solution to support the maintenance of the Ormen Lange Gas field processing plant. [Bitmanagement](#) will showcase textured 3D models of complete cities constructed automatically and visualized with the high performing BS Contact GeoVRML/X3D viewer interactively on the web. [Fraunhofer](#) will amaze you with its augmented reality demonstration using pre-computed radiance transfer to simulate reflection of surrounding real light on the virtual object that is merged into the real scene. [Yumetech](#) will be demonstrating applications developed using its Xj3D and ChefX3D toolkits, see several new applications being developed using these toolkits including domain specific editors for mass market 3D printing. Consortium members will also be presenting several Tutorials and Bofs at SIGGRAPH 2008. While at the booth pick up your own X3D Showcase DVD filled with free X3D resources that introduce you to X3D. Explore these resources and see how you can use X3D for your real-time 3D graphic needs.

Also not to be missed at the [Web3D Symposium](#) (August 9th and 10th, co-located and co-sponsored by ACM SIGGRAPH) is the X3D Plugfest of interactive X3D content real-time delivery systems across all platforms on Aug 9th from 4:30 PM, the Consortium Town meeting on Sunday Aug 10th from 3:30 to 5:00 PM and the Web3D Showcase on Sunday, Aug 10 starting 7:30 PM.

Visit Web3D Consortium at SIGGRAPH 2008 and see the latest real-world 3D applications and content, and find out how you can use X3D for your real-time 3D graphics needs! More information on all the events at SIGGRAPH 2008 is available at [Web3D at SIGGRAPH 2008](#).

About the Web3D Consortium:

The Web3D Consortium is a member-funded industry consortium 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. The Consortium works closely with the ISO, MPEG and W3C standardization bodies to maximize market opportunities for its membership. More information on the Consortium and Consortium membership is available at <http://www.web3d.org>.

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