



Web3D 2007 Symposium



April 15-18, 2007 - University of Perugia, Umbria, Italy

Early Registration Extended!

Important Deadlines

Early Registration ends **March 25th!**

Workshop submissions: Web3D Games by March 16th!

Register Now!

Web3D 2007 Preliminary Program:

Keynote: Dr. Kari Pulli is a lead developer of mobile computing graphics technologies such as OpenGL ES, M3G, and Open VG. He is a Research Fellow at Nokia Research Center in Palo Alto where he heads a research team. During 2004-2006 he was Visiting Scientist with the Computer Graphics Group at MIT. Dr. Pulli gave recent courses on OpenGL ES and M3G at SIGGRAPH 2005 and Eurographics 2006

Twelfth in the series

The Web3D 2007 International Symposium will address a wide range of topics about 3D and Multimedia on the Web. Topics include languages, tools, rendering techniques, human-computer interaction, mobile devices and innovative applications. As in previous years, this event will be sponsored by ACM SIGGRAPH and held in cooperation with both EuroGraphics and the Web3D Consortium. The annual Web3D Symposium is a major event that unites researchers, developers, experimenters, and content creators in a dynamic learning environment. Attendees share and explore methods of using,

enhancing, or creating new 3D Web and multimedia technologies, such as (but not limited to) X3D, VRML, MPEG4, MPEG7, U3D, Collada, Acrobat3D and Java3D. The symposium will also focus on recent trends such as interactive 3D graphics and applications on mobile devices.

*Register today using ACM's RegOnline secure website at
www.web3d.org/web3d2007/register.html*

Registration types: Early Registration (until March 25th!)

Regular Early	\$ 590.00
Student Early	\$ 290.00

Regular Registration (after March 25th)

Regular	\$ 750.00
Student	\$ 360.00

Submission to Web3D Games workshop is still open which will be held at Web3D 2007.

12th International Conference on 3D Web Technology

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Tutorials and Workshops:

Importers / Exporters Tutorial: Collada, Unreal, KML2X3D, Maya & Max to X3D; Introduction to X3D Tutorial; Ajax3D Tutorial; Scene Authoring Interface (SAI) Tutorial; FVRML/FX3D Tutorial; Collada Tutorial; 3D Visualization for Cultural Heritage; Web3D Games Workshop; X3D Earth Working Group – on Thursday April 19th.

Topics of interest include but are not limited to:

Interactive 3D graphics for PDAs and cellular phones

Innovative 3D graphics applications for Web/Multimedia in industry, science, medicine, and education

User-interface paradigms and interaction methods for real-time 3D graphics & virtual environments

Animated humanoids and complex reactive characters

High-performance 3D graphics for distributed environments and tele-operation systems

Integration and interoperation with other Web/Multimedia standards, including SVG, SMIL and Semantic Web technologies

Methods for modeling and rendering complex geometry, structure and behaviors.

Symposium papers submission is closed. We have had an excellent response and are looking forward to a great program. You can still submit contributions to the new Web3D Games workshop which will be held at Web3D 2007.