



Extensible 3D (X3D) Highlights

- **Open 3D file format** to optimize production pipelines and preserve valuable 3D content
- **Runtime architecture** is backwards compatible for long-term content use and archival storage and retrieval
- **Declarative approach** makes it easy to compose scenes with the latest graphics, audio and other technologies
- **Multiple encodings** including XML, Binary and JSON to leverage existing frameworks
- **Royalty FREE** provides the most cost effective solution for commercial and non-commercial use
- **ISO-ratified** for rigorous documentation and international reach
- **Commercial and open source** implementations allowing multiple possible business models
- **Multi-platform** Mobile to desktop to immersive cave environments

X3D Markets

- Virtual Environments
- Engineering, CAD
- Architecture, BIM
- Geospatial
- Training & Simulation
- Advertising
- 3D Printing
- Medical Imaging

X3D Users

- Web Consumers
- Government
- Academia
- Research labs
- Industry
- Makers



Detailed 3D City Models

Drive the Evolution of the 3D Web

The Web3D Consortium is an international, non-profit, member funded, standards development and advocacy organization. Advances in 3D cameras, scanners and software are bringing a multitude of new 3D experiences and applications. The Web3D Consortium offers a royalty free, open, internationally ratified standard that promotes innovation, preserves content through time and enables interoperability in this rapidly growing market landscape.

Join the Consortium and build the future of Web3D!

Join the Web3D Consortium
www.web3d.org/join



Membership Levels:

- Directing, Organizational and Professional.
- Members are able to participate in the Working Groups and contribute towards the development of best practices and specifications for Web3D Consortium standards.

Member Benefits:

- Working Group participation
- Specification voting rights
- Early access to X3D Specifications
- Eligibility for Board of Directors election
- Marketing Benefits
 - Product exposure on Web3D.org
 - Member marketing profile
 - Joint press releases
 - Trade show partnerships
 - Member product discounts

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web|3D

**X3D: THE 3D SOLUTION FOR THE
WORLD-WIDE WEB**

web|3D
CONSORTIUM

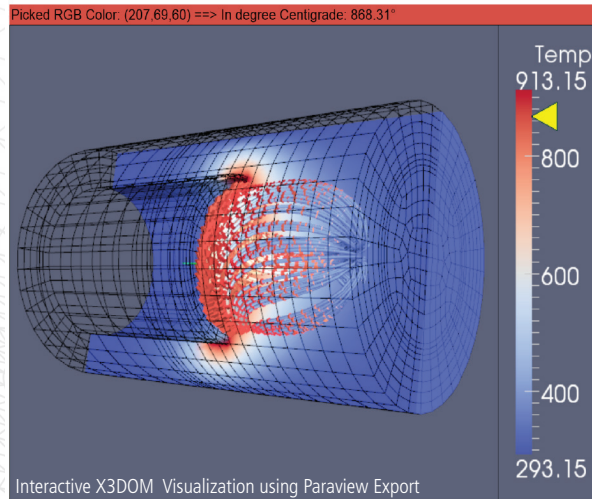




What is X3D?

X3D (Extensible 3D) is a royalty-free ISO standard file format and run-time architecture to represent and communicate 3D objects, events, behaviors and environments on the Web. The X3D suite of International Standards Organization (ISO) provides robust storage, retrieval and playback 3D graphics content across diverse platforms. The extensible model of X3D can be encoded in a number of valid efficient encodings and be accessed and manipulated through a number of languages using a common API.

Development has evolved from its beginnings as the Virtual Reality Modeling Language (VRML) ISO standard to the considerably more advanced and expressive X3D.

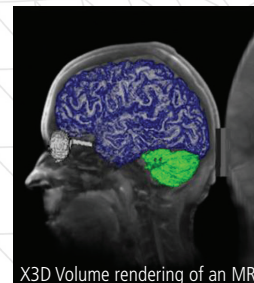


Why is X3D important?

- Standard 3D graphics format for the Web
- Runs on all devices and platforms without plug-ins
- It's Royalty free – Own your content no reliance on proprietary formats
- Provides multiple content sources and authoring pathways
- Multiple formats: XML, Binary, VRML-Classic & JSON
- Multiple language bindings: EcmaScript(JavaScript) & Java
- Sustainable, Scalable & Secure ISO Standard
- Displays in VR environments: Oculus Rift, Cardboards & Caves
- Designed and developed through the open source community, along with industry and government involvement



Leverage Extensible 3D to unlock the full value of your virtual worlds across the World Wide Web today and tomorrow.



Join the Consortium and drive the evolution of the 3D Web

As an internationally supported standard, X3D provides portability, interoperability, and durability to 3D worlds and assets. X3D is web-ready and enterprise approved, with a rich modular set of features. Use of X3D is growing with content and applications across market sectors and hardware platforms. Join this innovative community of developers who are building on this standard and extending it for the future of 3D for the Web. Through cooperative development agreements, the Web3D Consortium has formal liaisons with the ISO, DICOM, OGC, Khronos, IMS and W3C standardization bodies to harmonize diverse technologies for media convergence.

Participate in our Working Groups, Special Interest Groups and Chapters and contribute towards the evolution of X3D!

Drive the evolution of X3D and own your future!

Web3D WORKING GROUPS

- X3D Architecture
- Geospatial
- Medical
- Mixed Augmented Reality
- Humanoid Animation
- Cultural Heritage
- CAD

www.web3d.org/working-groups

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What tools support or use X3D?

3DS Max, Maya, Modo, Rhino3D, Mathematica, Matlab, Paraview/VTK, Chimera, VMD, Osirix, PostGIS, Geoserver, Cityserver3D, Netfabb, Shapeways, AnyLogic, Meshlab, FreeCAD, BRL CAD, Inventor/AutoCAD, Amira, Inventor, CADStudio, Unreal Engine, Ayam, Blender and others.

X3D is supported by many content creation tools and domain-specific packages. In addition, there are numerous open source and commercial applications and libraries to convert to and from X3D.

