

# X3D – SIGGRAPH 2010 Update

## Web3D Consortium

www.web3d.org

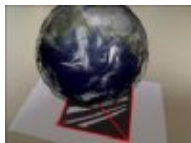


Thank you for asking about X3D while visiting the **Web3D Consortium** booth and attending our Tech Talk and Birds of the Feathers at SIGGRAPH 2010.

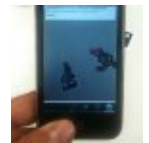
Programmers, animators, artists, and 3D graphics experts around the world are adopting X3D for its:

- Powerful optimized **visualization of real time 3D graphics** on the Web
- **Easy-to-create** interactive 3D content
- Robust **interoperability and import/export** formats
- Support of native 3D within an **HTML5** page.

If you visited our booth, you saw Web3D and our partners; demonstrate the latest breakthrough technologies based on the X3D/VRML solutions showcasing cutting-edge 3D visualization capabilities across a broad range of engineering, medical and geospatial applications.



Highlighted at the booth were **Bitmanagement's** textured **3D models of complete cities** constructed automatically and visualized with the high performing BS Contact GeoVRML/X3D viewer interactively on the web. **Fraunhofer's augmented reality** demonstration of virtual objects merged into real scenes using X3D-based applications and shown cross platforms including an iPhone. **Virtual worlds** showing integrated X3D-Earth landscapes and complete city models from content providers such as **Planet 9**. Engineers from **Yumetech** deployed industry-specific configuration applications, and model generation for **3D printing**. **Octaga** provides world class **3D visualization and animation** software and services for the Oil & Gas and the AEC markets.



Our **X3D/HTML5** BoF discussed X3D's file format and run-time architecture for HTML V5. X3D is being proposed to the **World Wide Web Consortium's (W3C) HTML Working Group** for the purpose of best integrating developer and user-friendly 3D graphics with HTML V5 - bringing 3D graphics to the masses. This effort has strategic importance for Web3D and indeed for all 3D graphics, since X3D is an interchange format for a wide variety of models. We intend to establish a solid foundation for **X3D to properly support 3D graphics in HTML V5**.



X3Dom was presented at the **WebGL BoF**. Web3D Consortium member **Fraunhofer** has developed a JavaScript-based player for X3D. It runs in any browser that supports HTML V5 and JavaScript-based WebGL rendering layer, which include beta releases for **Mozilla Firefox, Apple Safari and Google Chrome** web browsers. It supports native X3D within an HTML page. For more information see **X3dom project and example implementations**.



At The **Web3D Korea Chapter** BoF the Korean group discussed their current initiatives on the X3D specification: H-Anim motion data definition, X3D mobile function and X3D for mixed reality. The **X3D CAD** BoF updated the community on the pipeline from Collada to X3D that preserves BREP structures. Several routes from popular CAD tools were demonstrated to show how to get your CAD data to the web. The **X3D Medical** BoF discussed and demonstrated volume rendering capabilities to view 3D medical images using X3D on the Web and our activities with the **DICOM** standards organization to standardize 3D medical imaging.



Use of X3D systems has increased steadily throughout the world, delivering durable applications in industry, science, medicine, culture, entertainment, education and now Augmented Reality. Our ever popular Web3D Tech Talk showcased cutting-edge INNOVATIVE cross platform X3D and VRML content, speakers discussed their product development and deployment going from concept to the final product.

X3D (**What is X3D**) remains the most widely used standard for the implementation of high integrity and high capability 3D systems. For a list of recent projects using X3D see **X3D Use Cases** and **X3D Adoption**. Experience the power of the only ISO certified, royalty free open-standard 3D implementation for the Web. Use X3D visualization and animation software and services for several market sectors like, **Geospatial, Medical, BIM, and Virtual Worlds**. Explore X3D Earth integrated with cityscapes, X3D content playing on the iPhones. X3D ensures interoperability, longevity and ownership of your content.



Due to the large interest in X3D, there were several discussions, meetings and BoFs at SIGGRAPH. [Slide sets on](#)

**Presentations**

[X3dom](#) are available along with other [SIGGRAPH 2010 slide sets](#). The [Tech Talk podcast](#) is available courtesy of Naval Postgraduate School.



## About Web3D Consortium

The Web3D Consortium is a member funded nonprofit international organization that develops and maintains the X3D standard – X3D is a 3D file format and runtime specification that is open, royalty free and ISO ratified. X3D is used for real-time, interactive and immersive 3D visualization of data across platforms and over networks.

## Additional Information

For more information, please visit the following web sites:

Learn about the latest [X3D solutions](#)

Read our [Press Release](#) and [Flyer](#).

[Join](#) the Web3D technology community to evolve and deliver 3D platforms and applications

Watch the [Web3D Tech Talk session and Web3D Conference](#)

Access and download the latest [X3D Resources](#) and tools

Follow Web3D/X3D on [twitter](#), [LinkedIn](#), and [Facebook](#)

## Upcoming Events

AR Workshop – Seoul, Korea – October 11-12, 2010

OGC Meeting – Toulouse, France – September 20-24, 2010

Korea Chapter Meeting – Seoul, Korea – December 14, 2010

SIGGRAPH Asia – Seoul, Korea – December 15-18, 2010