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Developing Open Standards for Real-Time 3D Communication on the Web

Extensible 3D (X3D): Web Ready • Enterprise Approved

Membership Newsletter: 15 September 2012

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X3D – SIGGRAPH 2012 Update



Welcome and thank you for being part of the Web3D Consortium community. Thank you for asking about **X3D** while visiting the **Web3D Consortium** booth and attending our Tech Talk and Birds of the Feathers at SIGGRAPH 2012. We have some really exciting news for those of you looking for 3D communication on the Web.

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
- **Medical** and **Volume Rendering**
- **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.

Co-located with Siggraph 2012 was our annual [Web3D 2012 Conference](#). A major event for researchers, developers, software companies, industries, artists and content creators, focused on new 3D Web and Multimedia technologies. Program details and presentations are available at [Web3D 2012 Conference](#).



Several Birds of Feathers (BoF) discussed X3D's technical advancements and applications. Our X3DOM BoF discussed X3D's file format and run-time architecture for the DOM. 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](#). X3Dom was presented at the **WebGL BoF**. The X3DOM is being proposed to the [World Wide Web Consortium's \(W3C\) Declarative 3D Community Group](#) for the purpose of best integrating developer and user-friendly 3D graphics on the Web. 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 on the Web**. A W3C declarative Community group was established in 2011 to address these issues.



The [X3D CAD](#) BoF updated the community on the pipeline 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. At the [AR/MR BoF](#) we discussed how to extend X3D capabilities to support augmented reality (AR) and mixed reality (MR) applications. 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. 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. At [Web3D Town Hall](#) meeting Web3D Consortium leaders describe many ongoing activities and member benefits, including goal planning for X3D 4.0.



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 meeting, 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 X3dom](#) are available along with other [SIGGRAPH 2012 slide sets](#) and our [Tech Talk Presentations](#).

Web3D Working Groups

The Web3D Working Groups are responsible for the development of specification of core technologies for the X3D Specifications, and the integration of the specifications for non-core technologies.

The [Medical Working Group](#) is developing an open interoperable standard for the representation of human anatomy based on input from a wide variety of imaging modalities.

The [Augmented Reality \(AR\) Working Group](#) was formed to address the needs of projecting computer generated information into the real world. The Working Group focuses on utilizing and extending X3D capabilities to support augmented reality (AR) and mixed reality (MR).

The [X3D CAD Working Group](#) is now entering its third generation of development effort. Following many years of steady progress by Web3D members, we transitioned our efforts to the Web3D Public X3D Wiki.

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
- Presentations from [Web3D Tech Talk](#) session and [Web3D 2012 Conference](#)
- Access and download the latest [X3D Resources and tools](#)
- Follow Web3D/X3D on [Twitter](#), [LinkedIn](#), and [Facebook](#)

Upcoming Events

- [The Graphical Web](#) – Zurich, Switzerland - September 11-14, 2012
- [OGC TC/PC Meeting](#) – Seoul, Korea – October 7-12, 2012
- [W3C TPAC](#) - Lyon, France – October 29 – November 2, 2012
- [AR Standards Meeting](#) – Atlanta, USA – November 8-9, 2012
- [Super Computing Conference](#) – Salt Lake City, Utah – November 10-16, 2012
- [SIGGRPAGH Asia](#) – Singapore – December 12-15, 2012