web|3D CONSORTIUM

Open Standards for Real-Time 3D Communication

**Visit Web3D Consortium Booth #233 at
SIGGRAPH 2013 in Anaheim California.**

Innovative X3D solutions for HTML5; Virtual, Augmented, and Mixed Reality; and the 3D Graphics on the Web will be presented at SIGGRAPH 2013 in BoFs, Tech Talk, and the Exhibition.

In Booth 233, Web3D Consortium key members Bitmanagement and Fraunhofer IGD will demonstrate industrial-strength X3D software and applications.

The Web3D Tech Talk and reception on Wednesday July 24 at 3:45 PM is a must-attend event showcasing X3D applications delivering rich 3D Web media.

Birds of the Feather sessions:

- CAD Export to the Web Using X3D (Tue, 11-12:30)
- ACM SIGGRAPH Carto BOF (Tye, 12:30-2)
- Volume Rendering and Medical Visualization Using X3D (Tue, 2-3:30)
- X3D 4.0 Futures with HTML5, X3DOM, and AR (Web 10-11:30)
- Augmented and Mixed Reality (Wed 11:30-1)
- Tech Talk: X3D - Your Solution for Realtime, Interactive, Mobile 3D Graphics (3:45-4:45)

Attend our Town Hall Meeting to learn more about the Consortium and our technologies.

- Web3D Consortium Town Hall Meeting (Tue 3:30-5)

Detailed information on all Web3D events at SIGGRAPH.

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ADDITIONAL INFORMATION

Case Studies
Great Projects by Our Members

X3D & VRML
The Most Widely Used Formats

3D in HTML
X3DOM... 3D Without Plugins

Web3D Videos
X3D and VRML

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.