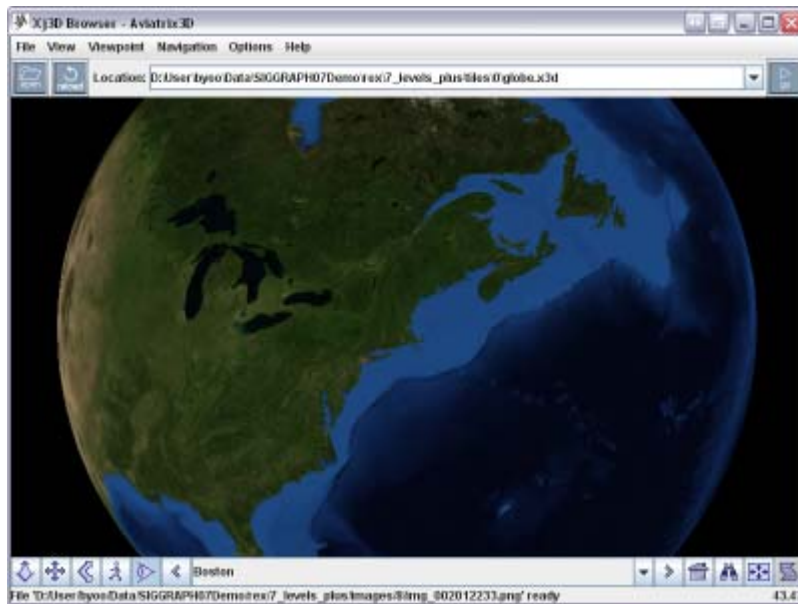


Announcing Web3D Consortium X3D Earth Working Group Meeting

<http://web3d.org/x3d-earth>

Thursday and Friday, 1 – 2 November 2007



**Schlumberger - Doll Research Center
1 Hampshire Street, Cambridge Massachusetts**

Web3D Consortium members are cordially invited to participate in our next X3D Earth Working Group meeting, to be held at Schlumberger's Doll Research center at 1 Hampshire Street, Cambridge, Massachusetts. Schlumberger has graciously agreed to be our host for this meeting on Thursday and Friday, November 1st and 2nd.

Attendance is open to Web3D Consortium Members only, and invited guests, and is subject to the pre-declaration, safe-haven requirements of the Web3D Consortium Intellectual Property Rights (IPR) Policy. Prospective members are invited to contact Rita Turkowski, Web3D Executive Director (rita.turkowski@web3d.org) for more information.

A block of rooms has been reserved at the Kendall Hotel which is walking distance from Schlumberger <http://www.kendallhotel.com>, (617) 577-1300. Rooms will be available at a special rate until 17 October 2007; when making your reservation ask for the Schlumberger X3D-Earth room block. Breakfast and high-speed Internet are included in the room rate of \$225 plus tax.

Many thanks to Michael Moody and Schlumberger (www.slb.com) for hosting this meeting.

About X3D Earth

The X3D Earth vision is to make it easier to create and use 3D spatial data. Our mission is to promote spatial data use using Extensible 3D (X3D) graphics scenes via open architectures.

Agenda Topics for X3D Earth Working Group Meeting, 1-2 November 2007

1. Schlumberger demonstrations, use cases, and challenges to this group for use of geospatial data
2. X3D Earth Globes
 - a. Multiple implementations available (likely 3!)
 - b. Design patterns and lessons learned from each
 - c. Performance metrics
 - d. Can we announce availability of initial-draft X3D Earth?
3. X3D Geospatial Clients
 - a. Yumetech Xj3D
 - b. Bit Management Contact Geo
 - c. (in progress) MediaMachines Flux
 - d. (possibly) NASA WorldWind with an X3D loader
 - e. CosmoPlayer with GeoVRML, for VRML97 backwards compatibility
 - f. Anyone else?
4. Data services, layers and overlays on top of the globe
 - a. Web Map Service (WMS), Web Feature Service (WFS) discussion
 - b. Geospatial X3D demonstrations:
 - i. Planet 9 London
 - ii. MBARI Monterey Bay operations
 - iii. NPS Savage Studio scenario creation
 - iv. SIGGRAPH chapters KML via XSLT into Geospatial X3D
 - v. all others welcome
5. OGC 3DIM activities, goals, and collaboration points with Web3D – Tim Case
6. Additional liaison efforts and candidate members
7. Web3D-OGC (and maybe W3C?) collaboration, schedule, milestones
8. SEDRIS EDCS compatibility look-ahead
9. Review of X3D Earth Technical Requirements from November 2006: progress report and triage for either specification, Recommended Practice, or future work
10. GeoOrigin issues and recommendations for improved space-to-face fidelity
11. Consider press release reporting rapid one-year progress from requirements to initial delivery
12. Planning for next working group meeting in Sao Paulo, Brazil in Spring 2008
13. MIT media lab tour and demonstrations <http://www.media.mit.edu>
14. Further topics by participants

Points of Contact

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