

**X3D-Earth Requirements Workshop**  
**MOVES Institute, Naval Postgraduate School**  
**November 14-15, 2006**  
**Watkins Annex Rooms 375/384**

**Workshop Goal**

Participants will identify and prioritize the technical requirements, available capabilities, open challenges and strategic partnerships needed for a Web3D working group to execute this ambitious project. Emphasis will be placed on extensibly adapting existing resources and cooperating to achieve shared goals, especially with other open geospatial organizations and standards. Workshop results will document participant contributions, next-step activities and goal milestones.

The workshop will begin with presentations from whitepaper contributors. Whitepaper topics include following issues:

- Strategic goals statement for community or domain of interest
- Requirements for X3D Earth technical architecture and shared implementations
- Assets already available: datasets and datastreams, software, hardware, labor, etc.
- Access and intellectual property rights (IPR) restrictions
- Unresolved challenges and open questions that still need to be addressed

**Agenda**

**Day 1: Tuesday, November 14**

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|-----------|---|
| 0800-0830 | Registration (and choose lunch selection)   |
| 0830-0845 | Welcome & Introductions (Don Brutzman, NPS MOVES)   |
| 0845-0915 | X3D-Earth Project Overview (Don Brutzman)   |
| 0915-0930 | Participant Introductions   |
| 0930-1030 | Contributor Presentations   |
| 1030-1045 | Break   |
| 1045-1200 | Contributor Presentations   |
| 1200-1300 | Working Lunch   |
| 1230-1300 | X3D Geospatial Capabilities   |
| 1300-1430 | Contributor Presentations   |
| 1430-1445 | Break   |
| 1445-1600 | Contributor Presentations   |
| 1600-1700 | Group Discussion & Plan of Action for Day 2 Breakout Groups   |
| 1700-1800 | NPS Demonstrations & NPS Foundation Reception <a href="http://www.npsfoundation.org">http://www.npsfoundation.org</a> <ul style="list-style-type: none"><li>▪ SavageStudio Anti-Terrorism/Force Protection Analysis – Watkins 267</li><li>▪ Autonomous Unmanned Vehicle Workbench – Watkins 375</li><li>▪ Delta3D Open Source Game Engine – Watkins 212</li></ul> |
| 1900      | Dinner: Tarpy's Roadhouse, Route 68 (10-15 minute drive)  |

## **Day 2: Wednesday, November 15**

0800-0830	Day 2 sign-in, break-out group assignments & choose lunch selection
0830-1130	Breakout Groups Group I: Wa-375 (moderator: to be selected by the group) Group II: Wa-384 (moderator: to be selected by the group)
1130-1200	Working Lunch
1200-1300	Breakout Group Presentations
1300-1400	Group Discussion: Align Issues & Identify Controversies
1400-1500	Lessons Learned, Conclusions and Recommendations (Amela Sadagic & Don Brutzman)
1500-1530	Web3D Consortium Membership and Working Group Process (Rita Turkowski, Web3D Executive Director)
1530-1600	Next Steps: Structuring for Success & Avoiding Pitfalls (Don Brutzman & Alan Hudson, Web3D Consortium President)
1600	Workshop Concludes

## **Follow-on efforts**

- final copies of presentations and point papers for public release
- digitized video of presentations (but not discussions)
- workshop assessment report
- commence X3D Earth Working Group, <http://www.web3D.org/x3d-earth>
- add your issues here!

## Directions to NPS

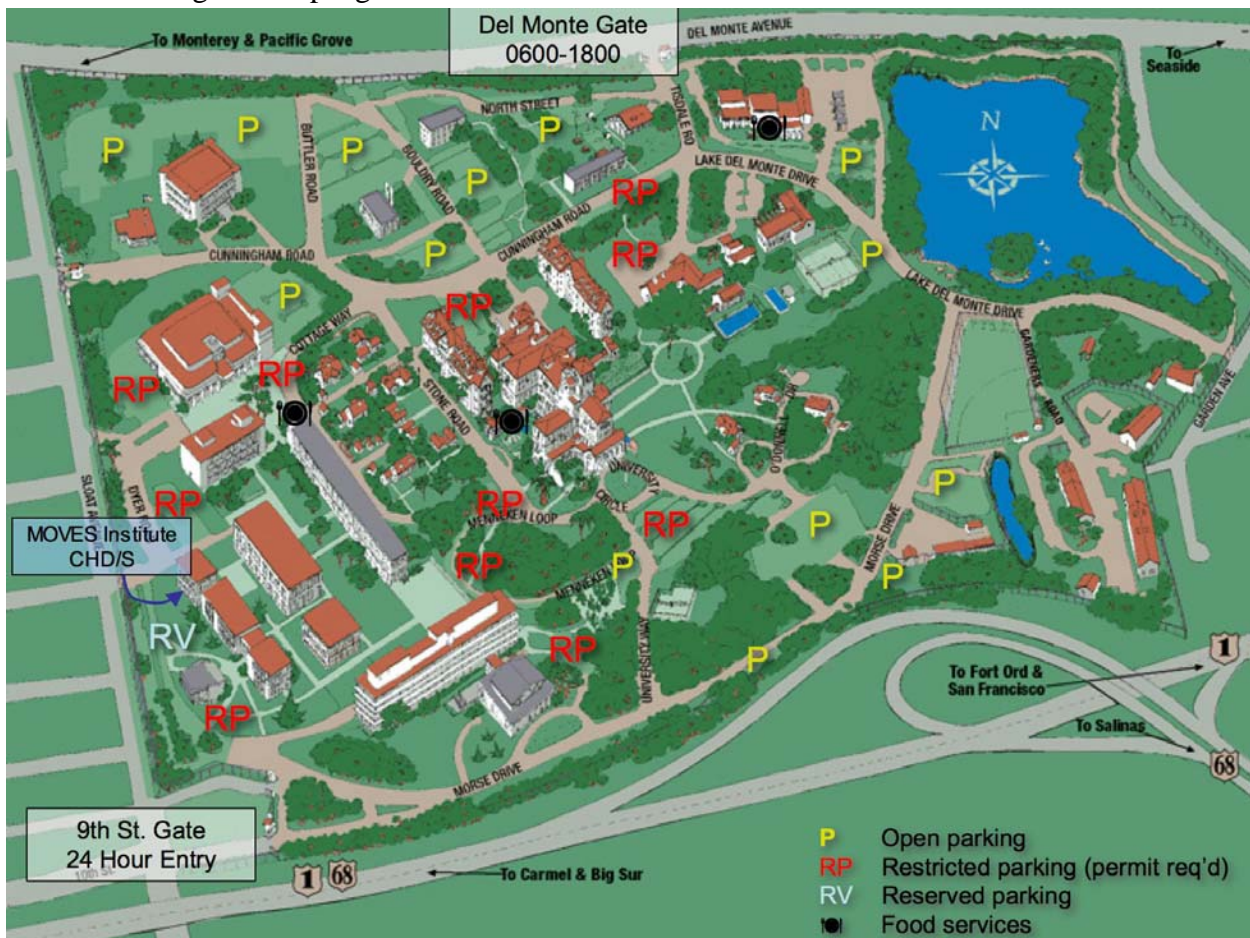
<http://www.nps.edu/Aboutnps/Navigation/Directions.html>

### From San Francisco and San Jose 116 miles (or ~2hrs)

1. Take US Route 101 South to Prunedale.
2. At Prunedale, take CA Route 156 (West) to CA Route 1 (South).
3. Proceed on CA Route 1 (South) to Monterey.
4. Take the "Del Monte Avenue" exit.
5. Follow the signs to Del Monte Avenue and turn left on Sloat Ave.
6. Turn left at stop sign to enter 10th Street Gate.

### From Monterey Peninsula Airport 2.5 miles (or 5 minutes)

1. Upon leaving immediate vicinity of Passenger Terminal, Olmstead Road bears to the right, away from runway.
2. Take first right onto Garden Road.
3. Take Garden Road westbound for approx. 2 miles to first stop light and make a left onto Mark Thomas Drive.
4. Proceed on Mark Thomas Drive for approx.  $\frac{3}{4}$  mile to first traffic light.
5. Take a right onto Sloat Avenue.
6. Turn right at stop sign to enter 10th Street Gate.



Hyatt Regency is here

## Tuesday night dinner: Tarpy's Roadhouse

1. Head east from 10th St - go 33 ft 33 ft
2. Turn right at Sloat Ave - go 341 ft 341 ft
3. Turn right at Mark Thomas Dr - go 0.2 mi 0.2 mi
4. Turn right at Aguajito Rd - go 0.2 mi 0.2 mi
5. Bear right into the CA-1 N entry ramp - go 0.4 mi 0.4 mi
6. Merge into CA-1 N/CA-68 E - go 0.2 mi 0.2 mi
7. Take the CA-68 exit to Fremont St/Seaside/Salinas - go 0.1 mi 0.1 mi
8. Take the CA-68 E ramp to Salinas - go 0.2 mi 0.2 mi
9. Bear right at Monterey Salinas Hwy - go 2.7 mi 2.7 mi 3 mins
10. Arrive at Tarpy's Roadhouse, 2999 Salinas Hwy # 1, Monterey CA (831) 647-1444

