



Requirements, Capabilities, Challenges, Partnerships and Next Steps

Naval Postgraduate School, Monterey California USA
14-15 November 2006

Summary of X3D Earth goals. Web3D Consortium members are preparing to build a standards-based X3D Earth usable by governments, industry, scientists, academia and the general public. X3D mappings of world terrain, cartography and imagery will be made available for use in any scene, making it easy to geospatially reference and share X3D models. Open standards, the Web architecture, XML languages and open protocols will be used throughout. Both commercial and open-source software codebases will be able to utilize these best practices and contribute to these shared assets.

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 extensively 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.

Submission requirements for attendance. Prospective participants are requested to submit a brief abstract discussing why they should attend. Prior to the workshop, all attendees must provide a 2-4 page summary and short slideset regarding their area of interest, so that all participants can contribute to achieving our “big picture” goals. 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

Participation in this workshop is open to all interested stakeholders whose input abstracts are accepted. Each workshop participant will be able to present a summary of their goal requirements, available assets and continuing efforts. Ongoing participation in subsequent X3D Earth Working Group activities will only be available to institutional and professional members of the Web3D Consortium.

Workshop agenda. This is a fast-paced, action-oriented workshop requiring participant preparation.

- Day 1: Conference attendee briefings
 - X3D Earth overview, mission statement, and Web3D working group process (1 hour)
 - Participants each present their stakeholder issues. (10 minutes each, plus questions)
- Day 2: Building consensus (diff/merge bashing and matchup!)
 - Breakout groups compare/contrast/merge sets of goals, assets and challenges
 - Full group review of all proposed recommendations and goal outcomes
 - Proposed initial calendar, plan of actions and milestones

Dates of interest.

- October 20: initial deadline, 1-page abstract submission
- Ongoing submissions allowed until workshop, with immediate notification of acceptance
- November 7: requested submission of whitepaper and slideset for advance participant review
- November 14-15: X3D Earth Requirement Workshop in Monterey

Organizers.

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Administrative items.

- Website: <http://www.web3D.org/x3d-earth>
- Email for submission and registration questions:
x3d-earth-workshop@MovesInstitute.org
- Publication: Final presentations and papers will be published online as a workshop report.
- Participation: The workshop invitation list is limited to approximately 30 people based on meeting-space requirements.
- Hotels: <http://www.nps.navy.mil/moves/hotels.htm>
- Directions: <http://www.nps.edu/Aboutnps/Navigation/Directions.html>
- Cost: A requested contribution of \$10 will pay for light refreshments.
Lunch can be conveniently purchased on campus.
A group dinner is planned for the evening of Tuesday November 14.

Dissemination of information.

- All technically sound written submissions will be accepted and published online as part of the X3D Earth public website. Ability to attend the workshop is not a prerequisite for inclusion.
- Contributions may be published immediately if desired. The organizers recommend this approach in order to gain the benefit of immediate dialog on the public mailing list.
- Contributors may modify or defer publication of their contributions prior to the workshop. Afterwards, all contributions are online and publicly available.

Adoption of candidate technologies for potential inclusion in the X3D standard requires that each submitter provide technology contributions available for royalty-free (RF) use on the Web. Further details are provided in the Web3D Consortium Intellectual Property Rights (IPR) Policy, available as Appendix A in the Web3D Member Agreement. <http://www.web3d.org/membership/join>

Further information on Web3D and the ISO-approved Extensible 3D (X3D) Graphics standard can be found online at <http://www.web3D.org>

[updated 27 October 2006]