



Call for Papers

Web3D 2025: Digital Legacies and Immersive Futures

The 30th International Conference on 3D Web Technology. Web3D 2025: **9 – 10 September 2025** in **Siena, Italy** is a major annual event for the 3D Web community. Sponsored by **Web3D Consortium** and supported by Eurographics.

This year's conference will be **co-located with Digital Heritage 2025** in **Siena, Italy** from 8-13 September 2025, a premier international event that unites multiple heritage domains and conferences under one platform. As the leading global event on digital technology for documenting, conserving, and sharing heritage – from landscapes and monuments to museums, collections, and intangible traditions.

The purpose of the Conference is to study and share the principles of the latest advancements in interactive 3D technologies, including Digital Heritage. The conference will bring together experts from around the world to discuss the latest research, development, and practices related to these technologies.

This year's conference theme is “***Digital Legacies and Immersive Futures***” and integration of virtual reality, augmented reality, and other immersive technologies into the Digital heritage domain, creating a digital environment to explore, learn, collaborate and communicate. As interactive 3D and Digital Heritage technologies continue to evolve, it is essential to develop new ways for people to engage, learn, and collaborate dynamically.

The Web3D community has a rich history of developing technologies that enable the creation and sharing of 3D worlds. Bringing together a diverse group of individuals to share innovative and influential thoughts on how the metaverse can revolutionize the future of communications. This includes topics such as 3D applications and services accessible through a wide range of devices, from simple mobile phones to more complex systems such as AR/VR headsets, and heavily populated virtual worlds, especially those connected through high-speed, low-latency networks. Don't miss this opportunity to share your work, network with the experts and learn about new interactive 3D technologies.

Presented works will include a wide range of fields including, but not limited to, education, healthcare, e-commerce, informatics, cultural heritage, industrial, entertainment. This year's focus is on cultural heritage, however the conference welcomes submissions from all fields aiming to create a rich tapestry of ideas on the future of Web 3D and Digital Heritage.

Topics and areas of interest

Use the following list of the topic areas as a reference rather than a limitation.

We welcome all topics related to web / mobile 3D content creation, immersive realities, 3D compression, publishing technology, tools, and related studies.

Questions about the CFP, program and conference should be emailed to program2025@web3d.org.

[Scroll down to Papers & Submission](#)

[Important Dates](#)

[Submit in EasyChair here](#)

Content and Publishing

- 3D content creation and modeling, 3D content scanning, reconstruction, compression, printing, visualization.
- Algorithms for shape modeling, optimization, analysis, and processing.
- Semantic Web for 3D objects and scenes.
- Visual analytics to enhance usability of large data in virtual environments.

Metaverse & Realities

- VR/AR/MR/XR: virtual, augmented, mixed, cross and extended realities.
- User-centered applications: usability, ergonomics, speed and responsiveness, customization of the virtual experience.
- The impact of the Metaverse on speech, communication, interaction, and physical spaces.
- Computer vision and AI applications for the Metaverse.

Applications & Libraries

- Interactive 3D web applications in any field, topic, or language.
- Novel APIs, toolkits, and frameworks for 3D web and associated application domains.
- Multi-modal 3D interaction paradigms, including spatial UI, gesture and voice
- Leveraging AI for the Creation of 3D Models

Humans, Avatars, and Animation

- 3D technologies for Digital humans.
- 3D technologies for Medical and Health Data.
- Motion capture for composition and streaming of behaviors and expressions.
- Artificial Intelligence (AI) technologies for 3D processing and its various use cases.

Industrial Applications

- Digital Twins on the Web: modeling, cinematics, photorealism, simulation, etc.
- Metaverse for training and simulation in various industries.

Transmission & Rendering

- Cloud-based rendering, services, interoperability for large-scale models, animations, virtual worlds and metaverses.
- End to end systems for streaming, compression, and transmission of 3D content.

Education and Studies

- Diffusion and adoption of 3D Web technologies, comparative studies, historical perspectives, www integration.
- Mobile 3D applications and usability studies, including navigation performance and immersion Impact.
- Metaverse in education and its impact on learning outcomes.

Digital Cultural Heritage

- Preservation through Technology: Exploring 3D Scanning Techniques for Cultural Artifacts.
- Virtual Reality Experience: Enhancing Public Engagement with Cultural Heritage Sites through Immersive Environments.
- 3D Reconstruction of Historical Sites: Challenges and Innovations in Digital Restoration.
- Interactive Exhibitions: Utilizing 3D Models to Create Dynamic Museum Experiences.
- Crowdsourcing Cultural Heritage: Community Involvement in 3D Documentation Projects.
- Ethical Considerations: Balancing Accessibility and Cultural Sensitivity in 3D Digital Heritage.
- Digital Twins of Heritage Sites: Applications and Implications for Conservation and Tourism.
- Cross-Cultural Collaborations: Sharing 3D Data and Techniques for Global Heritage Preservation.
- Augmented Reality in Cultural Heritage: Blending the Physical and Digital Worlds for Education and Engagement.

- The Role of AI in 3D Cultural Heritage: Automating Documentation and Analysis Processes.

The accepted papers and poster summaries will be published in the Web3D 2025 Conference Proceedings, available in the [ACM Digital Library](#). Works selected for the Best Paper awards will be invited to submit extended versions to the [Computers & Graphics journal](#).

Papers & Submission

All papers must be original, **anonymized**, and not simultaneously submitted to another journal or conference. At least one author must attend the conference in-person to present their work. Conference Proceedings available in the [ACM Digital Library](#).

Template Instructions for papers and posters authors are available here:

[ACM Submission Guidelines](#)

Full, short paper and poster, Industrial use cases

[Deadline: May 15th](#)

- Select the **submission track** (Papers, Posters or Industrial Use Cases).
- Add your abstract and upload your PDF submission.

[Submit via EasyChair here](#)

Other tracks / types

- Tutorials
- Workshops
- Industrial Use Cases (not included in the proceedings)
- Standards Sessions
- Demonstrations
- HAnim Competition

Submit via EasyChair here

Important Dates

Questions about the program and conference topics can be sent to program2025@web3d.org.

The following paper categories are welcome:

- **Full or short papers** presenting original work in 3D Web research and applications may be submitted in long or short form (up to 9 or 4 pages, EXCLUSIVE of the page(s) devoted to bibliographic references and short appendices). Do include a full citation list. Submissions will be peer-reviewed.
- **Posters** present results of ongoing or recently completed work in 3D web research and application. The poster format offers the opportunity to interactively present and discuss interesting results to the Web3D community. Posters should be submitted in the form of abstracts (2 pages). Posters must be formatted using the document templates for conferences. Upon acceptance, the final revised poster is required in paper and electronic format. Printing and delivery of the poster is the author's responsibility.

Industrial Use Cases

- **Industrial Use Cases** enable practitioners to demonstrate how 3D Web technologies may be used in industrial applications. A special track during Web3D 2025 will be devoted to industrial use cases to share best practices, and requirements of using 3D in various application domains.
- **Submission Guidelines:** Each **Industrial Use Case** presentation will last 20 minutes with 5-10 minutes for discussions. Submissions should include names, affiliations, and contact information, title of the presentation, and a 1-2 page description of the use case including: Application domain and industry use case.
- **Industrial Use Cases abstracts must be submitted before May 15, 2025, to be included in the proceedings.** Accepted Industrial Use Cases submitted **after May 15th** will not be included in the ACM proceedings but will be included in the program's Industrial Use Cases track.

Other Program Tracks

Tutorial, Workshop, Standards Session, Demonstration and Competition

Submit your Tutorial, Workshop, Industrial Use Case (submitted after May 15th), Standards Session, Demonstration and Competition [here](#).

- **Tutorials** are an opportunity to present introductory and advanced applications of 3D Web technologies to students and to experienced practitioners. Tutorial subjects can include practices for authoring interactive 3D scenes and using 3D graphics in diverse application areas. Especially welcome are tutorials in the use of open-source software and Web applications which can be presented in hands-on sessions at the conference.
- Submissions should include names, affiliations, and contact information, title of the tutorial, and a short 1-2 page summary including: the topic of interest, subjects covered, learning objectives, intended audience, prerequisites, and level of difficulty.

- **Workshops** provide a forum for researchers and practitioners from both the Web and 3D multimedia communities to discuss and exchange positions on current and emergent 3D Web topics. Workshops may take the form of presentation sessions moderated by workshop organizers or open discussions of new knowledge on a specific topic of interest. Each session will last 90 minutes with presentations and discussions.
 - Submissions should include names, affiliations, and contact information, title of the workshop, and a short 1-2 page summary including: the topic of the emergent technology and its use cases and challenges.
- **Demonstration Showcase** enables artists, content designers, and developers to share their innovative 3D work at the conference. Artwork and applications developed for various platforms, including the Web, desktop, mobile, and VR/AR systems, are welcome.
 - Submissions accepted at the conference and should include names, affiliations, and contact information, title of the demonstration, and a short 1-2 page summary including: technology and tools used, use case and market readiness.
- **Standards Session** provides a meeting for researchers and practitioners from both the Web and 3D multimedia communities to discuss and exchange standardization issues on current and emergent 3D Web topics.
 - Submission should include names, affiliations, and contact information, title of the presentation, and a short 1-2 page summary including: 3D emergent Standardization topic and status.
- **Competitions**
 - [HAnim Music 3D Character Animation](#)
 - [Web3D / Metaverse Tools](#)

Accepted proposers of Tutorials, Workshops, Industrial Use Cases, Standards Session, Demonstrations, and Competitions will be asked to provide a biography paragraph for each presenter, a representative image, and publishable

course notes suitable for use on the conference proceedings, web site and promotional materials.

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CFP PDF Version

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Important dates

Conference Dates: 9 – 10 September 2025

	DEADLINE	NOTIFICATION	CAMERA READY
Full Papers (10 pages)	May 15, 2025	June 15, 2025	July 1, 2025
Short Papers (4 pages)	May 15, 2025	June 15, 2025	July 1, 2025
Posters	May 15, 2025	June 15, 2025	July 1, 2025

	DEADLINE	NOTIFICATION	CAMERA READY
Industrial Use cases (included in the Proceedings)	May 15, 2025	June 15, 2025	<i>July 1, 2025</i>
Workshops / Tutorials/ Standards Session	June 15, 2025	<i>June 30, 2025</i>	July 15, 2025
Web3D HAnim Competition Web3D/Metaverse Tools Competition	August 15, 2025	<i>winner announcement at the Conference</i>	