

The Web3D Consortium Welcomes you to our first VR Hackathon in Poznan !



Poznan



17-19 June 2018

A special thank you!

Krzysztof Walczak
Jakub Flotynski



POZNAŃ UNIVERSITY
OF ECONOMICS
AND BUSINESS

A BIG Thank You to our sponsors !!!





**A WEEKEND THAT TRANSFORMS THE FUTURE OF
IMMERSIVE TECHNOLOGIES**

Why a VR Hackathon?



- Bringing together the brightest minds
- Network and build relationships
- Think outside the box and innovate
- Build Virtual Reality and Immersive Technologies
- Pave the road for the future
- Enjoy this experience and have fun building your ideas

Mentors



- Rafał Wojciechowski (Capgemini Poland)
- Filip Górski (Poznań University of Technology)
- Krzysztof Kurowski (Poznan Supercomputing and Networking Center)
- Krzysztof Izdebski (Salt and Pepper Software GmbH & Co. KG)
- Jakub Flotyński (Poznań University of Economics and Business)
- Dariusz Rumiński (Poznań University of Economics and Business)
- Jarogniew Rykowski (Poznań University of Economics and Business)
- Krzysztof Walczak (Poznań University of Economics and Business)
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- Nicholas Polys (Virginia Tech, USA)
- Don Brutzman (Naval Postgraduate School, USA)
- Mike McCann (MBARI, USA)

Hackathon Schedule



SUNDAY, JUNE 17

- 17:00 Registration
- 17:30 Welcome / Introduction / Hackathon overview
- 18:00 Sponsors presentations
- 19:00 Reception
- 20:00 Team and idea formation
- 21:00 Adjourn

MONDAY, JUNE 18

- 08:00 Team Check In / Breakfast
- 08:30 Morning Welcome
- 08:45 Hackathon Kickoff
- 13:00 Working Lunch
- 18:00 Working Dinner
- 22:00 Adjourn



Hackathon Schedule

TUESDAY, JUNE 19

08:00 Team Check In / Breakfast

08:30 Hacking Continues

13:00 Working Lunch

17:00 Coding Concludes / Judging begins

18:30 Team Presentations – Awards

19:30 Reception

Judging Criteria

- Overall impression
- Originality
- Does it solve a problem
- How ready is it for the market
- Technical Difficulty
- Software/Hardware used - using open technologies
- Previous work done
- Presentation
- Teamwork/organized
- Team Size/experience



Six challenges & many prizes



Challenge 1: Interactive 3D visualization of one of the building

- Sponsor: Poznań University of Economics and Business
- Prize: 3000 PLN + 1000 PLN voucher for beyond.pl services

Challenge 2: Hand manipulation of virtual objects for industrial applications.

- Sponsor: Capgemini Poland
- Prize: 3000 PLN + 1000 PLN voucher for beyond.pl services

Six challenges & many prizes



Challenge 3: 3D/AR in mobile marketing communication

- Sponsor: R22 S.A.
- Prize: 3000 PLN + 1000 PLN voucher for beyond.pl services

Challenge 4:

- Sponsor: Poznań Supercomputing and Networking Centre (PSNC)
- Prize: 3-month paid internship at PSNC

Six challenges & many prizes



Challenge 5: One-Handed Quick Access Menu

Sponsor: SALT AND PEPPER Software GmbH & Co. KG

Prize: 2000 PLN

Challenge 6: X3D Innovation Awards: Technical Innovation and Application Impact

Sponsor: Web3D Consortium

Prizes: 1750 PLN

About Web3D Consortium



www.web3d.org

web|3D
CONSORTIUM



We are a non-profit, open-standards organization

**We develop X3D: the open standard for
Interactive 3D graphics on the Web**

Our goals in starting the VR Hackathon are:

- Outreach to a larger community
- Increase the use of Open Standards Technologies
- Educate the community about X3D
- Increase innovation of Virtual Reality and Immersive Technologies

[PREVIOUS HACKATHONS](#)

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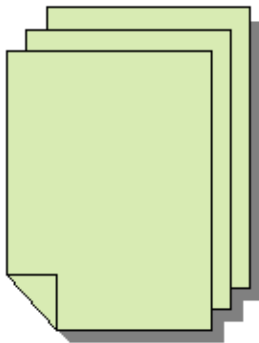
www.web3d.org



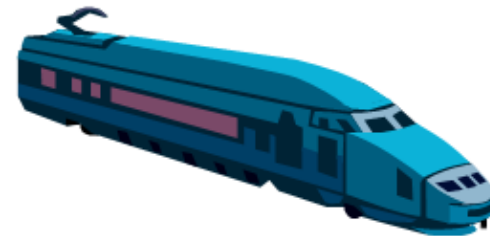
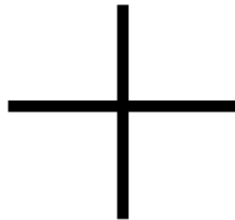
Unleash your creativity and
make this a weekend for building your
Virtual Reality !!!

What is X3D?

Second Generation VRML
A complete solution for 3D on the Web



File Formats:
XML, ClassicVRML, Binary



Run-Time Engine (player)
1 open source and 9 players

Real-Time • Web-based • Interactive • Animation • Extensible • Scriptable

Meshes • lights • materials • textures • shaders
Interaction • Animation • Audio/Video

Our Standards



H | Anim

**HUMANOID ANIMATION
WORKING GROUP**



The Web3D Consortium : Web3D.org

X3D Hackathon Challenges

- Technical Innovation (1000 PLN)
- Application Impact (750 PLN)

[More Details](#)

The Web3D Consortium : Web3D.org

VR Hackathon: X3D NEWS

- X3DOM WebVR Branch also includes GLTF support !
- X_ITE and Titania new release
- Castle3D game engines supporting RenderedTexture and Blender/Armory pipelines

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