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
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)
- Krzysztof Walczak (Poznań University of Economics and Business)
- 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
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
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

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