Market Needs for 3D

Highly integrated interactive 3D worlds

Cities - Weather - building - Engineering - scientific

Web as the delivery method
Next-Generation 3D Web Applications

Immersive 3D inside your Web browser

Enhancing user experience with sophisticated visualizations

Yesterday: website with videos

Today: Immersive 3D inside your Web Browser
Diverse Data Sources

Increased Interest in 3D Web applications

- Geospatial data
  - Terrain
  - Imagery
  - Buildings
  - Simulation/design
- Visualization of abstract information
- Experiencing Cultural Heritage data in 3D
- Virtual Engineering
3D Cities on Digital Globes

This is Amsterdam in 3D.
Volumetric 3D weather data on Digital Globes

3D Maps with volumetric cloud data.
Agriculture & Development

- Crop suitability
- Land use
- Water
- Weather / climate
- Terrain
- Local scans
Cultural Heritage

Augmented Reality

Medical
What’s the future for your 3D technology?

Market Dominance - Propriety Solutions - Biggest competitor

• Companies hope to “own” 3D
• Success is short lived, many companies die
• Poor open standards support
• Single vendor solutions & lock-in (closed or patented technologies)

Leading to NO Portability, Interoperability, Extensibility and Durability
Why Are Open Standards Important for 3D?

Creating quality 3D content is expensive:
Both in time and software costs

Something just as expensive is recreating 3D content:
When the underlying technology no longer works

Proprietary 3D technologies:
Rarely interoperable
How do we develop Open Systems?

- International Collaboration
- Convergence of standards & policies
- Market adoption
Standards are proven and evolving
They can converge
Market Adoption
Web Browser Support

WebGL
Data must Coexist

3D Visualization requires mashing diverse data

Open Standards
Supported Framework
Web3D Consortium is making this happen with X3D technology

Ensure an open digital framework to help designers, engineers and industries deliver interactive 3D on the Web.
X3D - Interactive Real-time 3D standard for the Web

Open ISO Standard
Royalty-Free
Evolutionary - 1997
Durable
Interoperable
Multi Platform

www.web3d.org
Who is developing X3D?

Web3D Consortium founded in 1997

- International
- Non-profit
- Member-funded
- Industry group

Our members: Business, Academia, Government and Professionals

www.web3d.org
What is X3D?

X(Extensible)3D - A complete solution for 3D on the Web

File Formats:
XML, ClassicVRML, Binary

Meshes • Lights • Materials • Textures • Shaders
Interaction • Animation • Audio/Video

Event Model
open source and commercial engines

Real-Time • Web-based • Interactive • Animation • Extensible • Scriptable
Scene graph for real-time interactive 3D

Delivery of virtual environments over the web

The next-generation VRML

Multiple ISO-ratified encodings
  - XML (.x3d)
  - Classic VRML (.x3dv)
  - Compressed Binary (.x3db)
  - JSON

Multiple APIs
  - ECMAScript (JavaScript)
  - Java
  - Python
**X3D Components and Profiles**

**Goal:**
- Modular 3D visualization components
- Reduced complexity and implementation effort

**A light-weight X3D**
- light-weight runtime essentials
- A stripped-down X3D Scene Graph
- Complimentary to other platforms and data services
  - (HTML5, Mobile, OGC, W3C, DICOM,...)

**Uses**
- Mobile applications
- Vertical Markets (Geo, Medical)
- Augmented Reality Applications
- Virtual Reality

Components: Geo, CAD, Medical...
Geospatial Component of X3D

Geospatial scenes have requirements beyond ordinary 3D scenes
- Double-precision accuracy on floating-point displays
- Diverse yet coherent spatial reference systems

11 X3D Geospatial nodes add Geo functionality to X3D
- Integrates the globe with X3D scenes

Generation of local regions or full-scale globes using any data

Spatial data creation
Spatial representation/analysis and
Spatial 3D Presentations

Real-time sharing and Interactive/Immersive 3D visualization

Without license restrictions, openly scalable
X3D Graphics Standards: Specification Relationships

1. Abstract Reference Models
   - Computer Graphics Reference Model (CGRM) 11072
   - Mixed Augmented Reality (MAR) Reference Model

2. Abstract Object and Data Models
   - Humanoid Animation (H-Anim) 19774
   - X3D Scene Access Interface (SAI) 19775-2
   - X3D Graphics Architecture 19775-1

3. File Encodings and Interfaces
   - X3DOM
   - X3D XML Encoding 19776-1
   - ClassicVRML Encoding 19776-2
   - X3D CBE Compressed Binary Encoding 19776-3
   - X3D EBE Efficient Binary Encoding 19776-4
   - X3D JSON Encoding 19776-5
   - X3D SAI ECMAScript Language Binding 19777-1
   - X3D SAI Java Language Binding 19777-2
   - X3D SAI Python Language Binding 19777-n
   - X3D SAI C++, C# Language Binding 19777-n

4. Example Instances
   - HTML pages containing X3D
   - X3D scene files
   - Scripts and applications

Legend:
- ISO/IEC Web3D Standard
- W3C Recommendation
- Realization of ...
- Planned

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Web3D Liaison Relationships

ISO

SC24

WG 6
X3D & others

WG 9
ARC

Web3D Consortium

SC29

OGC

Khronos

W3C

IPR
RF
RAND

Member protection only

open door to individuals

IPR
RF
RAND
patents
Web3D Collaboration & Convergence

- W3C
  - XML
  - HTML 5
  - SVG

- ISO
  - International Organization for Standardization

- OGC
  - Open Geospatial Consortium, Inc.
  - Web3D MS
  - Web3D FS
  - KML

- IETF
  - Mime types

- DICOM
  - Digital Imaging and Communications in Medicine
  - N-D Presentation
  - State
  - Volume data

- Khronos Group
  - OpenGL
  - COLLADA

- OGC
  - Open Source Multi-D Random Access Filesystems
  - HDF5
  - NetCDF

Interoperability & Access Across Verticals
X3D Standardization Process

The X3D specifications are online at: [http://www.web3d.org/x3d/specifications](http://www.web3d.org/x3d/specifications)

X3D graphics is defined by a set of specifications. These “specs” are developed by working-groups as part of the Web3D Consortium.

Web3D and W3C have similar policies.
Requirements for Standards Contributions

- Clear definitions
- Specification prose
- Compatibility/evolution plan
- Two independent implementations
- Example X3D scenes
- Intellectual property rights (IPR) commitment
X3D Resources

• Open Source Players
  Xj3D – stand-alone player
  FreeWRL – (Mac, PC, Linux), stand-alone and plug-in

• Open Source Authoring Tools
  X3D-Edit

• Open Source Models and Converters

• Commercial Players, Authoring tools and Converters

X3D Resources
X3D Book/Course Videos
X3D: High-Fidelity Graphics
X3D: Foundation for All Markets

- Cultural Heritage
- Geospatial
- Augmented Reality
- Medical
X3D: Large-Model Compression
Streaming, Shadows, Animation
What are we working on now?

**X3D version 3.4.** Evolution of Capabilities tracks steady improvements across all 3D graphics for the Web.

**X3D version 4.0.** HTML5 support using X3DOM as a prototype and Open Web Platform (OWP) Integration for deployment in any Web page. [www.x3dom.org](http://www.x3dom.org)

**X3D version 4.1.** Mixed and Augmented Reality (MAR) for emerging VR-AR devices and user interfaces.

**Humanoid Animation.** H-Anim models that include hands, feet, face and motion capture (mocap), also suitable for medical use.

**X3D Efficient Binary Encoding.** Smaller file sizes, faster decompression, and streamable deployment of animation.

**X3D JSON.** Complete JavaScript Object Notation encoding for Javascript programmers.
What is X3DOM?

X3DOM is a new approach and integration architecture, making declarative 3D as simple as text, video, and Sound on a web.

The model supports the integration of X3D content directly into the HTML DOM tree.

The architecture utilizes existing standards (WebGL) and web technologies from the existing browser architecture.

It allows web developers to build dynamic 3D content using DHTML, AJAX and existing JS-libs like jQuery.
**X3D 4.0/X3DOM – 3D in HTML5**

X3D models in IE 11, Firefox, Chrome, and Safari

[www.X3DOM.org](http://www.x3dom.org)

- X3DOM Developed by Fraunhofer IGD (We3D Member)
- Open source JavaScript X3D player
- Dom - A language-independent convention for representing and interacting with objects in HTML
- HTML- Events provide the ability to let events trigger actions in a web browser
- CSS - A style-sheet language used to describe the presentation semantics
- JavaScript - A client-side scripting language standard used in web environment

[http://www.x3dom.org/x3dom/example/x3dom_carousel.xhtml](http://www.x3dom.org/x3dom/example/x3dom_carousel.xhtml)
Next Generation X3D - Declarative (X)3D in HTML

Declarative
- Scenegraph
- Part of HTML-document
- DOM Integration
- CSS/Events

2D
(Final HTML5 spec)

3D
(No W3C spec yet)

Imperative
- Procedural API
- Drawing context
- Flexible

<canvas>
X3D: Run Anywhere

All browsers
All platforms
Why use X3D?

Open, Durable, Portable and Extendable

- Open source, free, and royalty-free ISO standard
- Provides an Interactive and immersive 3D experience
- Runs on many platforms from mobile to caves
- Efficient compressed binary encodings for high performance
- Compatible with other Standards
- Archival stability that stand the test of time
Why do our members use X3D?

• Build 3D products based on a stable open 3D standard
• Avoid proprietary lock-in
• International, Conformant/ISO Standard
• Their customers are asking for open standards based technology
• Vendor neutral environment
• Consensus based participation from both end-users and software developers
• Access to a community of world-wide 3D experts
• Converge with other open standards
Who else is using these web3D standards?
The National Institutes of Health joins Web3D Consortium

X3D standards for model archive and 3D printing
The Toshiba joins Web3D Consortium

X3D standards for Volumetric Data
Upcoming Web3D Events

20th Anniversary
Heraklion, Crete, Greece

VR Hackathon - San Francisco, California
May 2015

SIGGRAPH 2015 - Los Angeles, California
Aug 2015
An Open 3D Digital World

Join us to Build the Future of 3D

Visit us at: www.web3d.org
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