

## ABOUT THE WEB3D CONSORTIUM

The [Web3D Consortium](#) is a member-funded industry consortium committed to the creation and deployment of open, royalty-free standards that enable the communication of real-time 3D across applications, networks, and web services. [Our standards X3D and H-Anim](#) are ISO certified. The Consortium works closely with the ISO, MPEG, OGC, HL7, DICOM and W3C standardization bodies to maximize adoption and market opportunities. Follow us [@web3dconsortium](#)

## ABOUT THE WEB3D CONFERENCES

[Web3D Conferences](#) are sponsored by [ACM SIGGRAPH](#) in co-operation with Web3D Consortium. This annual conference shares innovative and creative ideas that enable development of 3D applications for a wide range of 3D environments, including the web, mobile as well as virtual and augmented reality. This 3D Graphics Web Technology addresses a wide range of research, development, and practices related to Web-based 3D Graphics. Conference tracks includes: Research papers, posters, tutorials, workshops, demonstrations and panel sessions. Our goal is to bring Web3D conferences to communities where we have not engaged before and have 3D Graphics educators, researchers, developers and entrepreneurs as part of the conference committee. Please submit your proposal to Anita Havele Executive Director, Web3D Consortium.

**Contact:** Anita Havele - <http://www.web3d.org/havele>  
Executive Director, Web3D Consortium [www.web3d.org](http://www.web3d.org)  
**Email:** [anita.havele@web3d.org](mailto:anita.havele@web3d.org) - **Phone:** +1 248 342 7662  
650 Castro Street, Suite #120-490, Mountain View, California 94041 USA

### **Requirements:**

Previous conference host, committee, program, submission requirements and timeline are available [here](#)

**Event:** It's can be a 6-day event - 3 days of [VR hackathon](#) (optional) and 3 days of Web3D Conference, attended by ~150 worldwide educators, researchers, students and industry professionals.

**Host Organization and Location:** We look for Universities, Research institutes, Organization from the 3D graphics domain. If the host organization is far from the city, we are open to hotels or conference centers in the center of the city where visiting downtown and restaurants is easy and close.

**Committee:** Professors, Researchers and Industry leaders from the 3D Graphics domain

**Conference dates:** Our conferences outside of the USA are typically in June but we are flexible with the dates from late May to mid-October.

**Logistics:**

1. 3 conference rooms. One room for ~150 attendees and another room for ~75 attendees and one small meeting room for ~15 attendees for breakup meetings.
2. Fast stable internet access in all rooms, attendees will bring their own lab tops.
3. Three Breakfasts may be included
4. Three Lunches (Buffet service is okay).
5. Two Coffee breaks on each day.
6. One Reception dinner typically on the second day, either at the conference site or at another memorable location to showcase your town.
7. Other suggestions: On the first or Third day after the conference an organized tour around the city to showcase your history and heritage.

**More information on Web3D Conference:**

Research and Industry work related to various application domains, including e-commerce, education, cultural heritage, entertainment and infotainment, social media, tourism, medicine, military, industry and construction (and many others) are shared and discussed at the Web3D Conference. The main topics of the conference include, but are not limited to:

- Technologies and methods for WebVR, WebAR, and mixed reality
- Multi-modal 3D interaction paradigms, including spatial UI, gesture, and voice
- Interactive 3D web applications in all areas and sectors, e.g., entertainment, education, training, cultural heritage, medicine, military, smart-manufacturing
- Information visualization, scientific visualization, geo-visualization, building information modeling (BIM), and architecture.
- 3D content creation and modelling techniques, tools, and workflows, including semantic and AI techniques
- Algorithms for shape modeling, compression, optimization, analysis, and processing
- 3D content acquisition, e.g., scanning, reconstruction, etc.
- Streaming, compression, and transmission of 3D content, in particular in mobile networks
- Virtual humans, avatars, and complex reactive characters
- Motion capture for composition and streaming of behaviors and expressions
- Annotation, metadata, hyperlinking and semantic web for 3D objects and scenes