

[Board review final draft] 10 January 2009 [Revised] 6 March 2010

### Charter for Web3D Consortium Korea Chapter

#### 1. Purpose

The purpose of the Web3D Consortium Korea Chapter is to promote the goals and technologies of the Web3D Consortium in Korea in the areas of computer graphics, virtual reality, augmented reality and mobile applications. This is done by helping with Consortium outreach efforts, and by helping to research and propose standards solutions to the Consortium's working groups for the X3D specifications. These activities are intended to help as many Koreans as possible to effectively participate in the Web3D Consortium Working Groups, without discouragement due to misunderstanding, language problems, or not being aware of standardization procedures.

### 2. Mission

In order to promote Web3D technologies in Korea, the chapter committee members research the technologies, and discuss and propose standards proposals. This is done through meetings, seminars, workshops, conferences, and other activities held throughout the year. The chapter committee members are involved in education, research and development, and commerce related to Web3D. They focus on standards technologies concerning computer graphics and virtual reality in Web3D, in addition to mobile media applications. They collect standards proposals in Korea, hold discussions in the pursuit of common standards solutions, and submit their standards proposals to the Web3D Consortium. The chapter assists Korean researchers in proposing Web3D standards to the Web3D Consortium. The chapter promotes Web3D technologies in Korea through workshops or conferences held annually.

### 3. Work Areas

The working areas of the Web3D Korea Forum cover all active areas of the Web3D Consortium and also mobile media. Working areas are determined through committee meetings and standards proposals put forth by chapter members. Informal or formal standards proposals are submitted to the Web3D Consortium working groups through chapter meetings and workshops held in Korea. The chapter thus helps all Korean Web3D researchers support the goals of the Web3D Consortium.

# 4. Website and Mailing Lists

The Web3D Consortium Korea Chapter's Web site is <u>http://www.web3d.kr</u>

The chapter can also establish and moderate the following archived mailing lists via the Consortium website:



- o <u>korea-chapter@web3d.org</u> for chapter members
- o korea-announce@web3d.org for public announcements
- o korea-committee@web3d.org for committee leadership

## 5. Committee Members

Co-Chairs:

- o Prof. Myeong Won Lee (The University of Suwon, Web3D Korea Forum)
- o Prof. Kwan-Hee Yoo (Chungbuk National University, Web3D Korea Forum)

## Secretary-Treasurer:

• Mr. Jung-Sub Jung (Korean Standards Association, Web3D Korea Forum)

Committee Members:

- o Prof. Soonhung Han (KAIST, Web3D Korea Forum)
- o Prof. Ha Jine Kimn (Hallym University, Web3D Korea Forum)
- Prof. Jee In Kim (Konkuk Univ, Web3D Korea Forum)
- o Prof. Soon Bum Lim (Sookmyung Womans University, Web3D Korea Forum)
- o Mr. Sang Won Ghyme (ETRI, Web3D Korea Forum)
- o Dr. Gun Lee (ETRI, Web3D Korea Forum)
- o Prof. Gerard Jounghyun Kim (Korea University, Web3D Korea Forum)
- o Dr. Yong Sang Cho (KERIS, Web3D Korea Forum)

Currently, the Web3D Korea Forum and KAIST are organizational members of the Web3D Consortium. Myeong Won Lee is an organizational member in addition to being a representative of the Web3D Korea Forum. Ha Jine Kimn, Kwan-Hee Yoo, Jee In Kim, Soon Bum Lim, Sang Won Ghyme, Gun Lee, Gerard Jounghyun Kim, and Yong Sang Cho are the professional members of the Web3D Consortium. Currently, there are 27 professionals in the Web3D Korea Forum.

### 6. Standards Proposals and Products

The chapter committee is qualified to collect and review proposals or products to be submitted to the Web3D Consortium in Korea. The chapter committee checks proposal formats, language, and terminology, and then transfers them to the appropriate Web3D Consortium working groups immediately. The chapter does not specifically determine the merit of specific technical concepts, proposals or products. Such details are the proper responsibility of the Web3D Consortium Working Groups.



The Web3D Consortium actively encourages Korean members and nonmembers to discuss their goals and proposals as part of the Web3D Consortium Korea Chapter. Korean members of the Web3D Consortium may also participate directly in Web3D Consortium activities as appropriate.