

Call for Papers



The 16th edition of ACM International Web3D Conference will address a wide range of research topics related to online 3D Graphics. Topics include: representation and modeling methods, content analysis, rendering, distributed virtual environments, large-scale databases, Web-wide human-computer interaction, and innovative tools and applications. Of particular interest are issues regarding the interoperability, durability or delivery of 4D assets.

The annual ACM Web3D Conference is a major event which unites researchers, developers, entrepreneurs, experimenters, artists and content creators in a dynamic learning environment. Attendees share and explore methods of using, enhancing and creating new 3D Web and Multimedia technologies such as WebGL, X3D, VRML, COLLADA, MPEG family, U3D, Java3D and HTML5. The conference highlights capabilities and trends in interactive 3D graphics across a wide range of applications and devices from mobile devices to high-end immersive environments.

Authors are invited to submit their work (short or full papers) for review by the international Program Committee. Both research and applications papers are of interest to Web3D 2011. The papers must be innovative, original, and contribute to the advancement of 3D technologies and their uses in the Multimedia and Internet space. Topics of interest include (but are not limited to):

- Modeling, processing, analysis and rendering of complex geometry, structure and behaviours
- Interaction methods for online 3D content
- Mixed and augmented reality
- 3D search, shape matching and indexing
- Remote rendering
- Agents, animated humanoids and complex reactive characters,
- Online virtual environments
- Stereo and multi-view visualization of 3D graphic interfaces
- High-performance 3D graphics for distributed environments, tele-presence and tele-operation
- Interactive 3D graphics for mobile devices
- New and proven applications using 3D graphics on the Web/Multimedia in industry, science, geospatial, digital cities, health and medical, cultural heritage and learning
- Web, multimedia and standards integration and interoperation

Date & Venue

June 20-22, 2011, Les Cordeliers, 15 Rue Ecole de Médecine, 75006 Paris, France

Submission instructions

Authors are invited to submit full papers of up to 9 pages (including figures and references) or short papers of up to 4 pages (including figures and references) in PDF format via the SRM Submission Site. Papers must be formatted using the document templates for conferences sponsored by ACM SIGGRAPH. Upon acceptance, the final revised paper is required also in electronic form. Accepted papers will appear in the Web 3D 2011 Conference Proceedings, published by ACM Press.

Schedule

- **Full & Short Paper submission deadline: March 1st, 2011**
- **Author Notification : April 6, 2011**
- **Camera-ready due : April 20, 2011**

Contact

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