X3D Working Group Meeting
Wednesday, 2015-02-04

Attendees: Leonard Daly, Roy Walmsley, Dick Puk, Anita Havele, Don Brutzman, Joe Williams
MIA: Bitmanagement, Fraunhofer, Nicholas Polys
Excused: No one

Focus: **X3D Futures (mostly V3.4)**

Meeting started at 8:05

1. Introductions (All)
    1.1. No new people, intros not required

2. Notice of latest posted minutes
    2.1. Minutes are being sent via email to WG.

3. Action Items (Review items for continued relevance)
    3.1. Add Spec Comments to Mantis (Leonard – ONGOING)
        3.1.1.   Send out links to Mantis issues
    3.2. Need to validate examples for Binary spec (19776-3) (Don)
        3.2.1.   Need person who can do Xj3D code fixes
        3.2.2.   This might be resolved if there is a second implementation
    3.3. Improved process for interactively sharing documents and conversations (chat) (Leonard)
    3.4. Address a solution for 4.1.2
    3.5. Investigate Mantis upgrade (Leonard)
    3.6. Investigate Mantis plugins for semi-automated issue entry (Leonard)
    3.7. Develop prototype web comment form (Leonard). Prototype at http://www.web3d.org/member/wiki/new-specification-comment-form. Review for next week

4. Spec Status (Dick)
    4.1. Diagram showing spec document relationships:
        4.1.1.   Chart with specification relationships
            http://www.web3d.org/specifications/X3dSpecificationRelationships.png
            http://www.web3d.org/specifications/X3dSpecificationRelationships.pdf
        4.1.2.   Status of documents as it moves through the process (ballot -> editor's meeting -> etc…)
    4.2. 19775
        4.2.1.   Abstract (19775-1)
        4.2.2.   SAI (19775-2)
    4.3. 19776
        4.3.1.   XML (Part 1)

        4.3.2. ClassicVRML (Part 2)

        4.3.3. Binary (Part 3)

    4.4. 19777

        4.4.1. ECMAScript (Part 1)

        4.4.2. Java (Part 2)

    4.5. 19774

        4.5.1. X3D WG will initially track H-Anim spec writing on a monthly basis as part of the Futures meeting

        4.5.2. Minor changes in Annex A needed

        4.5.3. Minor changes in specification text

        4.5.4. Future changes include support for Motion

5. Schedule through the Year (Leonard)

    5.1. Topics

        5.1.1. 11 February 2015 – Compressed Binary Encoding

        5.1.2. 18 February 2015 – Web Tools

        5.1.3. 25 February 2015 – SIGGRAPH Planning

        5.1.4. 4 March 2015 – X3D Futures

        5.1.5. 11 March 2015 – JSON Encoding

        5.1.6. 18 March 2015 – TBD

        5.1.7. 25 March 2015 – TBD

        5.1.8. 1 April 2015 – X3D Futures

        5.1.9. 8 April 2015 – TBD

        5.1.10. 15 April 2015 – TBD

        5.1.11. 22 April 2015 – TBD

        5.1.12. 29 April 2015 – TBD

        5.1.13. 6 May 2015 – X3D Futures

        5.1.14. 13 May 2015 – TBD

        5.1.15. 20 May 2015 – TBD

        5.1.16. 27 May 2015 – TBD

        5.1.17. 3 June 2015 – X3D Futures

        5.1.18. 10 June 2015 – TBD

        5.1.19. 17 June 2015 – TBD (Web3D2015)

        5.1.20. 24 June 2015 – TBD (Web3D2015)

        5.1.21. 1 July 2015 – X3D Futures

        5.1.22. 8 July 2015 – TBD

        5.1.23. 15 July 2015 – TBD

        5.1.24. 22 July 2015 – TBD

        5.1.25. 29 July 2015 – TBD

        5.1.26. 5 August 2015 – X3D Futures

        5.1.27. 12 August 2015 – SIGGRAPH

        5.1.28. 19 August 2015 – Cancelled

        5.1.29. 26 August 2015 – TBD

        5.1.30. 2 September 2015 – X3D Futures

        5.1.31. 9 September 2015 – TBD

        5.1.32. 16 September 2015 – TBD

        5.1.33. 23 September 2015 – TBD

        5.1.34. 30 September 2015 – TBD

        5.1.35. 7 October 2015 – X3D Futures

        5.1.36. 14 October 2015 – TBD

5.1.37. 21 October 2015 – TBD
5.1.38. 28 October 2015 – TBD
5.1.39. 4 November 2015 – X3D Futures
5.1.40. 11 November 2015 – TBD
5.1.41. 18 November 2015 – TBD
5.1.42. 25 November 2015 – TBD
5.1.43. 2 December 2015 – X3D Futures
5.1.44. 9 December 2015 – TBD
5.1.45. 16 December 2015 – TBD
5.1.46. 23 December 2015 – TBD
5.1.47. 30 December 2015 – Cancelled
5.2. Future Topics (in no particular order)
  5.2.1. X3D Security
  5.2.2. CAD Spec Comments on NURBS (V3.3)
  5.2.3. Mixed Reality Extensions (Handled by AR group) (V3.4+)
  5.2.4. EXI for Binary Encoding (V4.0/Liason WG)
  5.2.5. X3D Security (XML encryption, Transport) (V4.0/Liason WG)
  5.2.6. Annotation Component (CAD & MedWG) (V3.4)
  5.2.7. X3D, X3DOM, and the Future (V3.4/4.0)
  5.2.8. Compressed binary interoperability testing
  5.2.9. Other WG Updates (As needed)
  5.2.10. EaseIn/EaseOut Diagram changes (into 19775-1 Comments)
  5.2.11. X3D Futures meeting (sometime)
    5.2.11.1. BrlCAD
    5.2.11.2. SenseGraphics
  5.2.12. NRRD volume data file format for ISO Standardization

6. Marketing Updates (all)
  6.1. Reports from the field
  6.2. Use of the term "Serious VR" and "Serious 3D"
  6.3. Looking for people to bring back information about use of X3D external to the Consortium
  6.4. Leonard to make initial contact to SIGGRAPH for VR Village. Intent is to pass on information to members. Further discussion on Marketing call (Friday)
  6.5. Land Use conference on March 23-27. Nicholas to present

7. X3D Futures (all)
  7.1. List & address advantages and disadvantages of working on V3.4 vs. 4.0 (or as Roy put it, "V3.4 – to be or not to be")
    7.1.1. Include timeline deltas
    7.1.2. Implementation efforts
    7.1.3. Unresolved technical issues
      7.1.3.1. HTML version of specification document
      7.1.3.2. Tidying up (spelling, grammar, links, etc.)
      7.1.3.3. X3DMetaDataObject
      7.1.3.4. Multiple inheritance (see thread that starts at http://web3d.org/mailman/private/x3d_web3d.org/2015-February/002572.html and the two subsequent messages)
    7.1.4. Support for other WGs

7.2. Prepare report to BoD with recommendation

Meeting ended at 9:48