



Web3D 2016

21st International Conference on 3D Web Technology

July 21-24, Anaheim, California

co-located with ACM SIGGRAPH 2016

<http://web3d2016.org>

**3D WEB GRAPHICS | VIRTUAL REALITY | AUGMENTED REALITY
INTERACTIVE TECHNOLOGIES | ALGORITHMS | 3D DATA STANDARDS**



CALL FOR PAPERS, POSTERS, TUTORIALS AND WORKSHOPS

The 21st International Conference on 3D Web Technology (**Web3D 2016**) will address an extensive range of research topics related to web-based 3D graphics. The goal of the conference is to share innovative and creative ideas that develop interactive 3D content in a wide range of web environments, including virtual and augmented reality (VR & AR) and 3D printing. This year's theme — **"3D for All"** — emphasizes the importance of research and development enabling the use of 3D technology in various application domains, including medicine, industry, education, and geographical information systems as well as other emerging, alternative, or underexplored fields.



Papers presenting original work in Web3D research and application may be submitted in long or short form (up to 9 or 4 pages). Submissions will be peer-reviewed; accepted papers will be included in the ACM Digital Library and submitted for indexing in Web of Science, DBLP, and Scopus.



Posters present results of ongoing work in relevant areas of Web3D research and application. The poster format offers the opportunity to interactively present and discuss interesting results to the Web3D community.



Tutorials are an excellent academic opportunity for interested learners to broaden their knowledge and for experts to propagate recent advancements in the field of Web-based 3D technology.



Workshops provide a forum for researchers and practitioners from both the Web and 3D graphics communities to discuss and exchange positions on current and emergent 3D Web topics.

Visit the website for more opportunities, submission instruction, and information about the Web3D 2016 Showcases and H-Anim 3D Competition!

<http://web3d2016.org/submissions>



**PAPER AND POSTER SUBMISSIONS DUE APRIL 15
TUTORIALS AND WORKSHOP SUBMISSIONS DUE MAY 1**