





Web3D 2017

Date: 5-7 June 2017 Website: www.web3d2017.org

Location: Queensland University of Technology, Brisbane, Australia

The 22nd International Conference on 3D Web Technology

The 22nd International Conference on 3D Web Technology (Web3D 2017) continues to address an extensive range of research, development, and practice related to Web-based 3D Graphics.

2017 will be a historic year for 3D on the Web. We are seeing the explosion of **WebVR** and the potential of **WebAR** just around the corner. With **WebGL** now widely supported by default in modern browsers, tools such as **X3D**, **X3DOM**, **Cobweb**, **three.js**, **glTF**, **and A-Frame VR** are allowing nearly anyone to create Web3D content. Commercial game engines such as Unity and Unreal are starting to offer ways to export and publish directly to **Web3D**.

The conference will explore topics including: research on simulation and training using Web3D, enabling technology of web-aware, interactive 3D graphics from mobile devices up to high-end immersive environments, and the use of ubiquitous multimedia across a wide range of applications and environments. For example:

- 3D Printing and 3D Scanning
- CAD and Advanced Manufacturing
- Education and E-learning
- Collaboration and Annotation
- Tourism and Accessibility
- Gaming and Entertainment
- Creativity and Digital Art
- Public Sector (Open Government)
- Open Web Platform Integration

- Virtual Reality (VR)
- Mixed and Augmented Reality (MR/AR)
- Real Estate
- Cultural and Natural Heritage
- Medical, Telemedicine (eHealth)
- Transportation and Geospatial
- Industry Applications
- Archival Digital Publications
- Human Animation, Motion Capture

Important Dates - Submission Details

Papers/Posters Submission Deadline
Papers/Posters Notification
Tutorial/Workshop Deadline
Tutorial/Workshop Notification
Digital Art Exhibition Deadline
Digital Art Exhibition Notification
Camera-ready Papers/Posters
13 February 2017
4 April 2017