



Extensible 3D (X3D) Part 1: Architecture and base components

ISO/IEC 19775-1:20xx



This document is Edition 4 of ISO/IEC 19775-1, Extensible 3D (X3D). The full title of this part of the International Standard is: *Information technology — Computer graphics, image processing and environmental representation — Extensible 3D (X3D) — Part 1: Architecture and base components.*

Background	Clauses		Annexes
Foreword	1 Scope	22 Environmental sensor component	A Core profile
Introduction	2 Normative references	23 Navigation component	B Interchange profile
	3 Definitions, acronyms, and abbreviations	24 Environmental effects component	C Interactive profile
	4 Concepts	25 Geospatial component	D MPEG-4 interactive profile
	5 Field type reference	26 (H-Anim) component	E Immersive profile
	6 Conformance	27 NURBS component	F Full profile
	7 Core component	28 Distributed interactive	G Recommended navigation

file:///C:/x3d-github/github.Web3dConsortium.member/X3D/ISO-IEC19775/ISO-IEC19775-1/ISO-IEC19775-1v4.0/ISO-IEC19775-1v4-WD1/Part01/Architecture.html

1/6

7/15/2019

19775-1 V4 Contents

		simulation (DIS) component	behaviours
	8 Time component	29 Scripting component	H CADInterchange profile
	9 Networking component	30 Event utilities component	I OpenGL shading language (GLSL) binding
	10 Grouping component	31 Programmable shaders component	J Microsoft high level shading language (HLSL) binding
	11 Rendering component	32 CAD geometry component	K nVidia Cg shading language binding
	12 Shape component	33 Texturing3D component	L MedicalInterchange profile
	13 Geometry3D component	34 Cube map environmental texturing component	Z Version content
	14 Geometry2D component	35 Layering component	Bibliography
	15 Text component	36 Layout component	Component index
	16 Sound component	37 Rigid body physics component	Profile index
	17 Lighting component	38 Picking sensor component	Node index
	18 Texturing component	39 Followers component	
	19 Interpolation component	40 Particle systems component	
	20 Pointing device sensor component	41 Volume rendering component	

file:///C:/x3d-github/github.Web3dConsortium.member/X3D/ISO-IEC19775/ISO-IEC19775-1/ISO-IEC19775-1v4.0/ISO-IEC19775-1v4-WD1/Part01/Architecture.html

2/6

	21 Key device sensor component	42 Annotation component	
		43 Projective texture mapping component	

The **Foreword** provides background on the standards process for X3D. The **Introduction** describes the purpose, design criteria, and functional characteristics of X3D. The following clauses define Part 1 of ISO/IEC 19775:

1. **Scope** defines the problem area that X3D addresses.
2. **Normative references** lists the normative standards referenced in this part of ISO/IEC 19775.
3. **Definitions, acronyms, and abbreviations** contains the glossary of terminology used in this part of ISO/IEC 19775.
4. **Concepts** describes the workings of the X3D runtime system.
5. **Field type reference** describes the fundamental data types in X3D.
6. **Conformance** describes the conformance requirements for X3D implementations.
7. **Core component** provides a detailed specification of the Core component of X3D.
8. **Time component** provides a detailed specification of the Time component of X3D.
9. **Networking component** provides a detailed specification of the Networking component of X3D.
10. **Grouping component** provides a detailed specification of the Grouping component of X3D.
11. **Rendering component** provides a detailed specification of the Rendering component of X3D.
12. **Shape component** provides a detailed specification of the Shape component of X3D.
13. **Geometry3D component** provides a detailed specification of the Geometry3D component of X3D.
14. **Geometry2D component** provides a detailed specification of the Geometry2D component of X3D.
15. **Text** provides a detailed specification of the Text component of X3D.
16. **Sound component** provides a detailed specification of the Time component of X3D.
17. **Lighting component** provides a detailed specification of the Lighting component of X3D.
18. **Texturing component** provides a detailed specification of the Texturing component of X3D.
19. **Interpolation component** provides a detailed specification of the Interpolation component of X3D.
20. **Pointing device sensor component** provides a detailed specification of the Pointing device sensor component of X3D.
21. **Key device sensor component** provides a detailed specification of the Key device sensor component of X3D.

file:///C:/x3d-github/github.Web3dConsortium.member/X3D/ISO-IEC19775/ISO-IEC19775-1/ISO-IEC19775-1v4.0/ISO-IEC19775-1v4-WD1/Part01/Architecture.html

3/6

22. **Environmental sensor component** provides a detailed specification of the Environmental sensor component of X3D.
23. **Navigation component** provides a detailed specification of the Navigation component of X3D.
24. **Environmental effects component** provides a detailed specification of the Environmental effects component of X3D.
25. **Geospatial component** provides a detailed specification of the Geospatial component of X3D.
26. **Humanoid animation (H-Anim) component** provides a detailed specification of the Humanoid animation (H-Anim) component of X3D.
27. **NURBS component** provides a detailed specification of the NURBS component of X3D.
28. **Distributed interactive simulation (DIS) component** provides a detailed specification of the DIS component of X3D.
29. **Scripting component** provides a detailed specification of the Scripting component of X3D.
30. **Event utilities component** provides a detailed specification of the Event utilities component of X3D.
31. **Shader component** provides a detailed specification of the Shader component of X3D.
32. **CAD geometry component** provides a detailed specification of the CAD geometry component of X3D.
33. **Texturing3D component** provides a detailed specification of the 3D texturing component of X3D.
34. **Environmental texturing component** provides a detailed specification of the environmental texturing component of X3D.
35. **Layering component** provides a detailed specification for organizing the content of worlds into independent, overlapping layers.
36. **Layout component** provides a detailed specification for arranging content to appear in specific regions of the display surface.
37. **Rigid body physics component** provides a detailed specification for applying rigid body physics properties to content.
38. **Picking sensor component** provides a detailed specification for selecting items in the content by user interaction.
39. **Followers component** provides a detailed specification for using follower transitions.
40. **Particle systems component** provides a detailed specification for specifying and using particle systems in X3D worlds.
41. **Volume rendering component** provides a detailed specification for the rendering of volumetric data sets as part of X3D worlds.
42. **Annotation component** provides a detailed specification on how to present information that always faces the viewer.

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4/6

43. **Projective texture mapping component** provides a detailed specification for projecting textures onto geometry.

There are several annexes included in the specification:

- A. **Core profile** defines a minimal subset of X3D functionality that constitutes the Core profile.
- B. **Interchange profile** defines the proper subset of X3D functionality that constitutes the Interchange profile.
- C. **Interactive profile** defines the proper subset of X3D functionality that constitutes the Interactive profile.
- D. **MPEG-4 interactive profile** defines the proper subset of X3D functionality that constitutes the MPEG-4 interactive profile.
- E. **Immersive profile** defines the proper subset of X3D functionality that corresponds to the base profile defined in ISO/IEC 14772-1.
- F. **Full profile** defines the proper subset of X3D functionality that constitutes the Full profile.
- G. **Recommended navigation behaviours** specifies some recommended behaviours that may be adopted by browser implementers.
- H. **CADInterchange profile** defines the proper subset of X3D functionality that constitutes the CADInterchange profile.
- I. **OpenGL shading language (GLSL) binding** provides a mapping of Programmable shader component functionality to the GLSL shading language.
- J. **Microsoft DirectX shading language (HLSL) binding** provides a mapping of Programmable shader component functionality to the HLSL shading language.
- K. **nVidia CG shading language binding** provides a mapping of Programmable shader component functionality to the Cg shading language.
- L. **MedicalInterchange profile** defines the proper subset of X3D functionality that constitutes the MedicalInterchange profile.
- Z. **Version content** specifies which X3D functionality is in which version.

Bibliography lists the informative, non-standard topics referenced in this part of ISO/IEC 19775.

Component index lists the available components defined in this part of ISO/IEC 19775 in alphabetical order with hyperlinks to their respective definitions.

Profile index lists the profiles defined in this part of ISO/IEC 19775 in alphabetical order with hyperlinks to their respective definitions.

Node index lists the nodes defined in this part of ISO/IEC 19775 in alphabetical order with hyperlinks to their respective definitions.

