



CALL FOR PAPERS AND POSTERS

The 25th International Conference on 3D Web Technology

November 9-13, 2020, Virtual Conference, Seoul, Korea

Organized by the Web3D Consortium and Korea Computer Graphics Society

Free Registration for Everyone including Authors

Conference Website: <http://2020.web3dconference.org>

Submission Details: <http://2020.web3dconference.org/submissions>

Paper and poster submission: August 3, 2020
Paper and poster acceptance: September 7, 2020
Camera-ready paper and poster: September 21, 2020

The 25th International Conference on 3D Web Technology (Web3D 2020) organized by the Web3D Consortium and Korea Computer Graphics Society, will address an extensive range of research, development, and practice related to web-based interactive 3D applications. Due to Corona-19, the Web3D 2020 conference will be held **as a virtual conference** in Korea University, Seoul, Korea on November 9-13, 2020.

The goal of the conference is to share innovative and creative ideas that enable development of 3D applications for a wide range of 3D environments, including the web, mobile as well as virtual and augmented reality (XR) setups. Works related to various application domains, including education, healthcare, e-commerce, informatics, cultural heritage/tourism, entertainment, mass media, military, and construction (and many others) are welcome. This year's theme "3D for Hyperconnected World", which emphasizes the increasingly global scope and wide impact of current and future high quality 3D content over high speed network. The Web3D community seeks to foster and support the increasing development, use, and utility of 3D content over high speed network by application developers, domain experts, as well as for end users. This includes the creation of interactive 3D content, robust and versatile 3D content representation and delivery standards, as well as presentation and interaction techniques enabling the development of user-friendly 3D applications on the Web.

Topics and areas for submission: Use the following list of the topic areas as a reference rather than a limitation. We welcome all topics related to Web/mobile 3D content creation, 3D printing, publishing technology, tools, and related studies.

For web3D application developers: novel technologies, tools, middleware

- VR/AR/MR/XR
- 3D content creation and modelling, 3D content scanning/reconstruction/printing
- Novel APIs, toolkits, and frameworks for 3D web and associated application domains
- AI on Web 3D
- Human modeling on Web 3D
- Cloud-based rendering and services for large-scale models, animations, and virtual worlds
- Streaming, compression, and transmission of 3D content
- Virtual humans, avatars, and complex reactive characters
- Motion capture for composition and streaming of behaviors and expressions
- HTML5 3D, WebGL, glTF and other languages that support the 3D Web



For domain experts: new platforms standards capabilities

- Algorithms for shape modeling, compression, optimization, analysis, and processing
- Novel APIs, toolkits, and frameworks for 3D Web and associated application domains
- Semantic Web for 3D objects and scenes
- X3D application examples

For web3D users:

- Multi-modal 3D interaction paradigms, including spatial UI, gesture and voice
- Visual analytics based on 3D Web technologies
- Diffusion and adoption of 3D Web technologies, comparative studies, historical perspectives, WWW integration
- Novel interactive 3D web applications in all areas and sectors such as entertainment, education, training, cultural heritage, digital twin, medicine, military, smart-manufacturing / industry 4.0, information & data visualization, science, geographic information systems (GIS), digital globes, subsurface exploration and mining, integrated marine data management and visualization, building information modeling(BIM), and architecture.
- Web3D/Mobile 3D applications and usability studies, smart city, navigation performance, immersion impact

The accepted papers and poster summaries will be published in the Web3D 2020 Conference Proceedings, available in the ACM Digital Library, Journal of Computational Design and engineering (JCDE) and Computer Animation and Virtual Worlds(CAVW).

All papers must be original and not simultaneously submitted to another journal or conference. The following paper categories are welcome:

- **Full or short papers** presenting original work in 3D Web research and applications may be submitted in long or short form (up to 9 or 4 pages, EXCLUSIVE of the page(s) devoted to bibliographic references and short appendices). Do include a full citation list. Submissions will be peer-reviewed. Accepted papers will be included in the Digital Library and submitted to major indexing services, such as Web of Science, DBLP, and Scopus.
- **Posters** present results of ongoing or recently completed work in 3D web research and application. The poster format offers the opportunity to interactively present and discuss interesting results to the Web3D community. Posters should be submitted in the form of abstracts (2 pages). Posters must be formatted using the document templates for conferences. Upon acceptance, the final revised poster is required in paper and electronic format. Printing and delivery of the poster is the author's responsibility.
- **Instructions for Authors:**
<https://www.siggraph.org/learn/instructions-authors/>

Free Registration and Additional Information:

- **Registration to the Web3D2020 conference is free for everyone including authors.**
- Questions about the CFP, program and conference should be emailed to program2020@web3dconference.org