



Extensible 3D (X3D) encodings ISO/IEC 19776-1:202x 19776-1:2015

Part 1: XML encoding



This document is Part 1 of ISO/IEC 19776, Extensible 3D (X3D) encodings. The full title of this part of the International Standard is: *Information technology — Computer graphics, image processing and environmental data representation — Extensible 3D (X3D) encodings — Part 1: Extensible Markup Language (XML) encoding.*

Background	Clauses	Annexes
Foreword	1 Scope	A XML Document Type Definition (DTD) (TODO update using X3D Specifications: Schema and DOCTYPE Validation)
Introduction	2 Normative references	B XML schema (TODO update using X3D Specifications: Schema and DOCTYPE Validation)
	3 Definitions, acronyms, and abbreviations	C XML Schematron (TODO create page using updated X3D Schematron documentation)
	4 Concepts	D X3D Unified Object Model (X3DUOM) (TODO create page using updated X3DUOM documentation)
	5 Encoding of fields	E Examples (TODO review and refresh using updated X3D)

https://web3d.org/specifications/X3Dv4Draft/ISO-IEC19776-1v4.0-WD1/Part01/X3D_XML.html

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	7 Conformance	

The **Foreword** provides background on the standards process for X3D encodings. The **Introduction** describes the purpose, design criteria, and characteristics of X3D encodings. The following clauses define this part of ISO/IEC 19776:

1. **Scope** defines the problem area that the XML encoding of X3D addresses.
2. **Normative references** lists the normative standards referenced in this part of ISO/IEC 19776.
3. **Definitions, acronyms, and abbreviations** contains the glossary of terminology used in this part of ISO/IEC 19776.
4. **Concepts** describes various fundamentals of the XML encoding of X3D.
5. **Encoding of fields** specifies the XML encoding of data types used by X3D nodes.
6. **Encoding of nodes** specifies the XML encoding of X3D nodes.
7. **Conformance** describes the conformance requirements for implementations of the XML encoding.

Color-coding legend	
yellow	Proposed addition
orange	Proposed deletion
cyan	Editors' note

There are several annexes included in the specification:

- A. **X3D XML Document Type Definition (DTD)** presents the DTD grammar for the X3D XML file format.
- B. **X3D Schema** presents the XML Schema grammar for the X3D XML file format.
- C. **X3D Schematron** presents the XML Schematron grammar for the X3D XML file format.
- D. **X3D Unified Object Model (X3DUOM)** uses XML to provide a full set of object-oriented interfaces for all nodes, fields and statements in the X3D Architecture Specification.
- E. **Examples** includes a variety of XML encoded example files.

Bibliography lists references which may have more information.

