

# X3D Working Group Meeting

## Wednesday, 2015-04-29

**Attendees:** Leonard Daly, Roy Walmsley, Nicholas Polys, Dick Puk, Don Brutzman, Anita Havele, William Glascoe (late, at end of binary compression)

**MIA:** Joe Williams, Fraunhofer, Bitmanagement

**Excused:** No one

### Focus: Charter, Conformance Tests

*Meeting started at 8:09*

1. Introductions (All)
  - 1.1. Intros as necessary
2. Notice of latest posted minutes
  - 2.1. All minutes are sent to this mailing list
  - 2.2. Restatement of policy regarding minutes:
3. Action Items (Review items for continued relevance)
  - 3.1. Add Spec Comments to Mantis (Leonard – ONGOING)
    - 3.1.1. Send out links to Mantis issues
  - 3.2. Need to validate examples for Binary spec (19776-3) (Don)
    - 3.2.1. Need person who can do Xj3D code fixes
    - 3.2.2. This might be resolved if there is a second implementation
  - 3.3. Improved process for interactively sharing documents and conversations (chat) (Leonard)
  - 3.4. Address a solution for 4.1.2
  - 3.5. Investigate Mantis upgrade (Leonard)
  - 3.6. Investigate Mantis plugins for semi-automated issue entry (Leonard)
  - 3.7. Develop prototype web comment form (Leonard). Prototype at <http://www.web3d.org/member/wiki/new-specification-comment-form>. Review for next week. See 7.7 discussion from previous week.
    - 3.7.1. Preliminary listing of content at <http://www.web3d.org/member/wiki/new-specification-comment-form>
  - 3.8. Use of glTF for SRC development (Anita)
    - 3.8.1. Anita needs additional information to be able to make the request
    - 3.8.2. Continuation of discussion on mailing list (message already sent) and 6 May meeting
4. Spec Status (Dick)
  - 4.1. Diagram showing spec document relationships:
    - 4.1.1. Chart with specification relationships  
<http://www.web3d.org/specifications/X3dSpecificationRelationships.png>  
<http://www.web3d.org/specifications/X3dSpecificationRelationships.pdf>

- 4.1.2. Status of documents as it moves through the process (ballot -> editor's meeting -> etc...)
- 4.2. 19775
  - 4.2.1. Abstract (19775-1) – IS
  - 4.2.2. SAI (19775-2) – IS text submitted to ISO
- 4.3. 19776
  - 4.3.1. XML (Part 1) – Dick preparing IS text
  - 4.3.2. ClassicVRML (Part 2) – Dick preparing IS text
  - 4.3.3. Binary (Part 3) – Dick preparing IS text
- 4.4. 19777
  - 4.4.1. ECMAScript (Part 1) – CD passed, Dick tentatively planning on 27 May during this call.
  - 4.4.2. Java (Part 2) – In progress, but needs assistance from Don
    - 4.4.2.1. Investigated several TODOs.
    - 4.4.2.2. Don to address
    - 4.4.2.3. Editorial TODOs need to be resolved
    - 4.4.2.4. Handling of DEF and USE nodes needs to be clearly defined
    - 4.4.2.5.
- 4.5. 19774
  - 4.5.1. X3D WG will initially track H-Anim spec writing on a monthly basis as part of the Futures meeting
  - 4.5.2. Minor changes in Annex A needed
  - 4.5.3. Minor changes in specification text
  - 4.5.4. Future changes include support for Motion
- 5. Schedule through the Year (Leonard)
  - 5.1. Topics
    - 5.1.1. 6 May 2015 – X3D Futures
    - 5.1.2. 13 May 2015 – Schema Discussion
    - 5.1.3. 20 May 2015 – TBD
    - 5.1.4. 22-24 May 2015 – VR Hackathon (not WG activity)
    - 5.1.5. 27 May 2015 – Probably cancelled for 19777-1 Editor's Meeting
    - 5.1.6. 3 June 2015 – X3D Futures
    - 5.1.7. 10 June 2015 – TBD
    - 5.1.8. 17 June 2015 – TBD (Web3D2015)
    - 5.1.9. 24 June 2015 – TBD (Web3D2015)
    - 5.1.10. 1 July 2015 – X3D Futures
    - 5.1.11. 8 July 2015 – TBD
    - 5.1.12. 15 July 2015 – TBD
    - 5.1.13. 22 July 2015 – TBD
    - 5.1.14. 29 July 2015 – TBD
    - 5.1.15. 5 August 2015 – X3D Futures
    - 5.1.16. 12 August 2015 – SIGGRAPH
    - 5.1.17. 19 August 2015 – Cancelled
    - 5.1.18. 26 August 2015 – TBD
    - 5.1.19. 2 September 2015 – X3D Futures
    - 5.1.20. 9 September 2015 – TBD
    - 5.1.21. 16 September 2015 – TBD
    - 5.1.22. 23 September 2015 – TBD
    - 5.1.23. 30 September 2015 – TBD

- 5.1.24. 7 October 2015 – X3D Futures
- 5.1.25. 14 October 2015 – TBD
- 5.1.26. 21 October 2015 – TBD
- 5.1.27. 28 October 2015 – TBD
- 5.1.28. 4 November 2015 – X3D Futures
- 5.1.29. 11 November 2015 – TBD
- 5.1.30. 18 November 2015 – TBD
- 5.1.31. 25 November 2015 – TBD
- 5.1.32. 2 December 2015 – X3D Futures
- 5.1.33. 9 December 2015 – TBD
- 5.1.34. 16 December 2015 – TBD
- 5.1.35. 23 December 2015 – TBD
- 5.1.36. 30 December 2015 – Cancelled
- 5.2. Future Topics (in no particular order)
  - 5.2.1. X3D Security
  - 5.2.2. CAD Spec Comments on NURBS (V3.3)
  - 5.2.3. Mixed Reality Extensions (Handled by AR group) (V3.4+)
  - 5.2.4. EXI for Binary Encoding (V4.0/Liason WG)
  - 5.2.5. X3D Security (XML encryption, Transport) (V4.0/Liason WG)
  - 5.2.6. Annotation Component (CAD & MedWG) (V3.4)
  - 5.2.7. X3D, X3DOM, and the Future (V3.4/4.0)
  - 5.2.8. Compressed binary interoperability testing
  - 5.2.9. Other WG Updates (As needed)
  - 5.2.10. EaseIn/EaseOut Diagram changes (into 19775-1 Comments)
  - 5.2.11. X3D Futures meeting (sometime)
    - 5.2.11.1. BrICAD
    - 5.2.11.2. SenseGraphics
  - 5.2.12. NRRD volume data file format for ISO Standardization
- 6. Marketing Updates (all)
  - 6.1. Specification development process
    - 6.1.1. Initial effort by Anita at <http://www.web3d.org/member/wiki/standards-adoption-process>
    - 6.1.2. IoT – 12-13 May. Consortium has 25 minutes to discuss Open Standards
- 7. X3D WG Charter (Don, Roy, Leonard)
  - 7.1. Current status
    - 7.1.1. See <http://www.web3d.org/draft/x3d-working-group-charter>
  - 7.2. Comments can be added by logged in users.
  - 7.3. Document is open to public, but there are no links to the document
  - 7.4. Need to provide WG an opportunity to comment on and revise document prior to public review. Don to take the lead on comments and revisions.
  - 7.5. Continuation of discussion on X3D mailing list (message already sent)
- 8. X3D Conformance Program (Leonard, Don, Nicholas)
  - 8.1. Background
    - 8.1.1. Conformance Page: <http://www.web3d.org/conformance>

- 8.1.2. Document:  
[http://www.web3d.org/sites/default/files/page/X3D%20Conformance%20Testing%20Program/X3D\\_Conformance\\_Process\\_V1\\_1-20060824.pdf](http://www.web3d.org/sites/default/files/page/X3D%20Conformance%20Testing%20Program/X3D_Conformance_Process_V1_1-20060824.pdf)
- 8.1.3. V3.0 Interchange Profile:  
<http://www.web3d.org/documents/specifications/19775-1/V3.0/Part01/interchange.html>
- 8.1.4. ConformanceNist:  
<http://www.web3d.org/x3d/content/examples/X3dResources.html#ConformanceNist>
- 8.1.5. X3D Example Archive:  
<http://www.web3d.org/x3d/content/examples/X3dResources.html#Examples>
- 8.1.6. X3D Validator: <https://savage.nps.edu/X3dValidator>
- 8.1.7. QA:  
<http://www.web3d.org/x3d/content/examples/X3dResources.html#QualityAssurance>
- 8.2. Existing Conformance Test is very old (almost 10 years)
- 8.3. Need to update to reflect new technologies and uses
  - 8.3.1. 3D Printing
  - 8.3.2. Profile Use
  - 8.3.3. Widely used products in marketplace
- 8.4. Test is prohibitive for individuals and probably many FOSS projects
- 8.5. What do we (WG) want the Conformance Test to do?
  - 8.5.1. Spec versions
  - 8.5.2. Profiles
  - 8.5.3. Components
- 8.6. Next steps:
  - 8.6.1. Develop straw-man ideas for conformance testing program
  - 8.6.2. Present ideas to BoD for them to lay out goals of such program
    - 8.6.2.1. Why have program
    - 8.6.2.2. Who to support (browsers, printers, etc.)
    - 8.6.2.3. Timeliness of tests vs. spec releases
    - 8.6.2.4. Support for various profiles and/or components
    - 8.6.2.5. Support for old versions of spec
    - 8.6.2.6. Level of detail (is validation sufficient, what about importers/injesters?)
  - 8.6.3. X3D WG will develop high-level procedures and details as possible
  - 8.6.4. Push to other WG for technical details in their area of expertise

*Meeting ended at 9:44*