X3D: THE REAL-TIME SOLUTION FOR THE 3D WEB
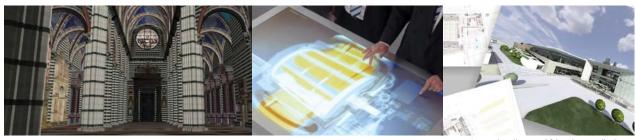

http://www.web3d.org/casestudies/

Our Organization

The Web3D Consortium is a member-supported, non-profit international standards organization committed to the creation and deployment of royalty-free, open standards for communicating real-time 3D graphics on the web.

Today, the Web3D Consortium develops and deploys the ISO-Certified Extensible 3D graphics (X3D) suite of standards. X3D defines a run-time architecture (scene graph) to represent and communicate 3D scenes and objects using several encodings and file formats (including XML and Binary). X3D applications are real-time interactive systems that can run stand-alone or in networked virtual environments. The X3D specification is developed by the Consortium's Working Groups: technical experts that research and propose solutions interoperable graphics solutions for specific vertical markets.

Web3D has cooperative agreements with the W3C, OGC, DICOM, ISO, IMS Global Learning Consortium and other standards bodies to promote and harmonize X3D across diverse industries.

X3D Highlights

The X3D scene graph is a step above OpenGL/ DirectX in abstraction. With X3D one can create meaningful visual representations of data and scenarios without understanding low-level graphics. X3D's intention is to bring 3D graphics to a wider audience, one not necessarily trained in the art of 3D graphics programming. As an internationally-supported standard, X3D provides provides portability, interoperability, and durability to 3D worlds and assets.

X3D Applications

The Web3D family of specifications provides a system for the storage, retrieval and playback of real time 3D graphics content. Through its open architecture of Profiles and Components, X3D provides value to a wide array of domains and markets. X3D has a rich set of componentized features that can be tailored for use on several platforms in Engineering and Scientific Visualization, CAD and Architecture, Medical Visualization, Virtual Worlds, GeoSpatial, Training and Simulation, Education, Multimedia, Entertainment, Navigation and more.

Why Join Us

Use of X3D is growing with content and applications across business sectors and across hardware platforms. Join an innovative community of developers who see this standard as the future for real-time 3D graphics applications over networks. Join us in developing the X3D specification and gain early access to the standard while networking with leading Web3D technology experts.

To join, visit us at www.web3d.org

Partial Member List

NASA	Naval Postgraduate School
Oxyala-Collaviz, France	Virginia Tech University
Bitmanagement, Germany	University of Suwon, Korea
Fraunhofer IGD, Germany	Électricité de France (EDF)
VR Times Co Ltd, China	KAIST, Korea
George Mason University	German Research Center for Artificial Intelligence - DFKI
ViComTech, Spain	

web|3D CONSORTIUM   X3D

Membership Benefits

Member Partnership

Directing, Organizational and Individual members are able to participate in the Working Groups and contribute towards the development of best practices and specifications for Web3D Consortium standards.

ORGANIZATION
- Board Election Eligibility
- X3D Spec Voting Rights
- Early Access to X3D Spec
- Working-Group Participation
- Waiver to Adopter Fees
- Marketing Benefits

ORGANIZATION - DIRECTING
All the above Organization Benefits plus:
- Board Membership
- Marketing Emphasis

PROFESSIONAL / STUDENT
- Working Group Participation
- Early Access to X3D Spec

Marketing benefits include:

- Product Exposure on Web3D.org
- Member Marketing Profile
- Outreach Source Media
- Joint Press Releases
- Trade Show Partnership
- Member Product Discounts

Conformance Testing / Certification:

Adopter Agreement and Conformance Testing fee:
Members: $2,000   Non-Members: $5,500

Web3D Working Groups

X3D	ComputerAidedDesign (CAD)
X3D-Earth	Humanoid Animation
Medical	Marketing
User Interface	Web3D Chapters
Networking	Augmented Reality

Join the Web3D Consortium and become a part of this evolving 3D standard.

Chapters Groups

Chapters are a vehicle for local and regional groups to organize professional and technical activities related to Web3D's advancement and use. Information on Web3D Chapter Groups is available at: www.web3d.org/about/chapters

- Web3D Chapter Korea: http://web3d.kr/
- Web3D Chapter China: http://www.web3d.cn

Special Interest Groups (SIGs)

Special Interest Groups are an open (public) vehicle for those interested in Web3D issues to incubate, discuss and gather momentum toward a specification item or a formal Working Group Charter.

SIGs chartered in 2011 include:
- X3D and E-Learning
- X3D and Networking
      www.web3d.org/about/sigs

TO JOIN, VISIT US AT
www.web3d.org/membership/join
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3D REAL-TIME SOLUTIONS FOR THE WEB

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X3D OPEN STANDARDS FOR REAL-TIME 3D COMMUNICATION

http://www.web3d.org

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