

web 3D CONSORTIUM

Web3D.org

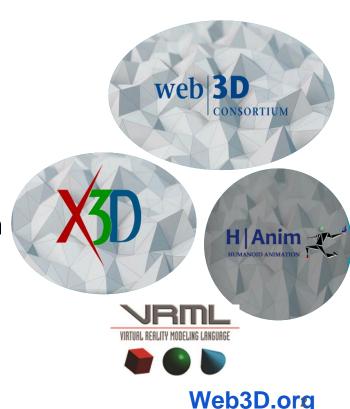
Activities Update Nicholas Polys, PhD

SIGGRAPH CARTO BOF 2022



Who are we: The Web3D Consortium

- Not-for-profit Standards Development Organization (SDO), International, Member driven
- Providing Open International Standards (ISO-IEC) specifications for Real-Time Interactive 3D Graphics Our Standards: X3D, VRML, and HAnim
- Members dedicated to the portability, interoperability, and durability of interactive 3D content





Web3D Standardization Process

Volunteers and Members work together on Standards

Web3D Working Groups:

X₃D

Medical

Geospatial

Mixed Reality

Heritage

Semantics

Design Printing & Scanning

Web3D UX

SDO Partnerships:











www.web3d.org/working-groups

VirtuWorlds Giza (1998-2022)

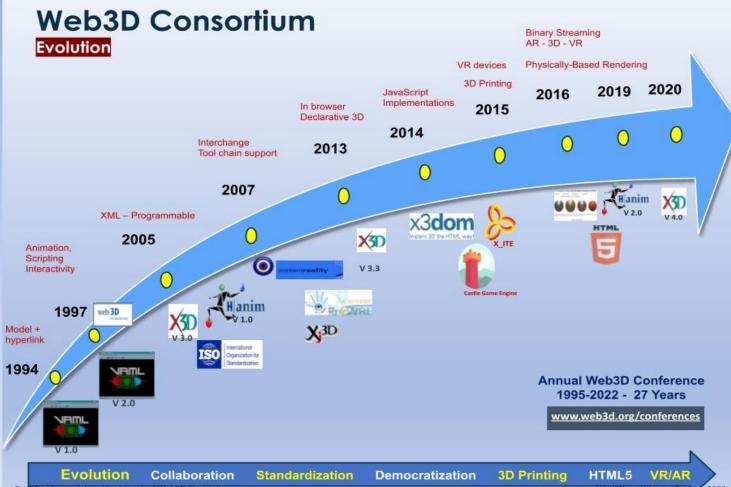
Multimedia Mashup for WWW:

• Survey drawings + GeoTIFF terrain

• Characters, animations

Stands the test of Time







Extensible 3D (X3D) Suite of Standards

- Abstract Scenegraph for interactive 3D graphics
 - Describes the X3D content model including transformation and behavior graphs
 - X3D Unified Object Model enables formally generated and quality assured scenes
 - Extensibility mechanism for new node types and features

File Encodings

- o XML
- Classic VRML
- Binary
- o JSON, TTL

Scenegraph API bindings

- Javascript
 - Java
 - Python
 - o C#
 - C++

Quickstart: https://webx3d.org/

Web3D.org

X3D4:

Load GLTF;

WebAudio



X3D4 : BIG NEWS!

- The last few years we have publicly shared **X3D4** draft specifications for community comment and review. We are now under ISO-IEC ballot
 - Numerous improvements for HTML5 integration
 - GLTF and PBR support
 - WebAudio API support
 - Free online video tutorials and demos
- Members continue to innovate X3D applications with real impact:
 - Case studies from Virginia Tech and Versar
- Web3D 2022 in Paris, France this November!
 https://web3d.siggraph.org/



Virginia Tech

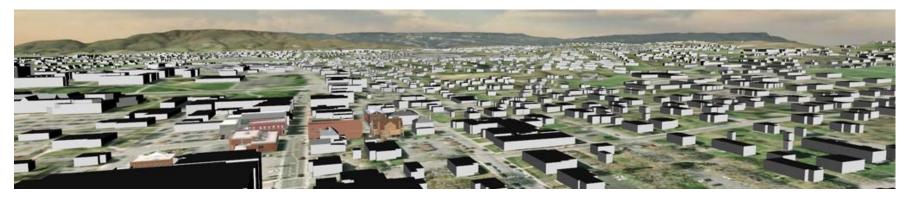
- Continuing our explorations into
 - Immersive Cartography
 - Mirror Worlds
 - Location-based graphics

www.vt.edu

https://arc.vt.edu/

X3D Blacksburg





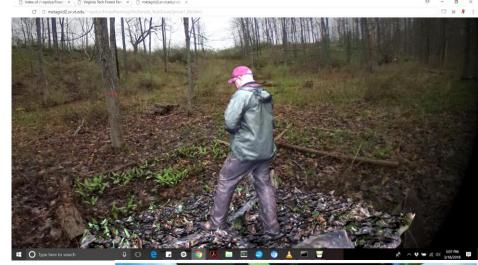




Design & Planning

- Virtual Tours
 - 360 video & photospheres
 - Structure.io scans
- **Town Planning** (Sketchup + X3D Blacksburg)







Remote Experiences



See also: https://vimeo.com/visionarium2018

Prof Katie Meaney's

Environmental

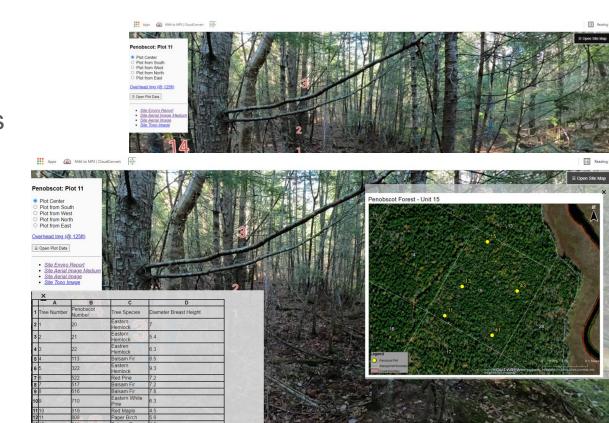
Design module





US Forest Service Professional Cert

- Pivoted to online training
- USDA Advanced
 Silviculture Program is
 usually a 2 week on site intensive course
- 6 forests, dozens of plots captured w 360degree photospheres and drone video spheres







- VT Forestry News Story: <u>Immersive and annotated study</u> tour videos filmed using a full-hemispherical camera
- Presents Overview-and-Detail, spatial properties of site
- See also: Web3D 2021 paper on X3D Field Trips for Remote Learning

Web3D.org



Location-based Graphics

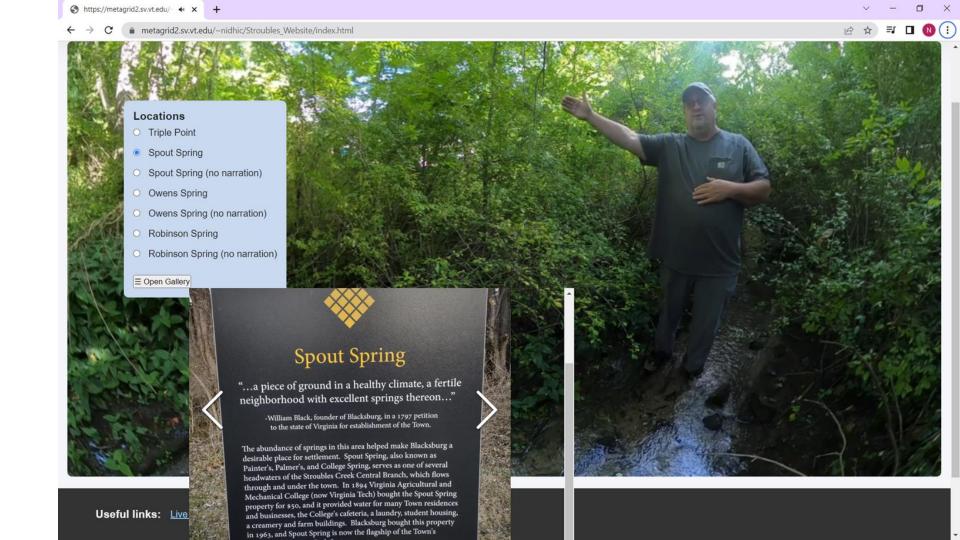
- HCI Capstone (Seniors Spring 2022) projects: new explorations into Mirror Worlds
 - Prototype concepts through user-centered design
- QR codes bridge physical and informational spaces
 - Multimedia
 - Multiplatform (* phone gyro)



Stroubles Creek Projects

Increasing Watershed awareness & stewardship:

- QR codes and map pins to Web addresses
- X3D + HTML5 presentation
- 360 Videos, images
- Links to other resources



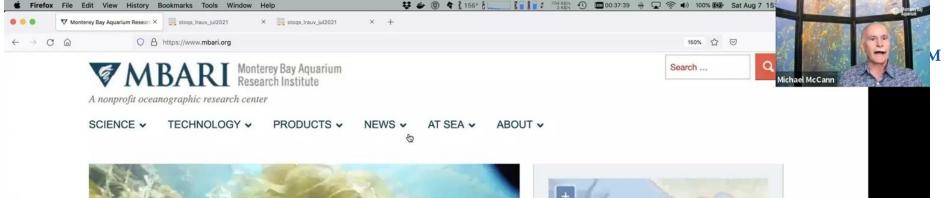


Videosphere Viewing w X3D

To enable first person view on your phone,

- Click the 'Start Demo' link at top right
- Look around in Landscape mode







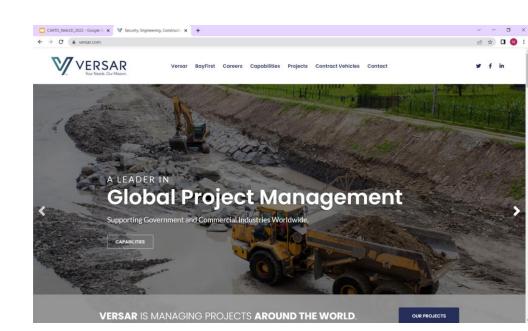
eDNA sampling is a method for identifying species of interest—both non-native and for conservation—in aquatic ecosystems without the need to sample the organism. Learn more about the process on our new interactive eDNA web page.

≈ See the latest updates from Monterey Bay



Versar.com

- Global A&E company
- GIS & Site surveys
- Simulation & Planning
- ...
- Web3D Directing Member
- X3D for presentation and collaboration





Versar

- 3DVE = 3D + GIS
- real-time, online, collaborative 3D facilities and logistics planning for US Navy and Marine Corp
- Lots of underwater and underground assets
- Explore multiple scenarios over WWW (*no install required)



USNA Annapolis

- Coastal remediation and mitigation planning
- Numerous data sources cleaned & registered
- Composed as X3D scenes in HTML5 user interface







Pacific Installation

- Lidar + sonar -> 3D
- Composed as X3D scene in HTML5 user interface
- Lit, Movable objects
- Measurement
- Photospheres





Join our Community!

- Web3D Metaverse BOF tomorrow!
 - O 2022 Birds of the Feather(BOF) session on July 26th from 9:00 AM 10:30 AM Pacific
- Webinars and Tutorials online
- ...
- Listserves
- WG meetings
- Conferences

WWW.Web3D.org





References

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