



## **ACM SIGGRAPH Annual Web3D Conference: Call for Hosts – In-Person and Virtual Event**

The Web3D Conference Steering Committee seeks Hosting Proposals for future editions of this established International conference. Web3D Conferences are sponsored by [ACM SIGGRAPH](#) in cooperation with [Web3D Consortium](#). This is a great opportunity to bring together researchers, developers, entrepreneurs, and artists from the 3D graphics community from around the world in a dynamic sharing and learning environment. Attendees share and explore methods of using, enhancing and creating new 3D Web and Multimedia technologies. More information about our previous conferences is here: [Web3D Conferences](#) –

**Web3D Conference Program:** The conference focuses on recent trends in interactive 3D graphics, information integration and usability in the wide range of Web3D applications from mobile devices to high-end immersive environments. Program consists of Keynote speakers, Research Papers, Tutorials (passing knowledge forward), Workshops (discussions on new technologies), Panel Session, and Demonstrations. The goal of the Web3D conference is to share innovative and creative research and applications for web-based interactive 3D applications. Work related to various domains, including content creation, 3D printing, fabrication, publishing technologies, web tools, annotation, VR/AR, rendering, and more are showcases at the conference.

In the past the conference has been an in-person 3-to-6-day event. Now, due to the pandemic we were compelled to switch to a virtual format using new interactive remote conference systems and tools. Emphasizing the increasingly global scope and need of working together online. These new needs also force the 3D world, prompting the Web3D community to foster and support the increasing development and use of 3D content in a shared Web environment.

### **Web3D Conference Logistics:**

#### **In-Person Conference**

Web3D Conference is an annual event with a local host from a university or an organization. Typically, it's a 6 day event - 3 days of hackathon (optional) and 3 days of the conference, attended by ~100 worldwide professionals (educators, researchers, students and Industry). We look for institutions, hotels or conference centers in the center of the city, not too far from the airport where visiting downtown and restaurants is easy and close. **See In-person Hosting Proposal Guidelines [here](#)**. Prior (successful) proposals are available upon request.

#### **Virtual Conference**

Due to the pandemic conditions, we were compelled to switch to a virtual format by using new interactive remote conference systems and tools. Emphasizing the increasingly global scope and need of working collaboratively online. These new needs also forced the 3D world, prompting the Web3D community to foster and support the increasing development and use of 3D content in a shared Web environment.

[Web3D 2020 \(Seoul, Korea\) and Web3D 2021 \(Pisa, Italy\)](#) were very successful online virtual events. Prior Web3D virtual conference proposals are available upon request.

Web3D Virtual Conference is a 2 to 5-day on-line event accommodating several international time zones.

The planning, logistics and budget is much simpler than an in-person conference. The proposal will require the following:

1. Identify the host organization, theme and highlights for the conference.
2. Identify committee members (Conference Chair, Program Chair, Web Chair and others)
3. Identify the virtual platform to be used for the conference – Zoom etc.
4. Identify recording and archiving systems. YouTube etc.
5. Proposed number of attendees and Registration Costs (if any) and registration system to be used.
6. Preliminary Budget
7. Timeline of the conference

Proposals will be reviewed by the [Conference Steering Committee](#) and the Web3D Consortium Board of Directors.

Please send your proposals to:

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