

## Call for Student Web3D Art – Deadline July 10<sup>th</sup> 2010

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The 15<sup>th</sup> annual Web3D Symposium, co-located with SIGGRAPH 2010, is requesting submissions of innovative online virtual art, produced by students or recent graduates in the past 3 years. Any genre of online 3D art is acceptable including musical works, galleries, sculptures, works of theory, and interactive installations. Of particular interest are immersive poetic works that highlight the relationship between story and space. Realistic story-based worlds are acceptable, but unconventional spaces driven by unconventional narratives are preferred.

Online 3D performances are acceptable, but only a URL of the performance space and a video clip will be shown. Not desired are realistic models or spaces not connected to a story or design theory. Online 3D games are not desired, but exceptions might be made for works tied to social or artistic concerns. Lastly, no professional or commercial works.

Technology is open. Any 3D software such as a plugin, standalone viewer, or game engine that allows virtual works to be viewed over the internet is acceptable. (examples include: Second Life, Unity 3D, X3D/VRML)

Due to this diversity of technology, and inherent usability issues surrounding interactive art, URL's for video clips will be required for all submissions. Video clips should be 2 minutes in length unless the work is an online performance, in which case record it in its entirety. Upload the video to Youtube or other video service.

Works will be showcased online and be available to conference attendees in the Web3D Symposium's Art Gallery Space on July 24<sup>th</sup> & 25<sup>th</sup> at the Los Angeles Convention Center. SIGGRAPH 2010 runs from July 25<sup>th</sup> to July 29<sup>th</sup>.

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***Submission Form, Additional Information, and Contact Information are at:***

<http://www.web3ddesign2010.org>

***Web3D Symposium information:***

<http://www.web3d.org/conferences/web3d2010>

***SIGGRAPH 2010***

<http://www.siggraph.org/s2010>