

Call for Papers

Web3D 2010

15th International Conference on 3D Web Technology

July 24 – 25, 2010

Los Angeles, CA

Sponsored & Co-Located w/ ACM SIGGRAPH

In Cooperation with Web3D Consortium & EuroGraphics



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

Fifteenth in the series, the 2010 ACM International Web3D Conference will address a wide range of topics about 3D on the World Wide Web and on Multimedia Devices. Topics include: tools, object retrieval, rendering, modeling, distributed virtual environments, exposing large-scale databases, Web-wide human-computer interaction, and innovative applications. Of particular interest are issues regarding the interoperability, durability or delivery of 4D information assets.

The annual ACM Web3D Conference is a major event which unites researchers, developers, entrepreneurs, experimenters, artists and content creators in a dynamic learning environment. Attendees share and explore methods of using, enhancing and creating new 3D Web and Multimedia technologies such as X3D, VRML, Collada, MPEG family, U3D, Java3D. The conference highlights capabilities and trends in interactive 3D graphics across a wide range of applications and devices from mobile hand-helds to high-end immersive environments.

Authors are invited to submit their work (short or full papers) for review by the international Program Committee. Both research and applications papers are of interest to Web3D 2010. The papers must be innovative, original, and contribute to the advancement of 3D technologies in the Internet space. Topics of interest include (but are not limited to):

- High-performance 3D graphics for distributed environments, tele-presence and tele-operation systems
- Advanced methods for modeling, representation, retrieval and rendering of complex geometry, structure and behaviors over the Web
- Interactive 3D graphics for embedded devices such as PDAs and cellular phones
- Agents, animated humanoids and complex reactive characters
- User-interface paradigms, interaction methods and usability for real-time 3D graphics in virtual, augmented and mixed reality environments
- Web, Multimedia and other Standards integration and interoperation, including SVG, SMIL and Semantic Web technologies
- New and proven applications using 3D graphics on the Web/Multimedia in industry, science, geospatial, digital cities, health, cultural heritage and learning

Submission instructions

Authors are invited to submit full papers of up to 9 pages (including figures and references) or short papers of up to 4 pages (including figures and references) in PDF format via the SRM Submission Site. Papers must be formatted using the document templates for conferences sponsored by ACM SIGGRAPH. Upon acceptance, the final revised paper is required also in electronic form. Accepted papers will appear in the Web 3D 2010 Conference Proceedings, published by ACM Press.

Information and questions : web3d2010@web3d.org	General Chair, Co-Chair	Program Chairs
Schedule	Marcelo Zuffo <i>University of Sao Paulo, Brazil</i>	Philipp Slusallek <i>Saarland University, Germany</i>
Full & Short Paper submission deadline: April 25, 2010		Byoungyun Yoo <i>MIT, Singapore</i>
Author Notification : June 1, 2010		Nicholas F. Polys <i>Virginia Tech, USA</i>
Camera-ready due : June 14, 2010	Christophe Mouton <i>EDF R&D, France</i>	