

# BUILD THE NEXT GENERATION 3D STANDARD!

web | **3D**  
CONSORTIUM

1

JOIN THE WEB3D  
COMMUNITY  
[WEB3D.ORG/JOIN](http://WEB3D.ORG/JOIN)

2

USE OUR STANDARDS  
[X3D](#), [VRML](#), [H-ANIM](#)

3

CONTRIBUTE  
TO THE STANDARD  
[WEB3D.ORG/WORKING-GROUPS](http://WEB3D.ORG/WORKING-GROUPS)

4

ENJOY THE BENEFITS  
OF OPEN STANDARDS  
[X3DOM](#), [COBWEB](#)



# 1 Join the WEB3D Community WEB3D.ORG/JOIN

The Web3D Consortium is an international non-profit, member funded, standards development and advocacy organization

The Web3D Consortium ISO ratified standards offer open and royalty free use

The Web3D Consortium promotes innovation, preserves content and enables interoperability in this rapidly growing market landscape

#### Membership Levels:

Directing  
Organizational  
Professional

#### Member Benefits:

Working Group Participation  
Specification Voting Rights  
Early Access to X3D Specs  
Board of Directors Eligible

Free Community Membership also available, check [web3d.org/join](http://web3d.org/join) for more info

# 2 Use Our Standards X3D, VRML, H-Anim

X3D is an open 3D file format to optimize production pipelines and preserve valuable 3D content

Runtime architecture is backwards compatible for long-term content use and archival storage and retrieval

Declarative approach makes it easy to compose scenes with the latest graphics, audio and other technologies

Multiple Formats and Encodings including XML, Binary and JSON to leverage existing frameworks

ISO-ratified for rigorous documentation and international reach

Multi-platform mobile to desktop to immersive cave environments

Provides multiple content sources and authoring pathways Multiple formats  
XML, Binary, JSON, VRML

#### Multiple Languages:

JavaScript  
Java

# 3 Contribute to the Standard

X3D provides portability, interoperability, and durability to 3D worlds and assets

X3D is a mature technology with a rich modular set of features; new functionality and extensions are developed by the community and members

Use of X3D is growing with content and applications across multiple leading edge platforms:

Mobile  
Virtual Reality  
Augmented Reality  
HTML5

The Web3D Consortium has formal liaisons with the ISO, DICOM, OGC, Khronos, IMS and W3C standardization bodies

#### Web3D Working Groups:

X3D Architecture  
Geospatial  
Medical  
Mixed Augmented Reality  
Humanoid Animation  
Cultural Heritage  
CAD

# 4 Enjoy the Benefits of Open Standards

It's Royalty free – own your content; there is no reliance on proprietary formats.

Commercial and open source implementations allowing multiple possible business models

Royalty FREE provides the most cost effective solution for commercial and non-commercial use

3D Standards for Web Authors! Designed and developed through the open source community!

Medical, Design, VR, 3D Printing to gaming. X3D is platform agnostic. Build once and use for cross-platform interactive deployment of shared virtual environments from CAVEs to tablets, from phones to headsets, and everywhere in between

Industrial strength rendering and HTML5 deployments with open source tools:

X3DDOM  
Cobweb

Check [web3d.org](http://web3d.org) for details

## JOIN NOW!

[WEB3D.ORG/JOIN](http://WEB3D.ORG/JOIN)

## LEARN MORE!

[WEB3D.ORG/UseX3D](http://WEB3D.ORG/UseX3D)

## JOIN A WORKING GROUP NOW!

[WEB3D.ORG/WorkingGroups](http://WEB3D.ORG/WorkingGroups)

## IT'S ROYALTY FREE!

[WEB3D.ORG/WhyX3D](http://WEB3D.ORG/WhyX3D)

**web|3D**  
CONSORTIUM

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