



CALL FOR PAPERS

Web3D 2013

18th International Conference on 3D Web Technology

When : June 20-22, 2013
Where : Donostia-San Sebastian, Spain (Host: [Vicomtech-IK4](#))
URL : <http://www.web3d2013.org>
Email : web3d2013@web3d.org

Important Dates

Paper submission : **(NEW DATE!) March 11, 2013**
Tutorials submission deadline : April 1, 2013
Workshops submission deadline : Coming soon
Author notification : April 8, 2013
Camera-ready due : April 29, 2013
Conference dates : **June 20-22, 2013**

The 18th ACM International Web3D Conference will address a wide range of research topics related to Web-based 3D Graphics. These topics include: representation and modeling methods, content analysis, rendering, distributed virtual environments, large-scale databases, Web-wide human-computer interaction, as well as innovative tools and applications. On the one hand, collaborative authoring and delivering of educational, multimedia, industrial, medical, gaming and GIS contents is one of the main interests of this edition of the conference. On the other hand, innovative 3D graphics Web applications and novel developments for several sectors including but not limited to eHealth, Transport, Industry, Education, Audiovisual or Tourism, aside from contents over 3D Internet.

The annual ACM Web3D Conference is a major event that gathers researchers, developers, entrepreneurs, experimenters, artists, and content creators in a dynamic environment. Attendees can share and explore methods of using, enhancing, and creating new 3D Web and Multimedia technologies, such as WebGL and HTML5 (which is a hot topic in Computer Graphics), Flash/ Stage 3D, X3D, COLLADA, and the MPEG family. Relationship of Web3D with OGC is also a hot topic.

The conference highlights capabilities and trends in interactive 3D graphics across a wide range of applications and supports research from mobile devices up to high-end immersive environments.

Topics

Topics may include, but are not limited to:

- Modeling, processing, analysis and rendering of complex geometry, structure, and behaviors
- 3D search, shape matching and indexing
- 3D City Models & Web3D, Geovisualization
- Rendering algorithms and standardization and visualization of large data sets
- Interaction methods for online 3D content
- Interactive 3D graphics for mobile devices
- Mixed and Augmented Reality (including standardization aspects)
- Agents, animated humanoids, and complex reactive characters
- Remote rendering and streaming

- Stereo and multi-view visualization of 3D graphic interfaces
- High-performance 3D graphics for distributed environments, tele-presence, tele-operation, and 3D broadcasting
- Web, multimedia and standards integration and interoperation

Authors are also invited to submit advances in the above technologies applied to multimedia applications in:

- Audiovisual, Multimedia, 3D Animation
- Engineering (Automotive, Design...)
- Transport, Security
- 3D Medical Applications, Life Sciences and Healthcare
- Geospatial modeling and digital cities
- Public sector and tourism
- Cultural heritage and E-learning

Papers Submission Instructions

Authors are invited to submit full papers (up to 9 pages, including figures and references) or short papers (up to 4 pages, including figures and references) in PDF format via the SRM Submission Site:

https://srm.eg.org/SRM_WEB3D2013

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 and posters will appear in the Web3D 2013 Conference Proceedings, published by ACM Press.

- Instructions for Authors: <http://www.siggraph.org/publications/instructions/index.html>
- Guidelines: <http://www.siggraph.org/publications/instructions.pdf>

Posters Submission Instructions

There is an invitation for submitting proposals for technical poster presentations at Web3D 2013. Poster submissions (1 page) can e.g. describe recently completed work, highly relevant results of work in progress, as well as successfully developed systems and applications.

Posters must be formatted using the document templates for conferences sponsored by ACM SIGGRAPH. Upon acceptance, the final revised poster is required also in electronic form.

Tutorial Submission Instructions

Updated information for the tutorial submission is available from: <http://www.web3d2013.org/submission.html#cft>

Organizing Committee

General Chair:

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Workshops Chair:

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*(*special session on City Models and Web3D conducted by Dr. Sisi Zlatanova, TU Delft, Netherlands)*

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