Web3D Korea Chapter and Web3D Korea Forum

The Web3D Korea Chapter, in cooperation with the Web3D Consortium, was founded in 2008. The Korea Chapter's committee membership comprises Web3D Korea committee members joined as professional members to the Web3D Consortium.The Web3D Korea Forum is a nonprofit organization supported by the Korean Agency for Technology and Standards and the Korean Standards Association.

The Web3D Korea Forum is intended to standardize Web3D information technology, including digital media, based on providing communication-oriented service in Korea. The forum promotes the development and distribution of Web3D standardization technology along with the Web3D Consortium. The forum promotes the development and distribution of standardized Web3D applications in ubiquitous networking environments.

The Web3D Korea Forum has the following scope in Web3D standardization:
(1) Web3D service
   Web3D data standardization
   Web3D human motion data standardization
   Web3D GIS data standardization
   Web3D medical visualization standardization
   Web3D augmented reality standardization
   Web3D e-learning standardization
   Web3D virtual world standardization
(2) Mobile media service
   Mobile 2D / 3D media standardization
   Mobile Web3D service standardization
   Mobile Web3D data standardization
   Mobile Web3D user interface standardization

The Web3D Korea Chapter and Forum provides relevant individuals and organizations with Web3D technologies to facilitate Web3D business and Web3D application development, with the support of the Web3D Consortium. For more information, contact the Web3D Korea Chapter and Forum:

Mail: web3dforum@gmail.com
Web: http://www.web3d.kr

Call for Web3D Companies

The Web3D Korea Chapter is inviting Web3D companies to participate in a mutually beneficial relationship leading to a standardized Web3D environment necessary for the development of Web3D service applications. Companies gain capability

in generating competitive service products for the world market. The Web3D Korea Chapter will provide information and share experience in developing Web3D applications. Companies can participate in the development of Web3D applications and standards in cooperation with the Web3D Korea Chapter. They can also participate in several international seminars, meetings, and exhibitions, and share Web3D technology and experiences in cooperation with the Web3D Korea Chapter and the Web 3D Consortium.

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Call for Participation–Web3D Korea Chapter Meeting at SIGGRAPH 2011

This Web3D Meeting is intended to standardize Web3D data exchange format and interface based on X3D, in cooperation with the Web3D Consortium and theWeb3D Korea Chapter. The meeting will focus on the enhancement of proposals previously submitted to the Web3D Consortium as well as new proposals for submission. Topics include, but are not limited to, the following:

Units specification; Projective texture mapping; Augmented reality visualization; CAD translation to X3D; H-Anim motion data definition; Mobile X3D functions; Geometric medical data; X3D Digital Textbook

The meeting is open to other relevant topics for discussion.

Presentation files due: May 31, 2011
Submission should be sent to:
Myeong Won Lee (mwlee @suwon.ac.kr) or
Kwan-Hee Yoo (khyoo@chungbuk. ac.kr)

Call for Participation – Web3D e-Learning Workshop at SIGGRAPH 2011

This workshop is intended to standardize the data and interface of Web 3D e-learning applications in cooperation with other educational international standards organizations. Topics include, but are not limited to, the following: Web3D digital textbooks; Web3D e-Learning systems.The workshop is open to other relevant topics for discussion.

Presentation files due: May 31, 2011
Submission should be sent to:
Myeong Won Lee (mwlee @suwon.ac.kr) or
Kwan-Hee Yoo (khyoo@chungbuk. ac.kr)

Mail: web3dforum@gmail.com
Web: www.web3d.kr

# Web3D Standards Proposals and Applications by the Web3D Korea Chapter and Forum

The Web3D Korea Chapter and Forum are progressing standardization in the following areas in cooperation with the Web3D Consortium.

Web3D Physical Units and Applications: Real units specification for virtual objects and worlds (length, area, time, etc.); visualization software related to measurement, including real units; and 3D devices; 3D GIS, 3D CAD, 3D Medicine
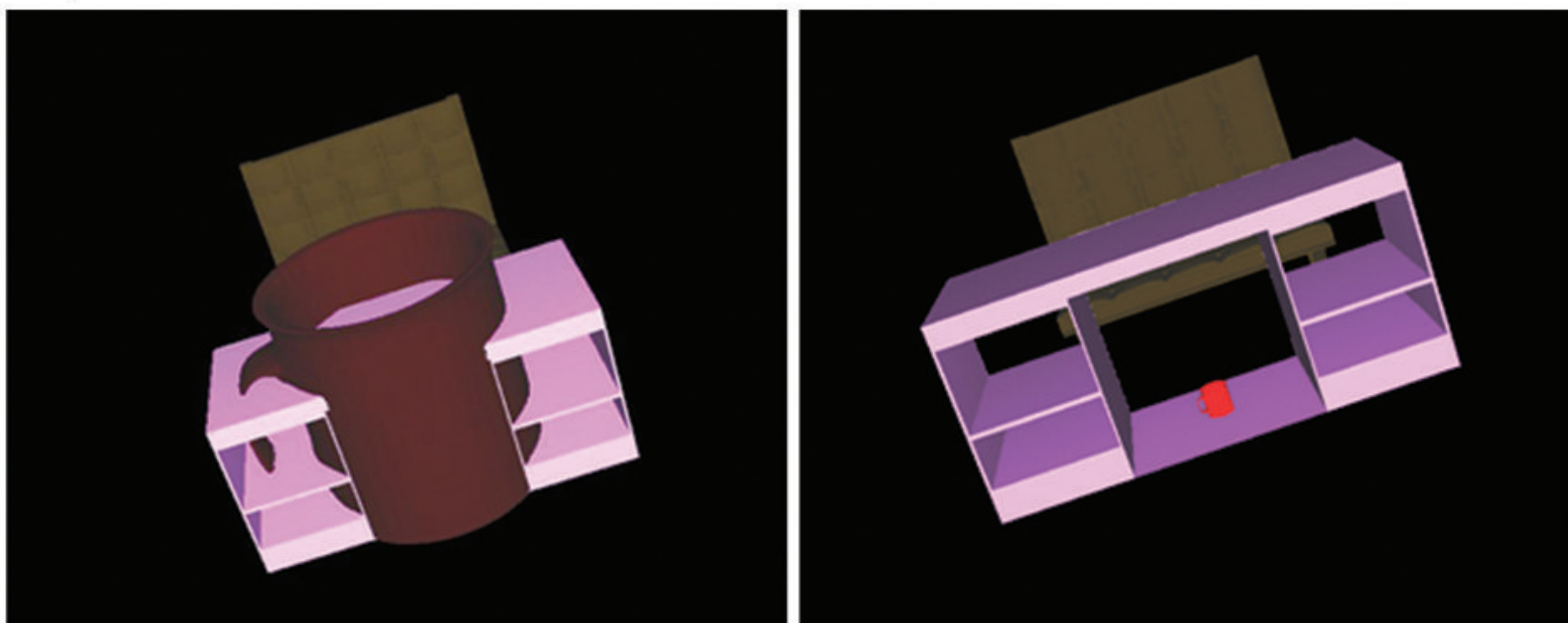

Before and after units specification

Web3D Projective Texture Mapping and Applications: A method for texture mapping to be projected onto the scene as if by a slide projector [Cass Everitt, 1999]; construction of a digital terrain surface from images and construction of 2D/3D endoscopic images from massive inner intestine photos
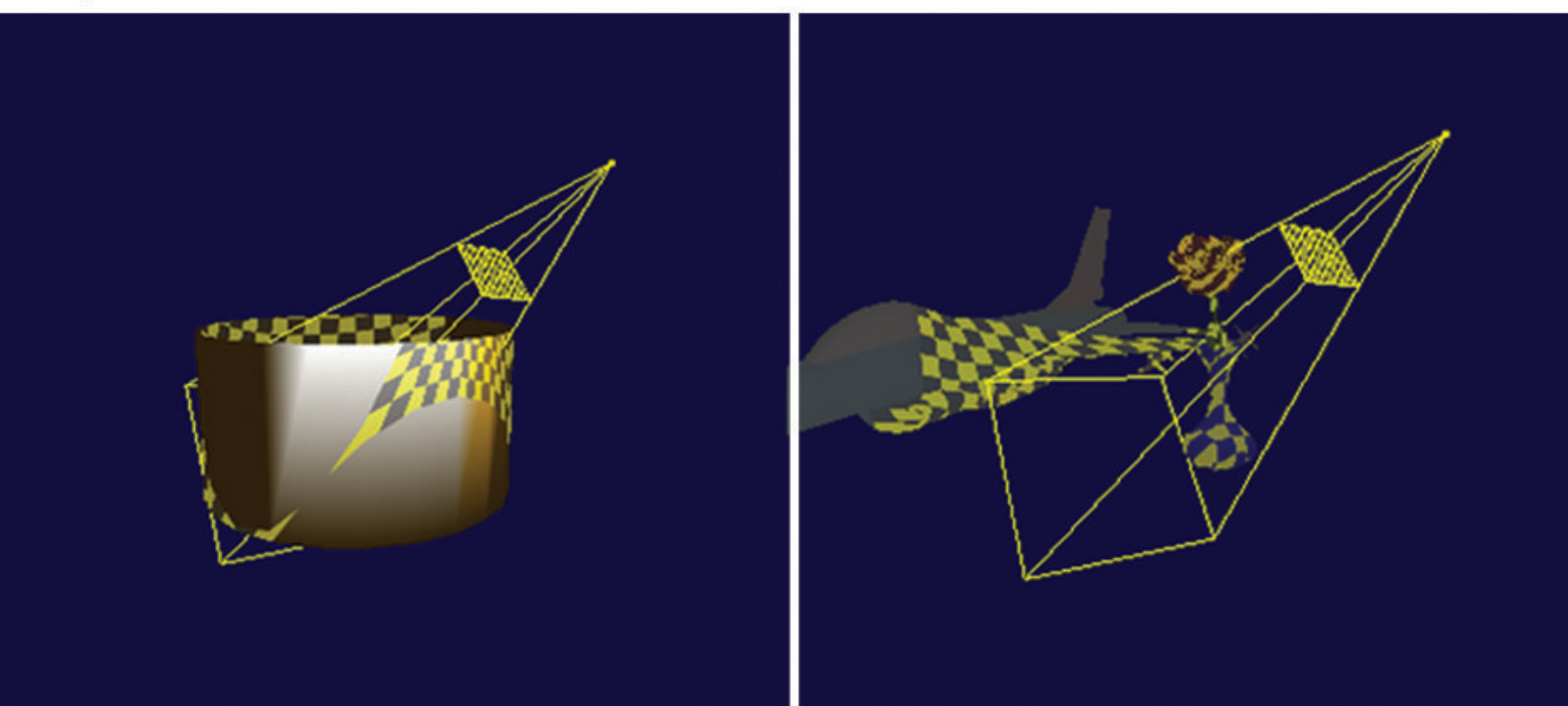

Web3D Augmented and Mixed Reality Visualization: Supporting live video streaming from a video camera for background and texture image; supporting camera calibration through adding parameters to Viewpoint nodes; interfacing live camera tracking information; applicable to AR web advertisements
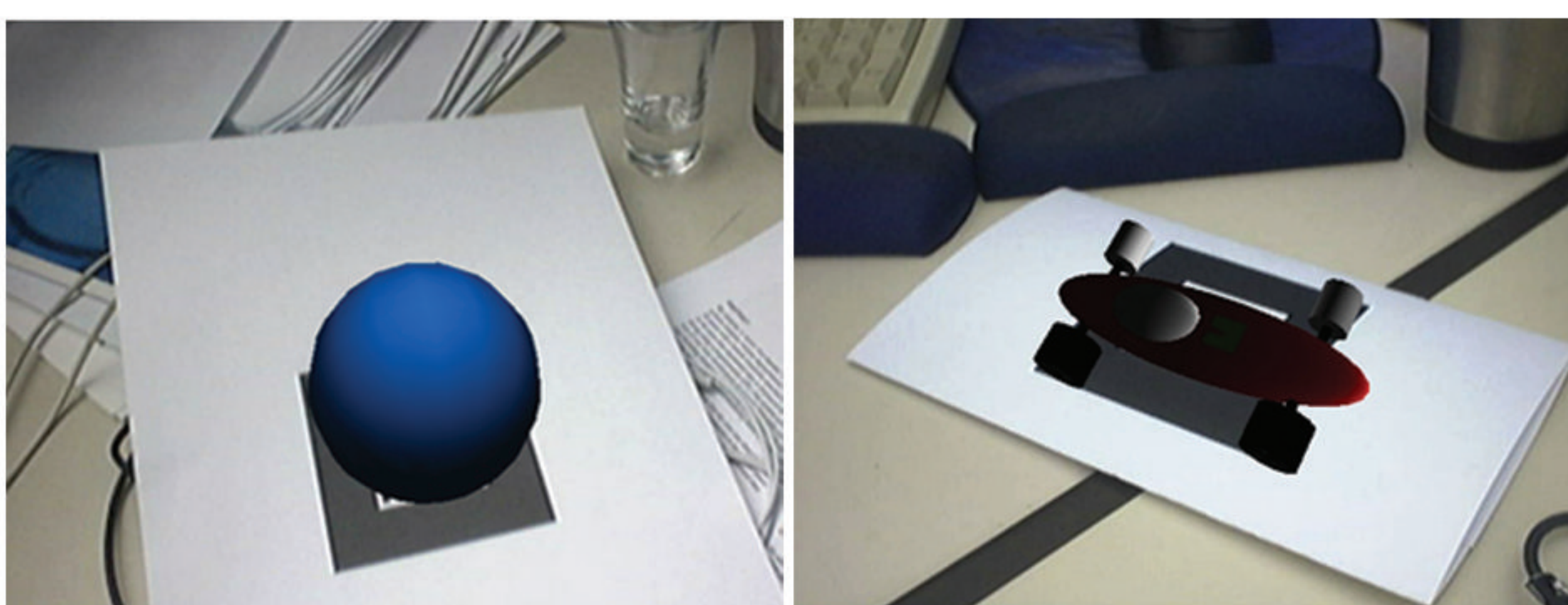
Web3D H-Anim Motion Data and Applications: 3D character animation with motion captured data; 3D character animation software; 3D movies, 3D cartoons, 3D sports
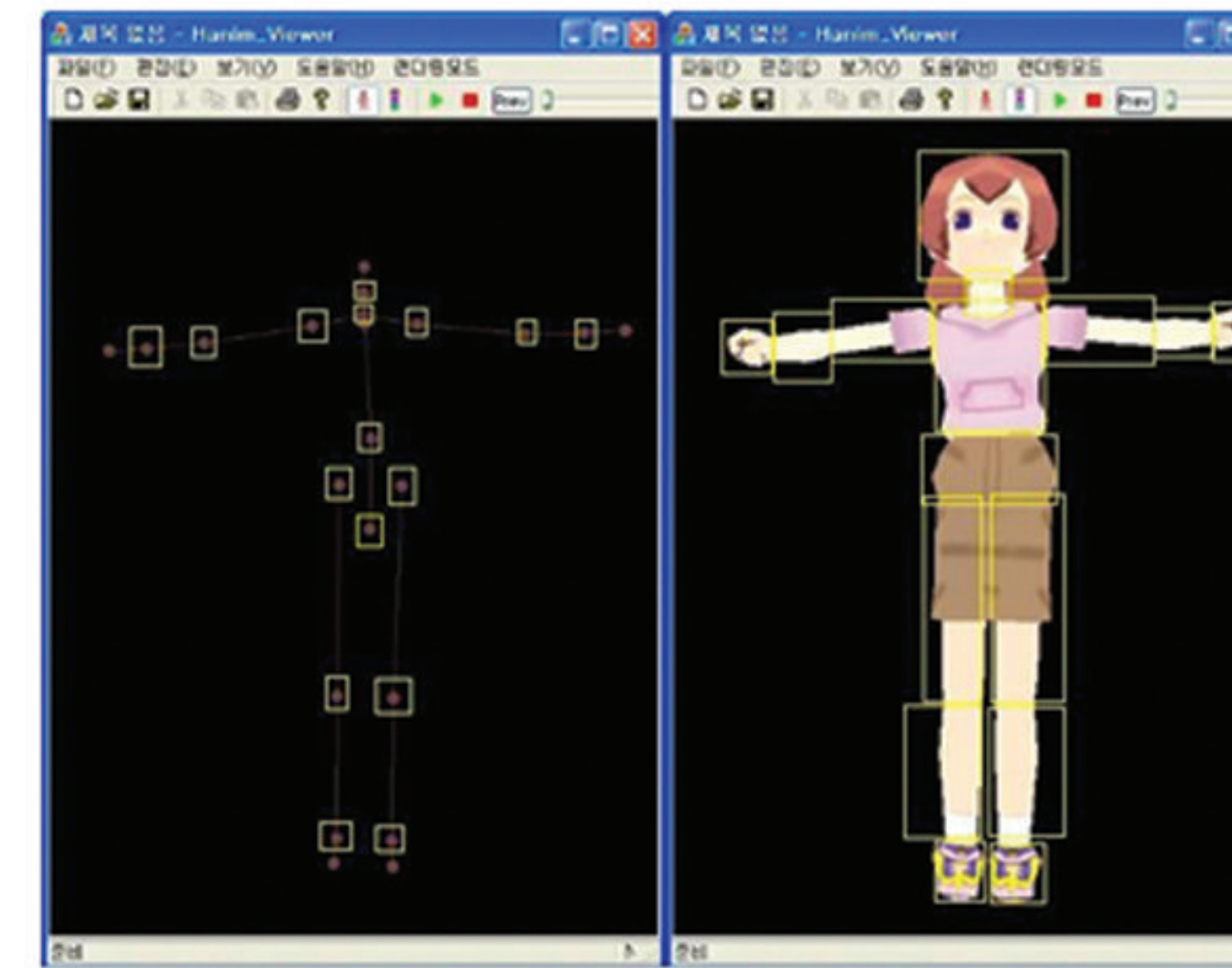
Web3D CAD Translation and Applications: CATIA to X3D translation; X3D dataset with product structure and geometry information; customized viewer for the translated X3D dataset
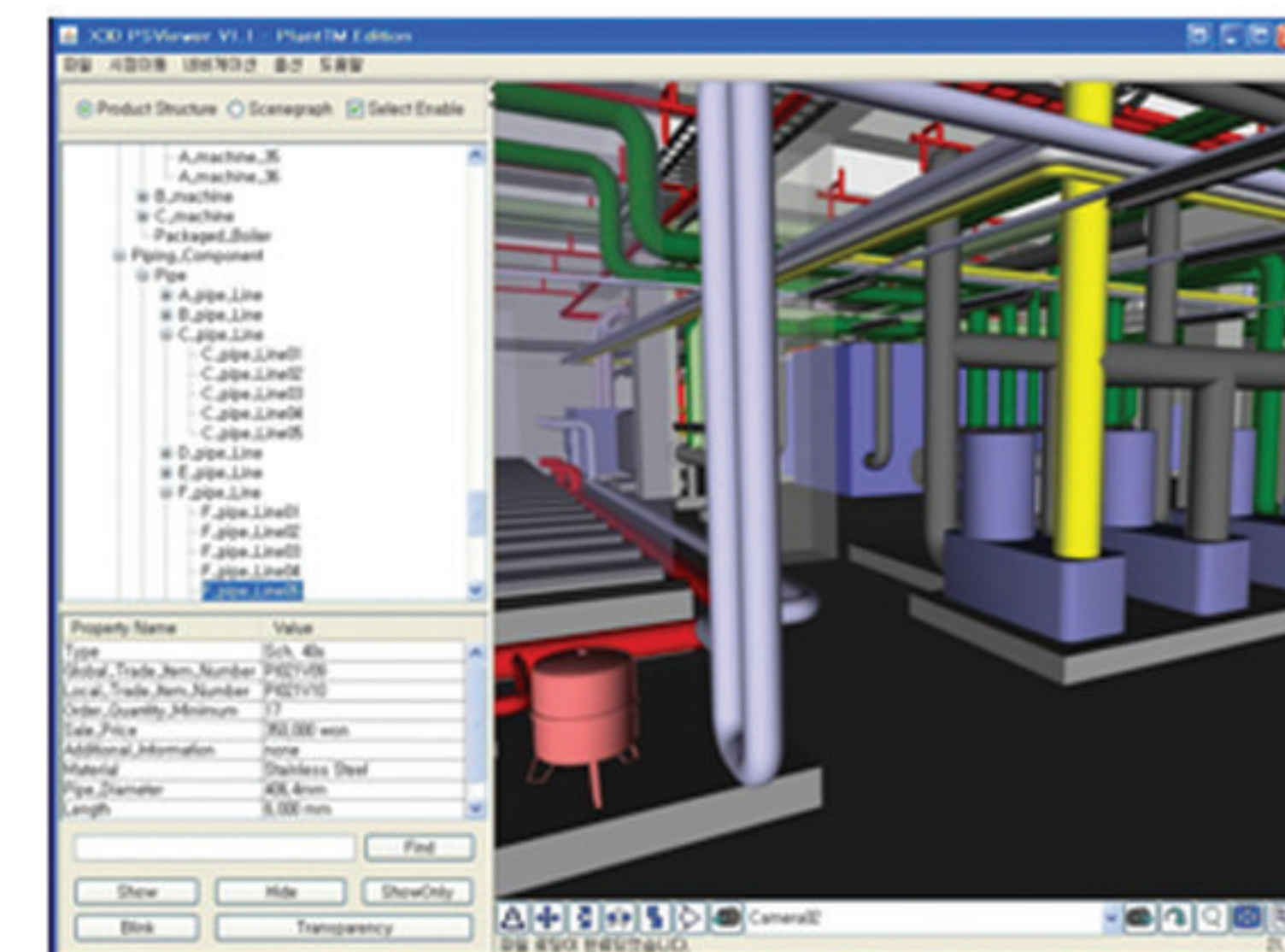
Web3D Mobile Data and Applications: 3D mobile application data transfer and exchange; 3D mobile Web service software; 3D mobile GIS, 3D mobile Internet, 3D mobile character and pet, 3D mobile game

Web3D Digital Textbook and Applications: A digital learning textbook providing the advantages of both printed media and multimedia learning functions such as animation, 3D graphics, and audiovisuals, and convenience functions such as search and navigation