Web3D Consortium Roadmap

Tasks	2024	2025	2026
Interoperability	**Research and Recommended Practices:** IIIF 3D Technical Study, HTML 5 integration prototypes tests (WebXR, UI), Web Audio, Volume Rendering examples, HANIM + Landmarks		Continue integration and interoperability
Pipelines	**Conversions**: STEP AP 214: Tessellated representation support, 3D TILES, STEP semantic PMI, QIF 4.0 visualization, …		Recommended Practices, Specifications
Application Support for X3D	FreeCad, Blender, Meshlab, CloudCompare, wikipedia...		Continue extending and supporting application support for X3D
Outreach/Events	Adoption, SDO and Forum Outreach, Promotion at SIGGRAPH, Conferences. Webinar series spring 2024,		Continue sharing knowledge and engaging 3D Community
SDO/Liaison	ISO TC184 SC4/JWG 16 projects W3C, MSF, IEEE 3DBP, **OGC, IIIF, HL7**		Continue Convergence - MSF - 3D Web Interop, IEEE 3DBP - Feature points, W3C - Declarative 3D, OGC - 3D tiles, Geopose, IIIF - Distributed digital assets, HL7 - X3D Payload
Membership	Marketing, Outreach, New Conferences?		Continue engaging members and increasing membership
Standards Synchronization	**Encodings** (XML, VRML, JSON, …) and **Bindings** specifications: (Javascript, python, …) or 4.0 to ISO		X3D 4.1 Abstract Spec, HANIM 2.1

In development **WIP, Planning**

Web3D products provide a coordinated set of steadily evolving ISO/IEC standards

Web3D Consortium members collaboratively develop the X3D and HANIM standards and tools making them widely adopted by digital content creation industries across diverse markets

X3D STANDARDS

- **X3D is an ISO ratified file format allowing 3D scenes to be used by a wide variety of applications for future compatibility**
- **X3D can be used by Web browsers and other viewers, authoring tools, 3D Printing applications, text editors, XML tools and AR/VR**

HANIM STANDARDS

- **HANIM is ISO ratified providing complete normative and informative detail to specify an abstract human form.**
- **HAnim supports a wide variety of articulated figures, including anatomically correct human models, incorporating haptic and kinematic interfaces in order to enable sharable skeletons, bodies and animations.**

Web3D.org

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