

# Tutorial @ Web3D 2020



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# Tutorial

## ◆ Goal

- To give experts the opportunity
  - To educate new attendee
  - To propagate recent advancements in the field of Web3D
  - To validate new applications with hands-on demonstration
- To give attendees the opportunity
  - To learn introductory knowledge in the field of Web3D
  - To catch up advanced applications of 3D web technologies
  - To develop skills with hands-on demonstrations given by expert practitioners

# Tutorial Topics

## ◆ Tutorials in Previous Web3D Conferences

2018	2017
Nicholas Polys, Timo Sturm and Holger Seelig, <i>Web3D Quickstart</i>	Don Brutzman, <i>Graphics Education: Assets for Teaching and Learning X3D</i>
Julien Jomier, Felix Veyseyre, Laurenn Lam and Lucie Macron, <i>VTK.js, The Visualization toolkit on the Web</i>	Anita Havele, Vincent Marchetti, <i>Choosing the Right 3D Technology for Enterprise 3D</i>
Robert Sitnik and Maciej Karaszewski, <i>Automated 3D Scanning</i>	Xavier Ho, Juan Miguel de Joya, <i>WebGL 2.0</i>
Timo Sturm, <i>Physically-based Rendering Quickstart</i>	Nicholas Polys, <i>Medical and Volume Visualization on the Web</i>
Dominik Strugała, <i>Modeling and rendering architectural spaces with SketchUp</i>	Don Brutzman, John Carlson, Roy Walmsley, <i>Object Model for X3D (OM4X3D) and Scene Access Interface (SAI) for X3D, including JSONLD and X3DJSAIL</i>
	Mitch Williams, <i>Moving Web 3D content Into GearVR</i>
Mike McCann, <i>X3D Geospatial</i>	Mike McCann, <i>X3D Geospatial</i>

# Tutorial Topics

## ◆ Tutorials in Previous Web3D Conferences

2016	2015
Christoph Müller and Tobias A. Franke, <i>Creating Online Games with Web-Enabled 3D Engines</i>	Ivan Sipiran, Tobias Schreck, 3D Shape Retrieval and Matching
Don Brutzman, Vince Marchetti and Roy Walmsley, <i>Using X3D: Workflows, Integration and Tool Support</i>	Michalis Kamburelis, <i>Creating Games Using Castle Game Engine and X3D</i>
Patrick Cozzi and Sean Lilley, <i>The Open Cesium 3D Tiles Specification Bringing Massive Geospatial 3D Scenes to the Web</i>	Mike McCann, <i>X3D Geospatial</i>
Leonard Daly, Tomasz Bednarz, June Kim and Kirill Dmitrenko, <i>Immersive 3D, Panoramas and 360° Video on the Web</i>	Alexander Rodopoulos, Max Limper, <i>X3DOM: Basics &amp; Advanced</i>
Tarek Sherif and Maik Thöner, <i>Intuitive API Design for 3D Web Frameworks</i>	Jan Sutter, Kristian Sons, <i>Authoring Materials with shade.js</i>

# Tutorial

## ◆ In Web3D 2020

- Target # will be ~6 topics (~90 min's/session)
  - ~5 traditional 3D web technologies
  - Special topics on mobile & wearable AR
- Tentative time schedule: April 1, 2020
- Tutorial/Workshop submission (1 page)
  - The title and a single-sentence summary
  - The names, affiliations and contact information of the lecturers
  - The intended audience, including any prerequisites and the level of difficulty
  - Covered subjects
  - Learning objectives
  - A description of the topic of interest.
  - the intended duration and audio/visual support requirements.