

Proceedings

Web3D 2014

**Vancouver, British Columbia, Canada
August 08 – 10, 2014**

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ACM ISBN: 978-1-4503-3015-2

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Preface

Welcome to Web3D 2014! These proceedings document the nineteenth international ACM symposium on 3D Web technologies. Web3D is sponsored by ACM SIGGRAPH and held in cooperation with both Eurographics and the Web3D Consortium. The conference is co-located this year with SIGGRAPH 2014 in the beautiful city of Vancouver, Canada and takes place August 8th-10th, 2014. The focus for 2014 is on the emerging opportunities and research into portable, integrated information spaces over the web.

The annual Web3D Conference is a major event which unites researchers, developers, entrepreneurs, experimenters, artists and content creators in a dynamic learning environment. Attendees share and explore methods of using, enhancing and creating new 3D Web and Multimedia technologies such as HTML5/ WebGL, Flash 11/ Stage 3D, X3D, MPEG, and Collada. From its main track of scientific peer-reviewed papers to the workshops and tutorials, this conference highlights the capabilities and trends in interactive 3D graphics across a wide range of applications, showcasing research from mobile devices up to high-end immersive environments.

This year, we had 39 high-quality submissions. We have done our best to put in place a very thorough double-blind reviewing process. The Program Chairs distributed the 39 submissions to the International Program Committee, taking into account both conflicts and bidding preferences. Submissions that had conflict of interests with one of the Program Chairs were processed by the other co-chair. Each submission had four assigned reviewers at least: one primary and three secondary reviewers. After all the reviews were filled in, the primary reviewers arrived at an overall assessment for each of their assigned papers through online discussions; after careful consideration of all reviews, they made a decision recommendation with a summary review to the Program Chairs. During discussion, a small number of reviews were also carried out by external experts in specific subject areas. Finally, having carefully read the recommendations from the primary reviewers together with all the respective reviews, the Program Chairs decided to accept 15 full research papers, with a full paper acceptance rate of 38%. Five more submissions, considered interesting for the community but not substantial enough to be considered as full papers, were invited to be presented as posters.

We thank the International Program Committee and the additional reviewers for their efforts in reading and evaluating submissions, and delivering timely, thorough reviews; in particular, there was a tight submission-review cycle this year. The selective review process has insured a high-quality set of paper sessions, which cover the most important Web3D topics, including mobile computing, scalability to massive models, modeling, animation and real-time display, information dissemination and data visualization.

Beyond the technical paper program, a number of excellent showcase presentations, tutorials and workshops are also organized, providing a variety of insights about recent Web3D technologies to all attendees; thanks to all our Tutorial and Workshop presenters for bringing together so many cutting-edge topics. We must thank the key people who have worked so hard in the preparation of this year's conference, in particular Leonard Daly, Anita Havele, Oyewole Oyekoya, Marcio Cabral, Mario Nagamura, Christophe Mouton, Don Brutzman, Jacek Jankowski, Tobias Alexander Franke, Stephen Spencer, and Stefanie Behnke.

Finally, we thank you all, the Worldwide Web3D community for your continued innovations, imaginings and applications! Onward!

Enrico Gobbetti and Jürgen Döllner, Program Chairs

Nicholas F. Polys and Alain Chesnais, General Chairs