web|3D
CONSORTIUM

About Web3D Conference

Web3D Conference has been an annual event since 1995. This conference is sponsored by ACM SIGGRAPH in cooperation with the Web3D Consortium. In the early years they were called VRML Symposium, then Web3D Symposium and now Web3D Conference. It's a conference on 3D Web Technology addressing an extensive range of research, development, and practice related to Web-based 3D Graphic. It 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.

The conference also focuses on recent trends in interactive 3D graphics, information integration and usability in the wide range of Web3D applications from mobile devices to high-end immersive environments. The Web3D 2018 conference will be held in Poznan, Poland 20-22 June, 2018.

Proposal Guidelines for Hosting Web3D Conference

If you are interested in hosting a Web3D Conference please provide an answer to the following questions regarding hosting a future Web3D20xx Conference. These questions do not need to be answered in order. Please construct the best short proposal that addresses these questions. Images are allowed. When complete, please email as a PDF attachment to Web3D Consortium Executive Director: Anita Havele anita.havele@web3d.org

1. Indicate the Year of your hosting proposal. Note that the Web3D Consortium tries to keep the conference in Los Angeles when SIGGRAPH is there. The next time SIGGRAPH is in Los Angeles is 2019.

2. Describe the structure of the conference. This includes the main theme, technical program, related content (e.g., art show), and associated or co-located conferences. This discussion needs to include a description of how you will construct the technical program to achieve that theme. Please include any proposed innovative means of running the conference or allowing interaction with participants.

3. List who will fill the most important positions: General Chair, Technical Chair, and Program Chair. Additional people can be specified that will fill other positions.

4. Describe and outline the conference budget. This includes anticipated sponsor, governmental funding, and funding application deadlines, and registration fees (# attendees and price per attendee).

5. Describe how you will market the conference to the following:
    a. Potential sponsors
    b. Conference leaders
    c. Technical content providers (paper, tutorial, and poster authors)
    d. Conference attendees

6. List the host city, state, country. You should have a brief description of international access to the host city from Europe, North America, South America, Australia, and Eastern Asia to include Korea, Japan, Singapore, Taiwan, and China.

7. Provide a description of the facilities for the conference including conference and hotel rooms.