Web 3D Service

Status and future concepts

Status

- Version 0.3
- Discussion Paper

Purpose

- WTS and W3DS are 3D portrayal services
  - WTS: rendering done by server (image)
  - W3DS: rendering by client (scene graph)

Feedback

- already implemented by various groups

- more formats

- embeding - long term: Streaming

- Arliss' comments on the draft (dated 02-Feb-05)

Harmonizing WPVS (WTS) and W3DS

- Web Perspective View Service (WPVS) Implementation Spec.:
  - Basic Portrayal Additions module
  - Client Styling Additions module
  - Get Subset Additions module
  - Perspective View Additions module
  - Transparent Chaining Additions module

Harmonizing WPVS (WTS) and W3DS (2)

- Web 3D Service (W3DS) Implementation Spec.:
  - Get Subset Additions module
  - Perspective View Additions module
  - Transparent Chaining Additions module
  - Scene Graph Addition module (?)

Schedule

- Rewriting the draft till Alabama meeting (March 2006)
  - Harmonizing with WTS/WPVS
  - Adding more output formats
    - NASA's World Wind
    - Google Earth (KML: graphics language not geodata)
    - U3D – „3D PDF"

Schedule (2)

- Reference implementation in a SOA
- Implementation of a Fat Client