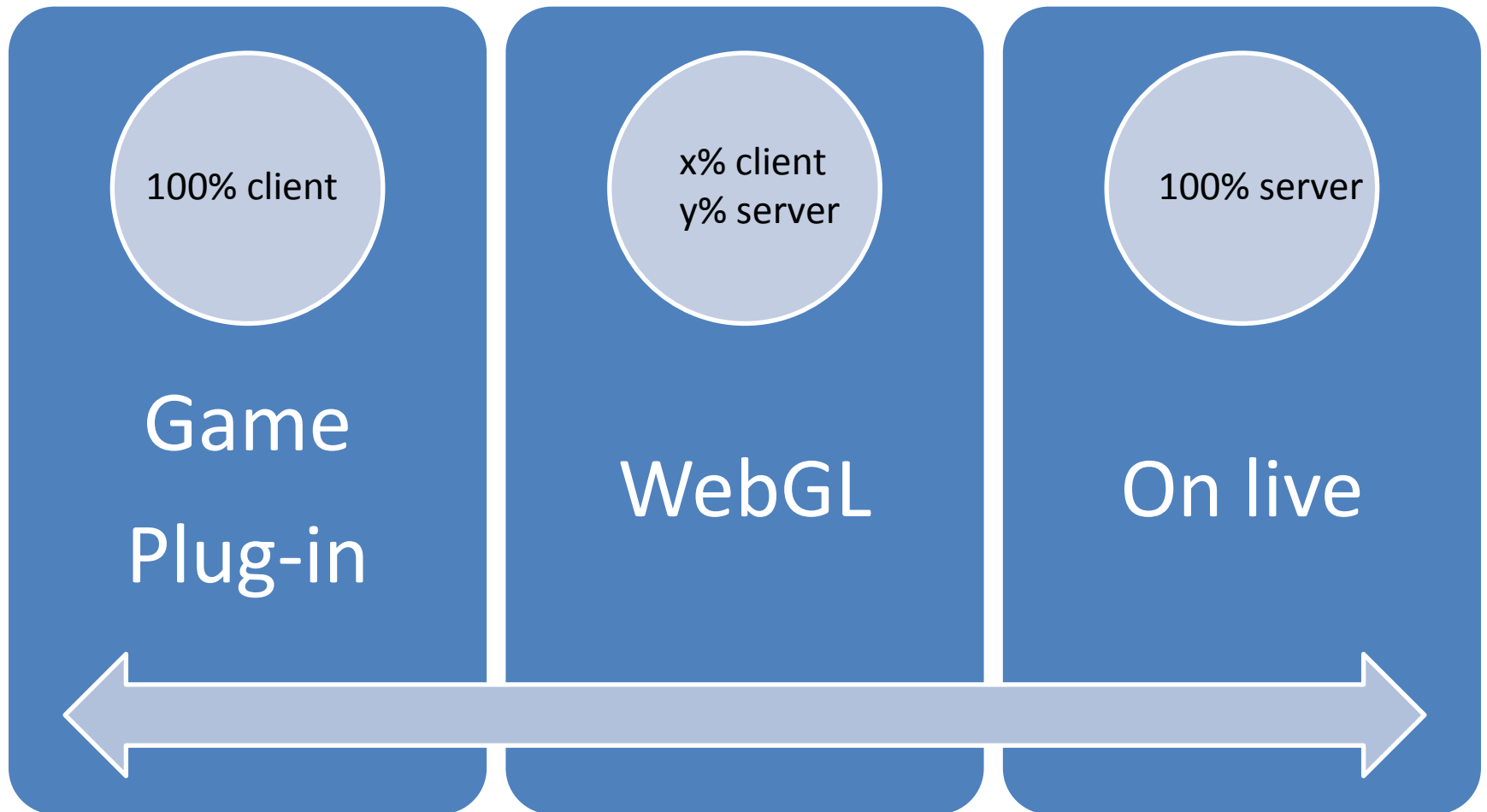


Closing remarks

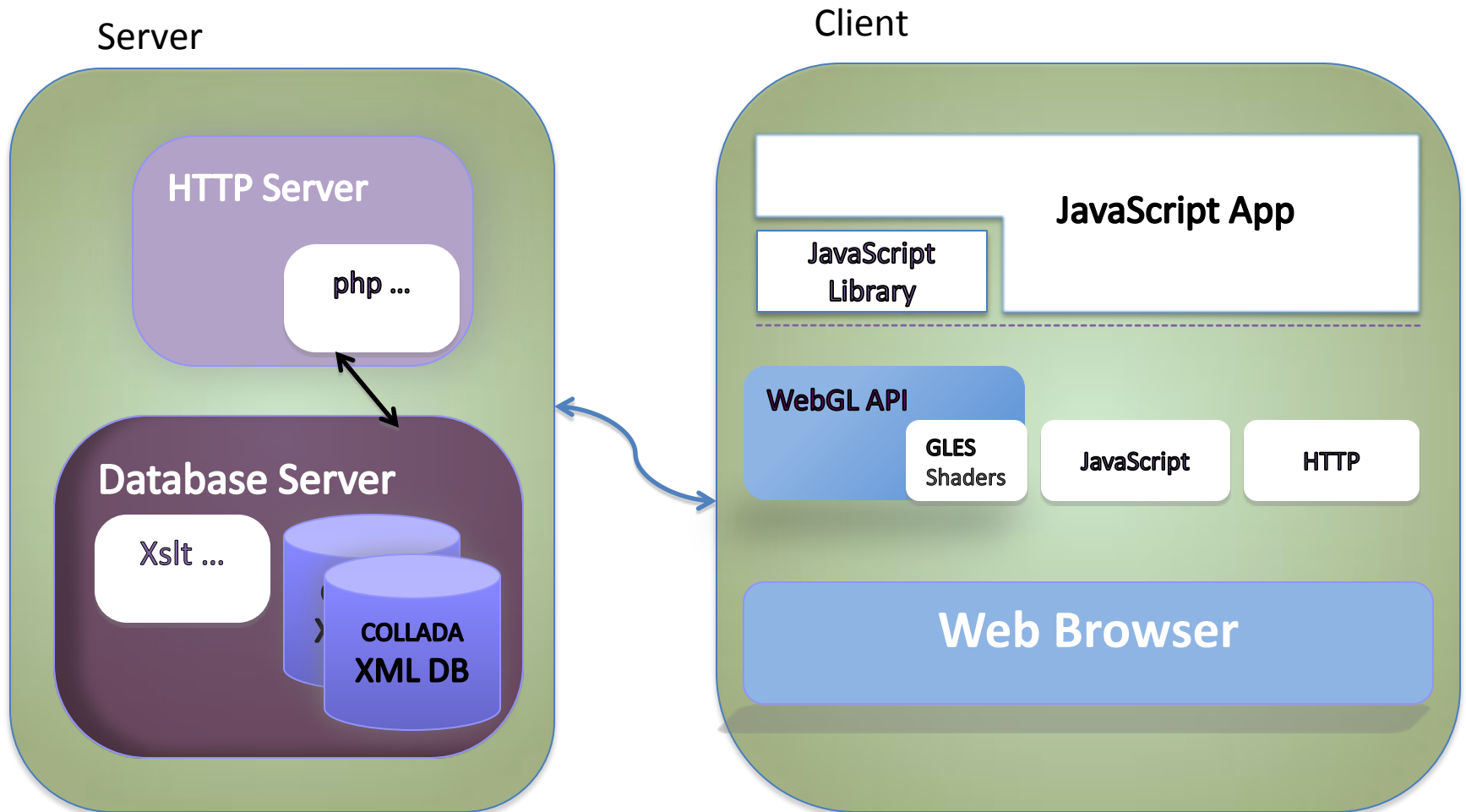
Rémi Arnaud

Scream!Point

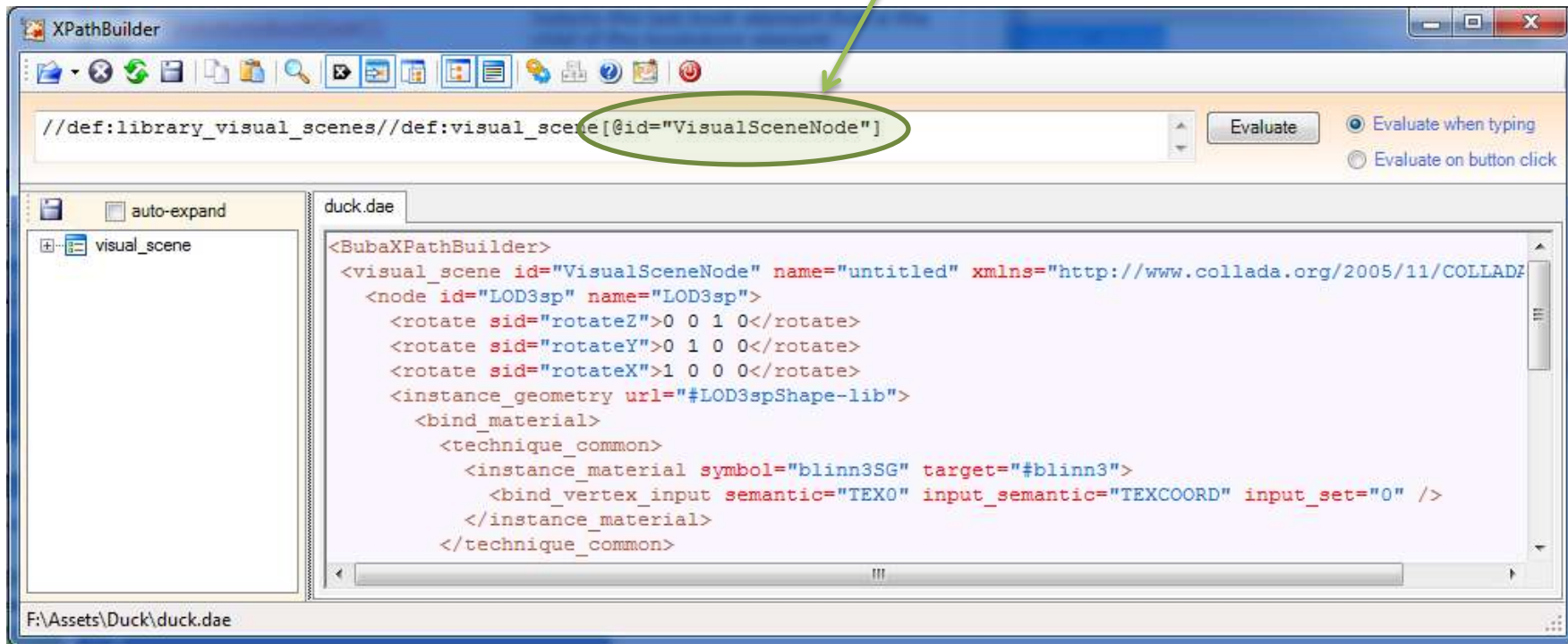
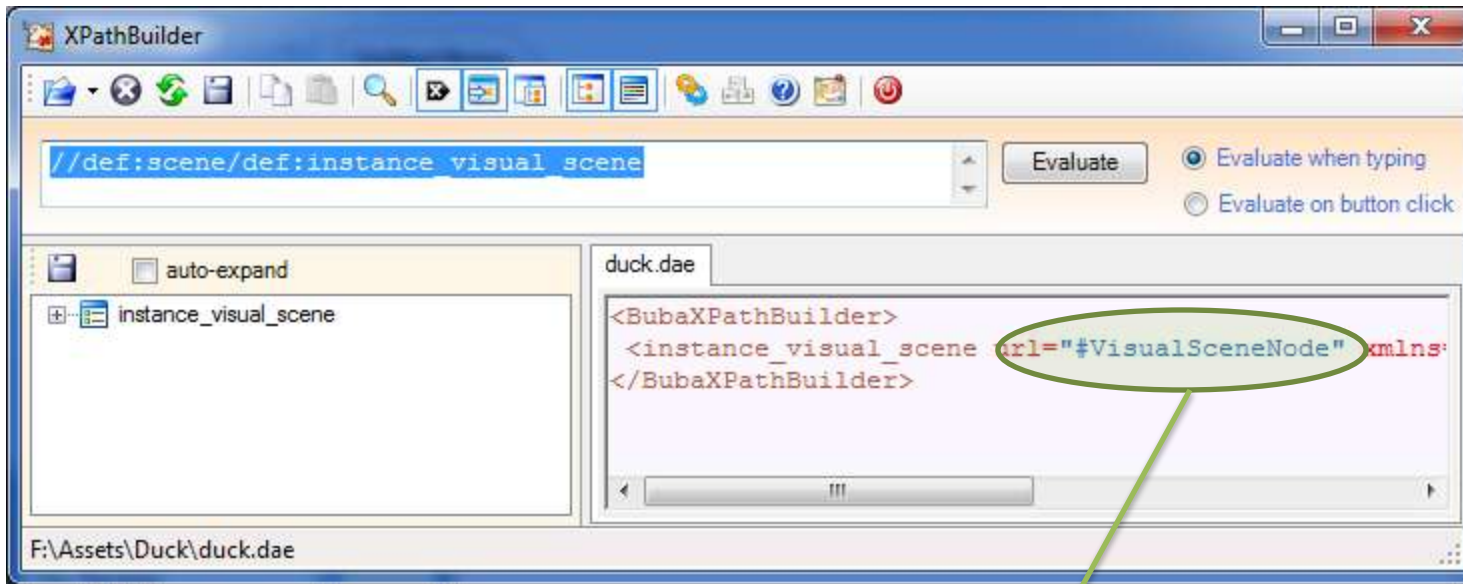
3D Client/Server architectures



Where in the web are COLLADA and WebGL ?



**Copied from "WebGL/COLLADA whitepaper" – Rita Turkowski – To be published

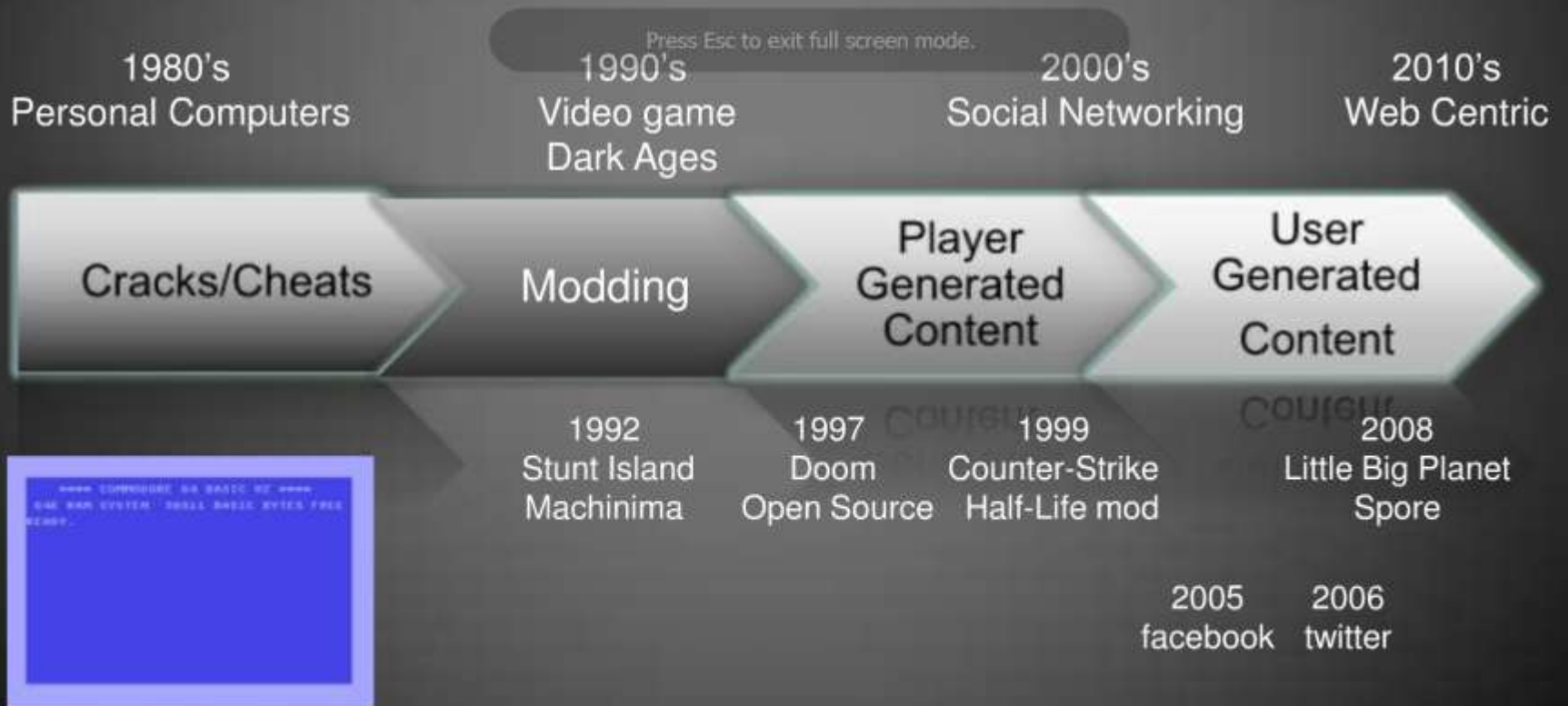


Dynamic content

- Power of URL
 - Query for a document
 - Query for a subset (#)
 - Query a database (Xpath)
 - Query a on demand server
 - Generate texture on the fly
 - Process COLLADA for specific device (on demand content pipeline)
 - Generate shader on demand
 - Generate javascript on the fly

Mods and User Generated Content

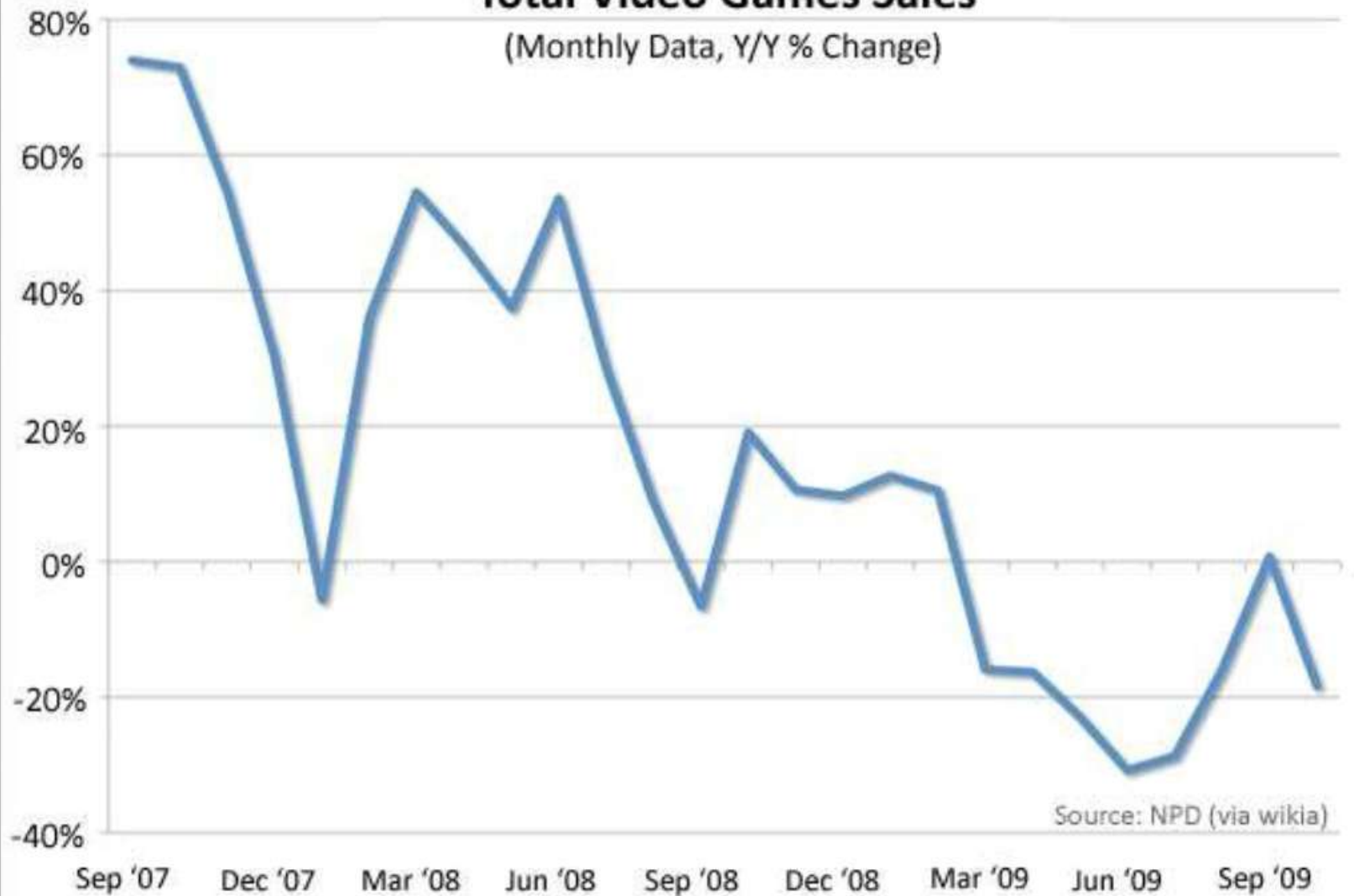
Continuum of Content



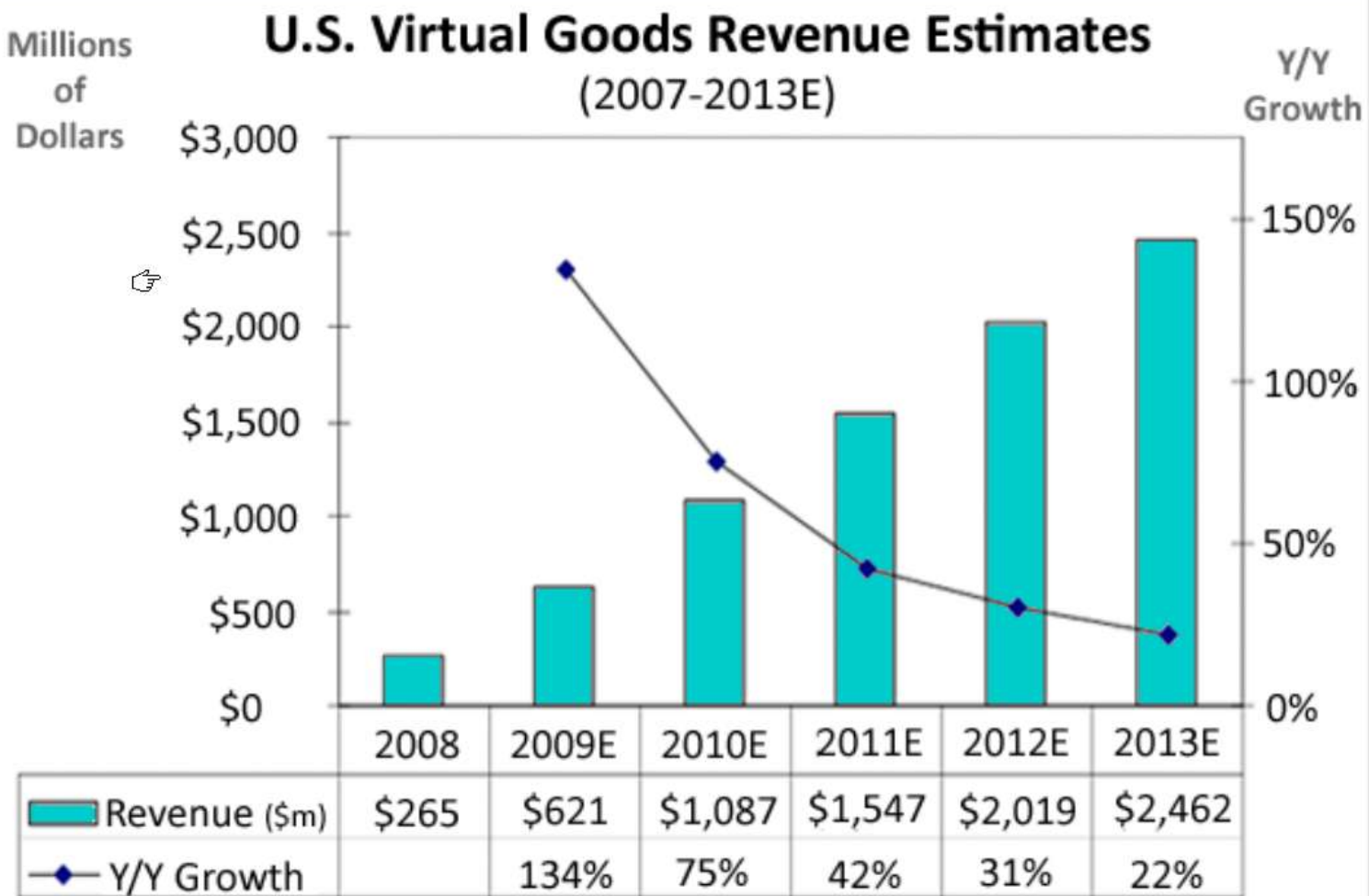


Total Video Games Sales

(Monthly Data, Y/Y % Change)



Source: NPD (via wikia)



Source: Piper Jaffray & Co.

Web 3.D

- 3.D user content servers
 - 3Dvia, Google Warehouse ... (zip) -> xml query
 - Web app query database with query API
- 3.D content tools in a web page
 - Second life precursor - Sirikata
 - [Online Image Editor Picnik Acquired By Google](#)
- 3.D mashup & publishing
 - Component library :: Easy user content creation
 - Publish :: Google Earth/facebook/...
- From 3D content to Web 3.D content
 - (COLLADA) Physics
 - (COLLADA) Animations
 - ...

Thank you