Building Dynamic Interactive X3D Scenes
A Cookbook

x3dom
Instant 3D the HTML way!

X3dom.org

XITE

glitch.com

Web3D 2019 X3D Cookbook
Controlled Motion

https://glitch.com/~control-motion

Welcome to Glitch
Techniques demonstrated in controlled motion

- Defining coordinated animation motion in an X3D scene
- Interaction with an X3D scene through HTML 5 user interface controls
Annotation with visibility

https://glitch.com/~annotate-visibility
Techniques demonstrated in Annotation with visibility

• Attaching text and image visual annotations to an X3D scene.
• Dynamic control of the annotations as the user interacts with the scene, to preserve visual clarity.
Heads Up Display

https://glitch.com/~headsup-laser
Techniques demonstrated in Heads Up Display

• Attach a visual element that moves with the point of view – a Heads Up Display
• Interacting and controlling the scene with a pointing device -- mouse
Goals of the Cookbook approach

• Help creators use X3D to make compelling dynamic interactive 3D scenes with the X3D standard
• Identify common or useful patterns which authoring tools can offer.