

Stereoscopic 3D Web

1. Background
2. Use Case Examples
3. Things to Do

Oct 29, 2012

Dong-Young Lee and Soonbo Han

dongyoung.lee@lge.com, soonbo.han@lge.com

LG Electronics

☐ **Stereoscopic 3D devices are widely available:**

- 3D TV
- 3D monitor
- 3D notebook
- 3D smartphones
- 3D camera / camcorder

☐ **But no web standards to support it yet.**

☐ **We need to fill the gap.**

- ☐ A website to share 3D videos and pictures
- ☐ An online video service that provides 3D movies, with its UI also in stereoscopic 3D
- ☐ Web contents to be displayed together with 3D TV broadcast
- ☐ Games
- ☐ Educational material
- ☐ Presentation
- ☐ Any web contents to provide 3D experience for better reality and immersion
- ☐ Web contents in the coming era of glassless 3D displays

- ❑ **Identifying and prioritizing use cases where the web can benefit from utilizing S3D displays.**
 - Maybe in the Web and TV IG

- ❑ **Specifications to enable stereoscopic 3D web contents**
 - Supporting 3D images and videos
 - Extension to CSS 3D transforms
 - Extension to WebGL
 - Extension to SVG
 - ...

- ❑ **Extensions should be minimal for**
 - Ease of converting to / authoring 3D web contents
 - Graceful degradation on a 2D display