CALL FOR MEMBERS

UMI3D CONSORTIUM

" LET'S IMAGINE TOGETHER THE FUTURE OF INTERACTIVE 3D MEDIA "

> We invite you to take part in the creation of an Open web protocol that aims for collaboration in AR, VR & MR. This protocol takes out the best of each device and their complementarity enabling a radical change in virtual and real world collaborations.

Julien Casarin
Coordinator, UMI3D Consortium

Who can participate?

Any private or public organization that wants to make UMI3D an Open Standard or experiments its usages is welcome.

What is UMI3D?

Invented by Gfi and the University of Strasbourg, UMI3D is a web exchange protocol for cooperative work in AR VR MR which is done to take the best from each device when collaborating.

MOBILE DEVICES

COMPUTERS

VR/AR HEADSETS

UMI3D CONCEPT

UMI3D is a web protocol that enables the creation of 3D media in which any AR, VR, MR device user can collaborate in real time. The 3D media is created once and hosted on a server. Any device can display and interact with it remotely thanks to a dedicated UMI3D browser.

DIFFERENCE

The main difference from the existing cross-platform development standards such as WebVR or OpenXR is UMI3D's interaction-based device abstraction layer.

These standards, when used alone, are limiting the designer to the usage of devices' common features. UMI3D enables to use all the device's features to perform the interaction received.

HOW TO PARTICIPATE

Users
Share results and lessons learned using UMI3D in your proprietary projects.

Working Groups
Contribute to UMI3D specifications and to Open Source implementations.

Stering Committee Members
Each organization wishing to participate actively in the working groups can have a seat.

MAIN CONDITIONS

• Any organization can contribute to UMI3D.

• Membership will stay free for nonprofit organizations.

• Membership is free for first members

• Each member contributes from their own resources with the UMI3D Project.

EMBODIMENTS

This group will address design tools & methods related to embodiments design for unknown devices, and to visual communication in digital spaces with spatial discontinuities.

SCENE DESCRIPTION

This group aims to select and integrate Open content standards that can be dynamically loaded by any device at multiple level of details.

REALITY ABSTRACTION

To bring UMI3D to collaborative AR, this working group intends to evaluate & integrate the most suitable standards in the field of spatialized AR and model targets.

ANALYTICS & PRIVACY

This working group will address privacy & best practice for the evaluation of cross-device collaboration. Our belief is that analytics & privacy can't be separated when it comes to recording user activities in real-time.

INTERACTION ABSTRACTION

Interaction abstraction has been the core feature of UMI3D since the very beginning. Moreover, work will be done to make body interactions and haptics device agnostic.

USER EXPERIENCE

This working group will conduct end-user studies to evaluate UMI3D in real-life cooperative situations. These studies will be used to improve UMI3D's specifications and implementations.

IMPLEMENTATIONS & DEPLOYMENT TOOLS

This group will provide Open source development kits for the main game engines, and easy-to-deploy web containers to host UMI3D-based media.

DESIGN TOOLS & METHODS

The main objective of this working group is the study of UMI3D implications for the design of shared & interactive 3D media, and the creation of appropriate design tools and methods.
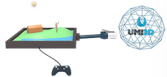
BROWSERS & DEVICES

This working group intends to provide UMI3D browsers for the main AR, VR & MR devices, and to investigate best practices for dynamic user interface generation in UMI3D browsers.