**Collaborative 3D Art**

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**Abstract:**

Online communities have been proactive in producing collaborative creative content such as music, games and other social interactions. Online collaboration has enabled contributors to peer produce and share masses of creative content. Examples range from information sharing such as Wikipedia to open source software and other specific art projects. Software vendors have recently introduced low cost 2D and 3D content authoring tools allowing user communities to generate and share creative content. Emerging networking programming interfaces available inside modern game engines allow contributors to implement multiplayer or multiuser interaction relatively easily. This paper presents a 3D art creation framework to be used over networked infrastructure in a multiuser environment. Contributors will be able to create 3D sculptures at runtime, share with other users in a common networked working environment and critique each other’s work.

**Keywords:** 3D Art; online collaboration; interactive art; networking; game engine;

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