

# Declarative Integration of Interactive 3D Graphics into the World-Wide Web: Principles, Current Approaches, and Research Agenda

## Abstract

With the advent of WebGL, plugin-free hardware-accelerated interactive 3D graphics has finally arrived in all major Web browsers. WebGL is an imperative solution that is tied to the functionality of rasterization APIs. Consequently, its usage requires a deeper understanding of the rasterization pipeline. In contrast to this stands a declarative approach with an abstract description of the 3D scene. We strongly believe that such approach is more suitable for the integration of 3D into HTML5 and related Web technologies, as those concepts are well-known by millions of Web developers and therefore crucial for the fast adoption of 3D on the Web. Hence, in this paper we explore the options for new declarative ways of incorporating 3D graphics directly into HTML to enable its use on any Web page. We present declarative 3D principles that guide the work of the *Declarative 3D for the Web Architecture W3C Community Group* and describe the current state of the fundamentals to this initiative. Finally, we draw an agenda for the next development stages of Declarative 3D for the Web.

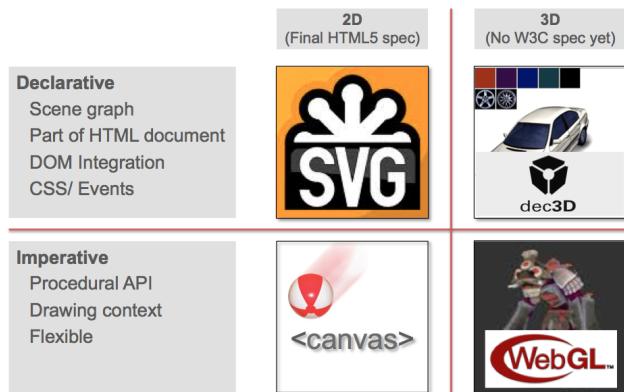
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**Keywords:** Declarative 3D, HTML5, DOM Integration, Polyfill

## 1 Introduction

The Web evolved from a text-based system to the current rich and interactive medium that supports images, 2D graphics, audio and video. These types of new media have made the Web experience richer, more attractive to users, etc., than ever before, and opened up possibilities for new types of applications and usage. The major media type that is still missing is 3D: synthetic, possibly photorealistic images in 3D with animation, as smoothly integrated in the everyday Web experience as images or video. Just as the appearance of images or video could open new application possibilities, access to the 3D on a Web site would make it possible to include realistic models of 3D objects – from models of buildings to representation of the human body or the sceneries for computer games. With WebGL [Marrin 2012], a JavaScript binding for OpenGL ES 2.0, this seems feasible; however, the goal would be to achieve the same smooth inclusion of 3D content in a Web page like we experience today with images or SVG-based 2D graphics.

Although some of these goals could also be achieved by imperative means (e.g., through the usage of WebGL), developments of 3D models have a long tradition of using declarative approaches, which is also in line with some of the fundamental principles of Web development. It is therefore important to explore how the experiences accumulated in two different communities, namely the Web Development and Computer Graphics communities, can be capitalized upon to achieve the long term goal of using 3D on the Web the same way as we do with 2D graphics and video today. Moreover, while imperative graphics APIs are powerful and necessary, a *Declarative 3D* approach can provide web authors an easy way to add interactive high-level declarative 3D objects through the

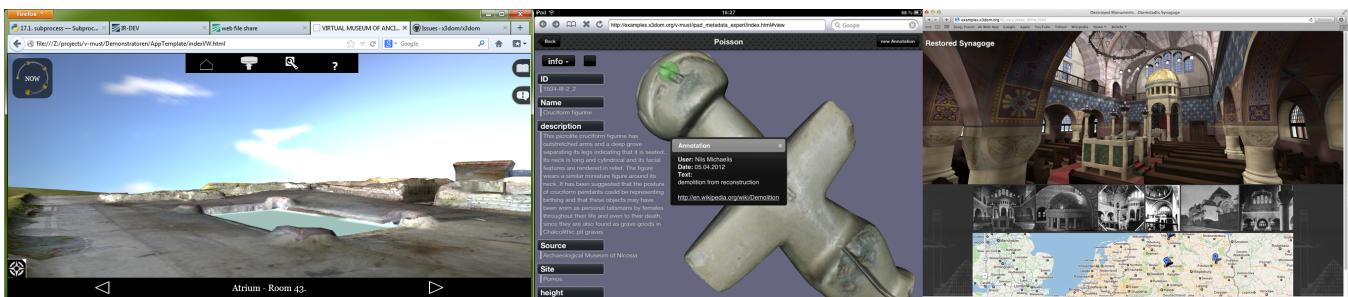


**Figure 1:** The position of the Declarative 3D approach in the current Web graphics technology ecosystem.

HTML Document Object Model (DOM) allowing them to easily create, modify, share, and experience interactive 3D graphics using HTML documents. Figure 1 depicts the position of the Declarative 3D approach in the current Web graphics technology ecosystem.

It is arguable that the emerging support for an imperative 3D API for the Web is useful but insufficient for broad acceptance and usage of 3D on the Web. A declarative approach that offers qualified concepts and that is tightly integrated with current web technologies, such as JSON or XML for scene construction, DOM for scene manipulation, and CSS for styling, is necessary to support a fast adoption and broad use of interactive 3D graphics by the millions of Web developers. The provided concepts must lift the hardware-oriented imperative application programming interfaces to an expressive and more easily usable level. Therefore not the low-level data structures of existing GPU layers must be in the center of the design but high-level elements and items like 3D objects, transformations, material descriptions, and lights. Instead of teaching Web developers 3D graphics APIs, the goal is to bring 3D graphics to the point where it is natural for Web developers to just make use of it. While this might not be possible for every possible use of a low-level API, it still can cover the vast majority of use cases.

The *Declarative 3D for the Web Architecture W3C Community Group* (Dec3D) [W3C Community Group 2013] was thus founded to suggest and create methods to add high-level declarative 3D objects to the HTML DOM [W3C 2005], so users can share and experience interactive 3D contents. Moreover, this not only allows creating new content from existing content but also to index and search 3D content. The core mission is to determine the requirements, options, and use cases for the integration of interactive 3D graphics into the Web technology stack in a declarative way, which hopefully will provide a foundation for future standardization. Therefore, the group aims at presenting common use cases that define how 3D might intersect and interact with HTML5, DOM events, CSS, SVG, GeoLocation, Augmented Reality, Efficient XML Interchange (EXI) [W3C 2011] and other key working groups, whereas certain complex data types (e.g., transformation matrices) and computations are also of mutual interest. In this regard, this paper presents the current state and efforts concerning Dec3D.



**Figure 2:** From left to right: walkthrough of Roman heritage site; cultural heritage object explorer with metadata; restored virtual synagogue.

## 2 Declarative 3D Principles

Here we describe declarative 3D principles, where the following goals should guide the development of DOM-based 3D graphics.

**Following the Established Principles of the Web** Declarative 3D is being developed to significantly lower the barrier for authoring 3D content for Web sites by duplicating the key features that enabled the growth of the early Web and its further success.

**Separation of structure from content** Underlying the Web from its earliest days was the separation of structure from content. The concept of a paragraph specified by the `<p>` tag was separate from its content. Declarative 3D is attempting to bring the same separation to 3D graphics inside of web pages. The concepts such as definitions of 3D objects, transformations, materials, etc. should be implemented in a declarative 3D description as an extension to HTML5 [Hickson 2012] using any existing or future extension mechanism.

**Separation of content from style** One of the principles of the current Web is also the separation of content and style, most notably through CSS. The successful integration of SVG [W3C 2012b] with HTML was made much easier due to the fact that SVG was already following this principle. The objective here is to extend the use of CSS for styling 3D graphics. One example can be the use of the latest CSS3 3D Transforms [W3C 2012a] to allow manipulating not only 2D but also 3D objects.

**Use of the Document Object Model** The DOM [W3C 2005] is a platform- and language-neutral interface that allows programs and scripts to dynamically access and update the content, structure and style of Web documents. Declarative 3D should use the DOM API to examine and modify elements on the 3D scene and their attributes by simply reading and setting their properties. As the DOM provides access to user actions (e.g., pressing a key or clicking a mouse button), it should also be used as a main interface to interact with 3D contents.

Embedded 3D graphics should reuse existing W3C techniques, specifically from HTML5 and SVG, as far as possible and propose extensions only where specific features are necessary or provide significant benefits. Where new concepts are introduced their relation to and effects on existing Web standards should be analyzed, evaluated, and discussed with the respective W3C working groups.

**3D Content Creation and Reuse** While the creation of original 3D geometry and appearances still requires 3D specific know-how, the reuse, configuration, and manipulation of such content should be made similarly easy as for 2D Web content now. The solution should hide internal data structures and algorithms and provide users convenient ways to edit and manipulate such scenes. A key success factor for Declarative 3D on the Web will be the ability to

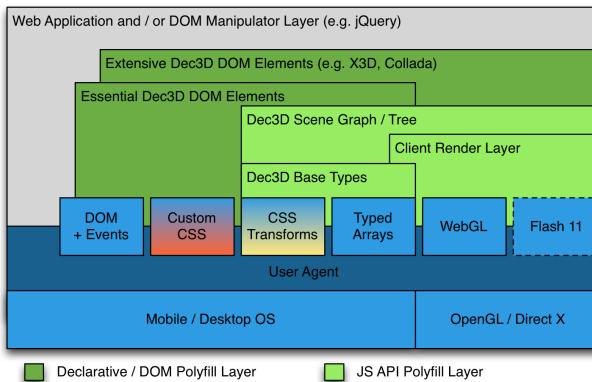
generate new or reuse existing content. This requires that suitable exporters and converters can be built. However, as 3D on the Web is supposed mainly as a delivery mechanism, it is not necessary to include the ability to semantically represent all 3D features.

**Platform Independence** 3D content needs to be described in a way that does rely neither on a specific render API such as OpenGL or DirectX nor on a specific rendering technique such as rasterization or ray tracing only [Schwenk et al. 2012]. This should allow for content to be portable across browsers, rendering techniques, and hardware platforms, while taking advantage of available features wherever possible. The results of rendering content under such different environments should be highly predictable.

**Efficiency and Scalability** Interactive real-time 3D graphics enables new forms of interactivity on the Web but also adds significant new requirements on user agents. A key requirement for the selected technology therefore is the possibility to implement it efficiently (cf. e.g. [Trevett 2012]). Native implementations allow utilizing all (battery) resources more efficiently while leveraging heterogeneous hardware. Thereby, the CPU time can be used for the application instead for rendering, collision, scene-housekeeping, etc., which is esp. critical for mobile devices. Since 3D scenes can become rather large, any solution should target scalability in the sense that 3D content should run across different platforms (from mobile devices to high-end graphics hardware) with predictable performance. Mechanisms should be in place to handle cases where the performance provided by a user agent on some platform is not sufficient, e.g. by allowing for switching to different content (e.g. lower LOD) or provide alternate methods of delivering the content (e.g. server-based rendering delivered via streaming video).

**Security and Digital Rights Management** Secure delivery of Web content is a general problem and not specific to 3D data. However, the economic value of 3D data might make the problem more acute. Any proposed solution should therefore be based on a general approach to secure Web content. However, we first need to collect use cases, extract requirements and examine how far existing methods (e.g. [Koller and Levoy 2005]) and standards can be transferred to the proposed architecture. It is already demonstrated that the application of XML Encryption and Signature is needed for document fragments as well as full documents, since high-fidelity or sensitive portions of 3D models often need special protections.

**Accessibility and Usability** Accessibility improvements serve all users, not just people with disabilities. A problematic aspect of many 3D graphics approaches however is that user navigation and interaction is implemented inconsistently. Therefore, users familiar with one approach are impeded when navigating or interacting with other 3D scenes and models. Examination of relevant Web Accessi-



**Figure 3:** Proposed declarative 3D “polyfill” runtime architecture.



**Figure 4:** A highly dynamic declarative 3D scene with nine animated and skinned characters. The calculation is either performed with classical sequential JavaScript or in parallel exploiting Intel’s River Trail proposal for parallel data computations in JavaScript.

bility Initiatives (WAI) principles might provide significant benefit. Conversely, use of declarative 3D graphics models might provide major benefits when describing the accessibility features and constraints of real-world objects and locations. Declarative 3D goals and potential solutions may achieve significant benefits if they are harmonizable with WAI imperatives.

is a JavaScript-based open-source framework for declarative 3D graphics in HTML5 that aims at extending the HTML DOM tree with declarative 3D objects while employing modern Web technologies like CSS3, Ajax, DOM scripting, as well as WebGL and – as fallback – Adobe’s Flash 11 with Stage 3D [Adobe 2013] for GPU-accelerated rendering. The proposed 3D elements are mostly based upon the open ISO standard X3D [Web3D Consortium 2011], though X3DOM introduces a special HTML profile that basically extends the X3D Interchange profile. Additionally, instead of implementing the somehow odd X3D pointing device sensor component, X3DOM simply uses, and appropriately extends, the HTML UI/Mouse events such that 3D pick events are likewise supported.

Furthermore, to overcome various problems that come along when embedding 3D mesh data, which typically consists of several megabytes of vertex attribute data, directly into the DOM tree, the developers are working on efficient 3D mesh encodings that allow separating the node structure from the raw vertex data [Behr et al. 2012b]. In this regard, Figures 2 and 4 show several X3DOM applications from the cultural heritage and engineering domain, where the ability to efficiently handle big 3D data sets is of high importance. Based on this work, 3D transmission formats are now also a major topic at the Khronos Group [Trevett 2012], where it is similarly argued that raw 3D data, just like image, video or audio data, needs to be externalized from the HTML document.

X3DOM [Behr et al. 2009] and XML3D [Sons et al. 2010] are two open-source frameworks available, which are briefly introduced in this section. Both frameworks support the ongoing discussion in the computer graphics and Web communities how an integration of HTML(5) and Declarative 3D content could look like. This discussion is followed by the presentation of the so-called “polyfill” approach for further development activities.

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This generic and consistent handling of resources allows fine-granular composition of data sources. It can be combined with Xflow, a declarative data flow component [Klein et al. 2012] that allows for dynamic meshes, morphing, animation of shader parameters, image processing and AR. The data flow computation can be mapped to hardware, e.g. by composition of WebGL shaders or by exploiting available APIs such as Web Workers [World Wide Web Consortium 2012] or River Trail [Herhut et al. 2012]. Figure 5 shows a XML3D scene with seven characters, skinned and

As already mentioned, the Dec3D Community Group [W3C Community Group 2013] has been formed to determine the requirements, options, and use cases for the declarative integration of interactive 3D graphics capabilities into the Web technology stack, which will provide a foundation for future standardization. While this standardization is our goal, we still need platforms allowing for the experimentation and for the assessment of our design decisions. We also need to reach out to Web developers who could provide us with valuable feedback as early as possible.

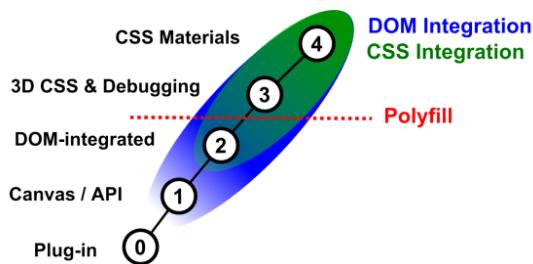
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### 3 Declarative 3D Frameworks

#### 3.1 X3DOM and XML3D

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Fraunhofer IGD’s X3DOM [Behr et al. 2009; Behr et al. 2012b]



**Figure 6:** Levels of integration: current browser APIs only allow integrating with DOM and DOM Events, but not yet fully with CSS.

265 animated with Xflow.

### 266 3.2 Polyfill Approach

267 We also propose to measure a level of integration for 3D graphics  
268 in terms of W3C technologies (DOM, CSS, etc.) to explain existing  
269 and possible integration levels (Figure 6 shows that currently  
270 only level 2, DOM integration, is possible), and to finally identify a  
271 suitable integration level for declarative 3D. However, the latter im-  
272 poses several problems in that it requires having a set of 3D-specific  
273 CSS properties or even a full shader description via CSS as well as  
274 a deeper integration into debugging tools like Chrome Developer  
275 Tools or Firebug. However, integration levels 3 and 4 are currently  
276 not yet achievable by a JavaScript implementation, because the re-  
277 quired APIs are missing: it is not possible to introduce new CSS  
278 properties or to extend developer tools by an API.

299 It quickly became clear that a higher level of integration requires  
300 additional APIs in user agents. After discussions with browser ven-  
301 dors (namely Firefox and Chrome), who made it clear that integra-  
302 tion of the desired extensions natively into their frameworks is not  
303 currently their priority, we decided to consider a polyfill approach  
304 for the further development activities. Nevertheless, communicat-  
305 ing and requesting additional and missing features like custom CSS  
306 properties or CSS monitoring is necessary.

328 A *polyfill* is a downloadable piece of code, which provides facilities  
329 that are not natively built-in to a Web browser [Sharp 2010]. For  
330 example, many features of HTML5 are not supported by versions  
331 of Internet Explorer older than version 8 or 9, but can be used by  
332 web pages if those pages install a so-called polyfill. Polyfills can  
333 also be used to add entirely new functionality to browsers.

355 Polyfill-based approaches allow deriving hard requirements for re-  
356 lated and utilized W3C standards and user agent (UA) APIs imme-  
357 diately. This leads to much more evolving concepts and solutions in  
358 contrast to an overall declarative 3D specification. In the following  
359 we hence list our most important UA requirements.

378 **DOM** The polyfill layer must be able to access and monitor  
379 changes in related DOM elements. This can be achieved using  
380 the now deprecated DOM Mutation Events as well as the  
381 new *MutationObserver*<sup>1</sup> objects.

398 **Events** The UA must support registration, firing, and extending  
400 UI events. This is mainly done through dynamic property  
401 changes in the JavaScript object, which currently represent  
402 the event for performance reasons.

406 **Custom CSS properties** The goal is to support scene man-  
407 agement through custom CSS properties. Unfortunately, this was

308 not possible in the last years, but may change with the new  
309 CSS Custom Properties specification [W3C 2013].

310 **CSS 3D Transforms** The CSS 3D Transforms module [W3C  
311 2012a] is now supported in all major browsers, but the meth-  
312 ods to monitor final matrix changes are limited right now and  
313 should be further extended for optimal performance.

314 **TypedArrays** TypedArrays [Khronos 2012] were first introduced  
315 with the WebGL specification but are now an established  
316 method to process large portions of typed data efficiently.

317 **Generic GPU access** For client-side rendering the polyfill layer  
318 has to access the GPU functionality almost directly. Here,  
319 WebGL is there a perfect candidate and Flash 11/Stage3D a  
320 second fallback option.

321 To sum up, the X3DOM and XML3D experimental declarative 3D  
322 Web publishing frameworks are designed to explore different op-  
323 tions for adding 3D graphics to HTML. Here, Figure 3 depicts our  
324 proposed declarative 3D polyfill runtime architecture, though we'd  
325 like to stress that the whole integration model is still evolving and  
326 open for discussion.

### 327 3.3 Declarative 3D Essentials

328 In this section we briefly outline our proposed essential elements for  
329 an upcoming Dec3D standard. First of all, a start element allows the  
330 transition from the HTML flow layout to 3D transformations:

```
331 <div>
332   <dec3d style="border: 1px solid black;">
333     ...
334   </dec3d>
335 </div>
```

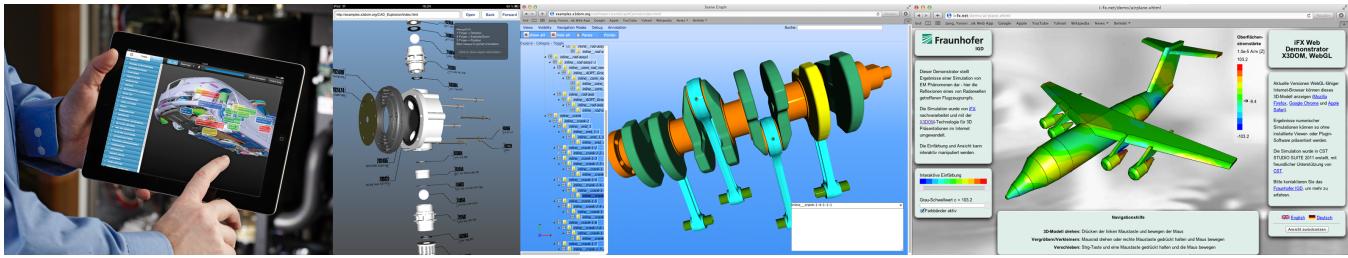
336 The DOM integration obviously extends the HTML hierarchy. But  
337 this comes along with certain issues like the correct treatment of  
338 CSS inheritance. Therefore, CSS integration is another point in that  
339 existing CSS properties should be used where applicable. Transfor-  
340 mations for instance can be represented using CSS 3D Transforms  
341 [W3C 2012a]. In addition, a set of 3D-specific CSS properties (e.g.  
342 for defining the appearance) needs to be defined. However, custom  
343 CSS properties are not yet supported by any Web Browser, though  
344 finally this seems to change now [W3C 2013].

345 Moreover, not only standard DOM UI Events like ‘mouseover’ and  
346 ‘click’ shall be supported, but also events that contain 3D-specific  
347 context information. In this regard, the Browser API should ex-  
348 pose convenience functions and special Dec3D base types consist-  
349 ing of a lean set of complex data types for 2D/3D graphics. Simi-  
350 larly, generic mesh data containers should be based on TypedArrays  
351 [Khronos 2012] with appropriate interfaces to efficiently modify the  
352 data, where external binary containers are used as transmission for-  
353 mat [Behr et al. 2012b; Trevett 2012]. Thus, 3D geometry definition  
354 will stay close to OpenGL primitives.

355 Besides this, we further distinguish between essential Dec3D DOM  
356 Elements, where the focus lies on a minimalistic element set, as well  
357 as more comprehensive Dec3D DOM Elements (see middle of Fig-  
358 ure 3), which build on top of those with the focus on usability and  
359 which for convenience could build on existing scene-graph stan-  
360 dards like X3D [Web3D Consortium 2011].

361 Essential DOM elements are a basic set of built-in shaders, which  
362 should be enough for most use cases. Advantages are that they do  
363 not entail timing attack issues and that they can adapt to any tar-  
364 get device. As textures, HTML elements like <img>, <video>,  
365 <canvas> shall be used, whereas elements like <svg> and  
366 <html> can serve as interactive textures.

<sup>1</sup><https://dvcs.w3.org/hg/domcore/raw-file/tip/Overview.html#mutation-observers>



**Figure 5:** From left to right: web-based design review application with annotation markers; interactive explosion of CAD model on iPad; lightweight web-based viewer for 3D CAD data; visualization and interactive exploration of simulation data by using extended mouse events.

367 Lights are basically also shader parameters in OpenGL/WebGL  
 368 [Marrin 2012], but here shall be represented as own elements to  
 369 provide intuitive ways to define lights and to not obstruct more ad-  
 370 vanced future concepts. Likewise, viewpoints can serve as link to  
 371 certain points of interest within the document. However, it is still  
 372 discussable if some pre-defined camera navigation modes should be  
 373 part of the essential profile.

411 capabilities of Dec3D. For example, one application could require  
 412 huge 3D datasets which are impractical for inclusion directly into  
 413 the DOM; another could require real-time control of an external  
 414 system (inter-process communication); another could integrate with  
 415 a complex data base; another an illustration of complex data (infor-  
 416 mation visualization) without a physical analog, and another a more  
 417 traditional scientific visualization. Key to selection of these applica-  
 418 tions is the use and demonstration of a declarative 3D requirement.

## 374 4 Declarative 3D Agenda

375 In this section we shape the agenda and identify upcoming research  
 376 issues for the next development stage of Dec3D. During the 1<sup>st</sup> Intl.  
 377 Workshop on Declarative 3D [Behr et al. 2012a] as well as during  
 378 more informal meetings at Web3D and SIGGRAPH in 2011/2012,  
 379 the members and supporters of the Declarative 3D W3C Commu-  
 380 nity Group agreed upon the following topics to make the effort suc-  
 381 cessful and for the W3C to adopt/develop a Dec3D standard.

419 **W3C Working Group Proposal** Finally, the Community Group  
 420 should deliver reports documenting its progress, any conclusions  
 421 it arrived at with respect to the standardization of *Declarative 3D*  
 422 for the Web and, if reaching a positive conclusion, recommending  
 423 a standardization approach as a basis for a future W3C working  
 424 group on the same topic.

## 425 5 Conclusions

382 **Encourage Participation** All relevant stakeholders, e.g. devel-  
 383 opers, designers, researchers, 3D artists, industry professionals,  
 384 representatives of standards organizations, accessibility experts,  
 385 and user-agent implementers, are encouraged to participate in this  
 386 group. Participants should be willing to actively develop and do-  
 387 nate materials towards the group's deliverables, as well as attend  
 388 the group's teleconferences and face-to-face meetings.

426 While WebGL, a 3D imperative graphics API in the Web context,  
 427 is getting more and more traction, we are still missing an easy way  
 428 to add interactive high-level declarative 3D objects to an HTML  
 429 document to allow anyone to easily create, share, and experience  
 430 interactive 3D graphics, with possibly wide ranging effects similar  
 431 to those caused by the broad availability of video on the Web. The  
 432 main motivation is thus to make it easy to add 3D to Web pages  
 433 by bringing 3D to the Web developers and not vice versa. This  
 434 can be achieved by fully integrating 3D content into HTML5 docu-  
 435 ments, where interactive 3D graphics is a first class DOM objects.  
 436 Moreover, by reusing existing Web technology wherever possible,  
 437 no new concepts are added unless absolutely necessary.

389 **Clear Definition of Use Cases and Requirements** The group  
 390 needs to agree on a collection of use cases, where embedding 3D  
 391 data in HTML using a declarative approach provides significant  
 392 benefit. Here, declarative approaches esp. seem relevant for the in-  
 393 dustry, since they tend to think in formats not in APIs. Each use  
 394 case should explore how publishers and consumers benefit from  
 395 Dec3D. From these use cases, the group needs to derive and pri-  
 396 oritize the different required dimensions for the Dec3D technical  
 397 specification [Jankowski 2012; Le Feuvre 2012].

438 Another objective of this position paper on Declarative 3D for the  
 439 Web is to evaluate the options for a successful standardization of  
 440 a declarative approach to interactive 3D graphics as part of HTML  
 441 documents. The idea is to collect suitable use cases, derive require-  
 442 ments from them, and then find the essential set of features and con-  
 443 cepts that enables broad uptake by authors and users of interactive  
 444 3D on the Web. We are absolutely aware that our goal is ambitious  
 445 and it will take some time to implement these features. Therefore,  
 446 we call for more participation from the Web3D and W3C commu-  
 447 nities that we believe is crucial to achieve our common and ultimate  
 448 goal: 3D for everyone and everywhere.

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398 **Clear Technical Specification** The next step is the creation of  
 399 the clear, detailed and extensible technical specification of the im-  
 400 plementation concepts and features necessary to cover a majority  
 401 of useful requirements. Measurable properties need to be defined  
 402 to quantitatively and/or qualitatively evaluate the achieved solution,  
 403 document the pros and cons of each, and demonstrate that, based on  
 404 the above analysis, there is a good chance of success in creating a  
 405 W3C standard for Declarative 3D for the Web.

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406 **Outreach and Exemplar Applications** The group needs to con-  
 407 tinue its outreach activities through the high quality demonstra-  
 408 tions of the Declarative 3D philosophy using the open-source  
 409 frameworks X3DOM and XML3D. Therefore, several applications  
 410 should be identified, each requiring and demonstrating different ca-

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