

# COLLADA Meetup GDC 2012

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## **Thank You for Coming!**

- First in a series of meetups to engage with the COLLADA community
  - To foster COLLALDA cooperation and momentum
- We need your input and feedback
  - We want this to be an open discussion not a presentation
- Short kickoff slide set
  - State of the Union
  - Opportunities and issues
  - Suggested actions and collaboration





































































Over 100 members – any company worldwide is welcome to join





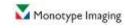




SAMSUNG





















Imagination















































































### **Khronos Ecosystem of Standards**











Computing

















Khronos creates royalty-free specifications to meet real market needs and helps drive industry adoption across multiple platforms

## The Industry Needs COLLADA

- Healthy ecosystems often have competing proprietary and open standards
  - OpenGL and DirectX
  - HTML5 and Flash
  - WebGL and Stage3D
  - OpenCL and CUDA
  - COLLADA and FBX
- Ecosystems work best when both are healthy and evolving
  - Healthy competition pushes both forward
  - Good for end-users and the industry

















### **Great COLLADA Momentum**

### Apple

- Natively supports COLLADA in MacOS Lion and iBooks

### Google

- Uses COLLADA in Google Earth and SketchUp

#### Adobe

- Imports COLLADA directly in Creative Suite

#### AutomationML

- And the CAD industry are investing in COLLADA 1.5











#### ISO

- COLLADA is in process to become a ISO standard for the CAD industry

### Extensive COLLADA conformance tests freely available from Khronos:

http://www.khronos.org/conformance/implementers/collada/

### **But! Import/Export Problems!**

- Import/export capability is not reliable
  - Particularly with 3ds Max, Maya and Blender
- Significantly diminishes COLLADA's value in enabling authoring pipelines
  - Many folks using FBX instead
- OpenCOLLADA is an open source project that has the potential provide widely available reliable import/export
  - BUT the open source project momentum has stalled
- The Khronos COLLADA working group has open discussions over the last month or two – and has some suggestions
- But we need your feedback!

### **Proposed Actions for Discussion**

- 1. We need much closer Consortium/Community cooperation
  - Proposal create discussion email list open to all
  - No Khronos membership needed
- 2. We need OpenCOLLADA to provide reliable import/export
  - Proposal Khronos fund fixing all major known bugs fix
  - Find a moderator from the community to keep momentum
- 3. We need an easier way to measure and track conformance
  - Proposal Khronos will fund a test and easy reporting framework for the conformance tests – anyone can test import/export
  - What gets measured improves!
- 4. Most content creators do not use all of COLLADA
  - Agree on a common-used subset for easier and more reliable conformance
  - Ton Roosendaal suggests "Basic model badge + Basic character badge"

### **Other Opportunities**

- COLLADA synergy with WebGL authoring
  - COLLADA import into common WebGL frameworks such as three.js?
- Lots of discussion needed around deployment formats
  - Compression, streaming
  - JSON? COLLADA to JSON conversion?



## But what do you think?

- Have we identified the most pressing issues?
- Are we proposing the right steps?