



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

Board of Promoters





Khronos Ecosystem of Standards



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?**