

Conclusions

drawn from the Hobby Projects

SIMUL-RR and SMUOS

Spring 2009 thru April 1st, 2014

References (chronologically):

<http://simulrr.wordpress.com> (the do-it-yourself-virtual-multiplayer-model-railroad)

<http://simulrr.sourceforge.net> (the SRR Framework)

<http://smuos.wordpress.com> (Simple Multiuser Online Scenes)

<http://smuos.sourceforge.net> (the SMUOS Framework)

Disclaimer:

This paper shows my personal view on the topic "3D Web", as it (the view) has been elaborated through a period of approximately five years of a hobby project.

There might be areas of intersection with my past or present professional duties in companies that were/are vendors of telecom equipment.

However, it must be made clear, this paper is showing my personal, private opinion and it is in no way any "official" statement of any company, which I might have been involved with or which I might be involved with.

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:-)

Introduction

Stop-and-go of the Project – Why?

I had involved some friends – the "friends of SrrTrains/Smuos" – into the project for a long time. Probably I have bothered a lot of them with my "newsletters" for a long time.

Frequently I "stopped" the project and I "re-started" the project again after some time, probably this was due to my "un-controlled" emotions and feelings.

Reason for this behaviour is, I tried to motivate "the telecom industry" to consider the standard X3D as a valuable standard for future evolution of the Internet and of the services provided for their users.

On the other hand, I'm "just a lonely boy", who tries to convince a whole industry about the values of the X3D standard.

Always, when I thought, I **have** convinced the telecom industry, I stopped my project, because "the mission of the project was fulfilled", and always, when I thought more **work of convincing** was necessary, I re-started the project.

:-)

However, We Had Goals for the Project

- Gain of know-how

Now, I am in a situation, where I can recommend the standard X3D for further usage.

I would even dare to recommend the "preliminary" standards X3DOM and WebGL, which can be used as long, as W3C browser will be used to embed 3D scenery within 2D scenery.

Although I agree, the "far-end" solution being to embed 2D scenery within 3D scenery (making W3C browsers a "part of" Web3D browsers, rather than Web3D browsers being "a part of" W3C browsers)

- Experimental implementation of the SRR Framework

Not yet "really" finished, but we are at a point of implementation, where we can state: "it's sufficient for the goals"

SrrTrains

The business case "do-it-yourself-virtual-multiplayer-model-railroad" was the original impetus to develop the SRR Framework

However, this business case has not been abandoned, but we admit a date of realization will be earliest "beyond 2035".