3D Internet, enabled by supercomputing technology, will change the way we collaborate, visualize, learn and play. This thrust area of SC09 will explore the use of HPC and its impact and application in delivering high quality, 3D visualization and analysis solutions.

The technologists of both HPC and 3D have a great deal to learn from each other. Through submitted papers, in-depth workshops, demonstrations and panel discussions, we hope to stimulate a wide range of discussion on this topic.

“3D cross HPC” panels: These two panels will explore the business and technology implications in emerging 3D internet applications which are utilizing HPC hardware and Software solutions. The technology discussion will focus on the technical impact of HPC in improving scalability, parallelism and real time performance of emerging gaming, 3D content, education and scientific visualization experiences delivered via the internet. The business discussion will focus on emerging business models to bring mass adoption of 3D internet technology.

“Building 3D Internet Experiences Workshop”: This half day workshop will have technology practitioners walk through the development process for compelling scientific simulations and visualizations and collaborative educational environments.

Finally, SC09 is leading the development of Sciencesim, an open source platform for the development of 3D Simulation and collaboration experiences and welcomes submissions of applications of this technology for community exploration and review.

Our goal is to use the 3D Internet theme at the 22nd annual SC conference in Portland, Oregon to launch technology and business momentum behind the next generation of 3D experiences using Supercomputing technology to encourage broad dialogue on visions of the future.

For more information or to join the 3D Internet discussion at SC09, contact us at: 3DInternet@info.supercomputing.org