

[\*HEADS UP\*: following the success of the [Worlds In Motion Summit at GDC 2008](#), look for major WiM/virtual worlds elements at Sept's [Austin GDC 2008](#) - watch this space!]

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## ShareCG, Altadyn Partner For Virtual-World Development Platform and Content Library



Digital art community [ShareCG.com](#) and 3D software developer [Altadyn](#) have partnered to provide game developers, graphic artists, and animation enthusiasts tools to develop and share their virtual worlds online.

The partnership will allow users to create and populate virtual worlds with Altadyn's Java-based [3DXplorer software](#) and [ShareCG's library](#) of user-contributed 3D models, artwork, textures, and other resources. These 3D environments have a variety of possible applications: real estate walk-through tours, online meetings, virtual tradeshows, and games.

Once a user has customized a virtual world, the creation can be posted onto [ShareCG](#), where hundreds of thousands of visitors can explore and rate the world through their browsers.

Said Altadyn CEO Darius Lahoutifard, "ShareCG's fast growing community is a valuable source of content for all 3DXplorer users who can build unique Virtual Worlds and 3D websites by incorporating a variety of creative 3D models as well as other computer graphics elements available on [ShareCG.com](#)."

Posted by Eric Caoili on April 25, 2008 12:40 PM | [Permalink](#)

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GAME OF THE MONTH



[WorldsInMotion.biz](#) discusses the business of online worlds - from MMOs to virtual worlds and beyond - and is created by the folks behind:

**GameDevelopers Conference**

**GAMASUTRA**

**WORLDS IN MOTION CONFERENCES**

Worlds In Motion is planning further summit content to debut at [Austin GDC 2008](#). This follows the standing-room only inaugural February 2008 conference:

**WORLDS IN MOTION SUMMIT**

**LATEST WORLDS IN MOTION JOBS**

[Project Manager \(Warhammer 40K\) - Vigil Games Austin, TX, USA](#)

[Senior UI Artist - Darksiders - Vigil Games Austin, TX, USA](#)

[Senior Environment Artist - Darksiders - Vigil Games Austin, TX, USA](#)

[Senior Physics Programmer - Warhammer 40K - Vigil Games Austin, TX, USA](#)

[Senior Animator \(Darksiders\) - Vigil Games Austin, TX, USA](#)

[Client UI Programmer \(Warhammer 40K\) - Vigil Games Austin, TX, USA](#)