

## Journals

***An adaptable virtual engineering platform for distributed design based on open source game technology.***

McIntosh P et al. *Advances in Engineering Software*, [Volume 43, Issue 1](#), January (2012), Pages 71–86  
doi:10.1016/j.advengsoft.2011.08.002 ([Here](#))

***Eclipse GEF3D: Bringing 3D to Existing 2D Editors.*** VON PILGRIM, J., DUSKE, K. & MCINTOSH, P. *Journal of Information Visualisation*. Volume 8 Issue 2 (2009) (Link to X3D-UML [Publications](#))

## Conferences

***X3D-UML: 3D UML Mechatronic Diagrams.*** MCINTOSH, P & HAMILTON, M. Australian Software Engineering Conference. Auckland, New Zealand (ASWEC 2010) (Link to X3D-UML [Publications](#))

***X3D-UML: 3D UML State Machine Diagrams.\**** MCINTOSH, P., HAMILTON, M. & SCHYNDEL, R. Proceedings of the 11th international conference on Model Driven Engineering Languages and Systems. Toulouse, France, Springer-Verlag (MODELS 2008) (Link to X3D-UML [Publications](#))

***X3D-UML: Enabling Advanced UML Visualisation Through X3D.*** MCINTOSH, P., HAMILTON, M. & SCHYNDEL, R. V. 3D technologies for the World Wide Web - Proceedings of the tenth international conference on 3D Web technology. Bangor, United Kingdom, ACM Press. (WEB3D 2005) (Link to X3D-UML [Publications](#))

\*This paper was also awarded best paper at the annual RMIT student conference

## Workshops

***3D UML Heuristic Challenge.*** MCINTOSH, P. & VON PILGRIM, J. 2nd Workshop on the Layout of (Software) Engineering Diagrams Herrsching am Ammersee, Germany, ECEASST. (LED 2008). (Link to X3D-UML [Publications](#))