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Support for XP Fast User Switching and multiple user sessions
Standard PDF Encryption (restricted printing, modifying, copying text and images)
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Support for custom page sizes

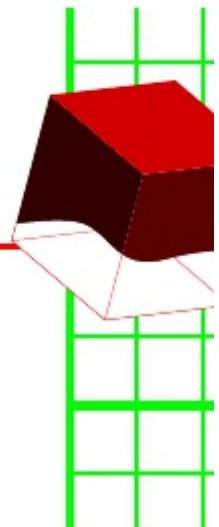
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This document illustrates several features of the I

VRML

VIRTUAL REALITY MODELING LANGUAGE



Introduction

The **Virtual Reality Modeling Language (VRML)** is a language for creating and sharing interactive 3D virtual worlds. It is a participant in the World Wide Web Consortium (W3C) and is hyperlinked with the World Wide Web. All aspects of virtual reality and internetworking can be specified using VRML. It is the

VRML become the standard language for interactive simulation on the Web.

The first version of VRML allows for the creation of virtual worlds with interactive behavior. These worlds can contain objects which are HTML documents or other valid MIME types. When clicked with a hyperlink, the appropriate MIME viewer is launched to view the document. To view a VRML document from within a correctly configured Web browser, a VRML viewer is launched. Thus VRML viewers are the perfect complement to standard WWW browsers for navigating and visualizing the Web. VRML will allow for richer behaviors, including animation, time, and multi-user interaction.

This document specifies the features and syntax of Version 1.0.

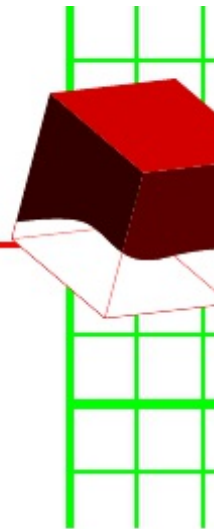
VRML Mission Statement

The history of the development of the Internet has had three distinct phases: the development of the TCP/IP infrastructure which allowed data to be sent in a proximately independent way; that is, Internet provided a way to send data sets and the hosts which manipulated them. While this was a great step, it was also confusing; without any clear sense of "what went where" the Internet was restricted to the class of sysops/net surfers who could maintain the data space.

Next, Tim Berners-Lee's work at CERN, where he developed the World Wide Web, added another layer of abstraction. This abstraction provided an "addressing" scheme, a unique identifier for each piece of data (Resource Locator), which could tell anyone "where to go to get a piece of data within the Web. While useful, it lacked dimensionality; there was only one way to navigate there within the web, and the only type of navigation permitted was by direct reference. In other words, I can only tell you how to get to the home page by saying, "http://www.wired.com/", which is not

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fact, I need to make an effort to remember it at all. So, what provides a retrieval mechanism to complement the existing a lot to be desired, particularly for human beings.

Finally, we move to "perceptualized" Internetworks, where that is, rendered sensually. If something is represented sensually, it has a sense of it. VRML is an attempt (how successful, only time will tell) to put humans at the center of the Internet, ordering its universe to reflect that, the most important single element is a standard that describes human perception. Virtual Reality Modeling Language is that standard. *universal description language for multi-participant simulation*

These three phases, storage, retrieval, and perceptualization, are part of the process of consciousness, as expressed in terms of semantic networks. Events occur and are recorded (memory); inferences are drawn (associations), and from sets of related events, maps of the environment are created (perception). What is important to remember is that the map should avoid becoming trapped in any single representation. To *design to avoid disorientation*, we should always provide a way of experience we can bring into manifestation!

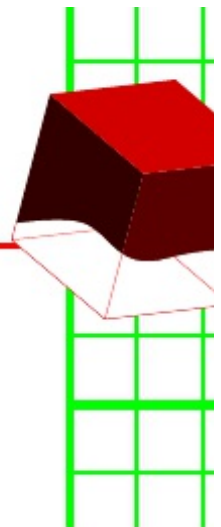
This document is the living proof of the success of a process that is open and flexible, responsive to the needs of a growing World. We didn't invent the wheel, we have adapted an existing specification from which our own work can grow, saving years of design and implementation mistakes. Now our real work can begin: that of rendering a

History

VRML was conceived in the spring of 1994 at the first annual WWW Conference in Geneva, Switzerland. Tim Berners-Lee and the Birds-of-a-Feather (BOF) session to discuss Virtual Reality on the Web. Several BOF attendees described projects already using 3D dimensional graphical visualization tools which interoperated. They agreed on the need for these tools to have a common language for description and WWW hyperlinks -- an analog of HTML for Virtual Reality. Virtual Reality Markup Language (VRML) was coined, and specification work after the conference. The word 'Markup' was added to 'Modeling' to reflect the graphical nature of VRML.



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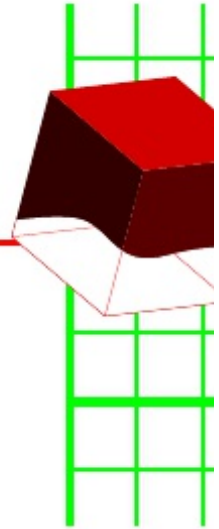
Shortly after the Geneva BOF session, the www-vrml mailing list invited the development of a specification for the first version of VRML. The invitation was overwhelming: within a week, there were over 100 responses. After an initial settling-in period, list moderator Mark Pesce of Lucent Technologies had the intention to have a draft version of the specification ready for the next WWW conference, a mere five months away. There was general agreement that the VRML specification should be developed in a public, open, and collaborative manner.

this schedule was aggressive, it was achievable provided the first version were not too ambitious and that VRML could be a solution. The list quickly agreed upon a set of requirements and began a search for technologies which could be adapted to

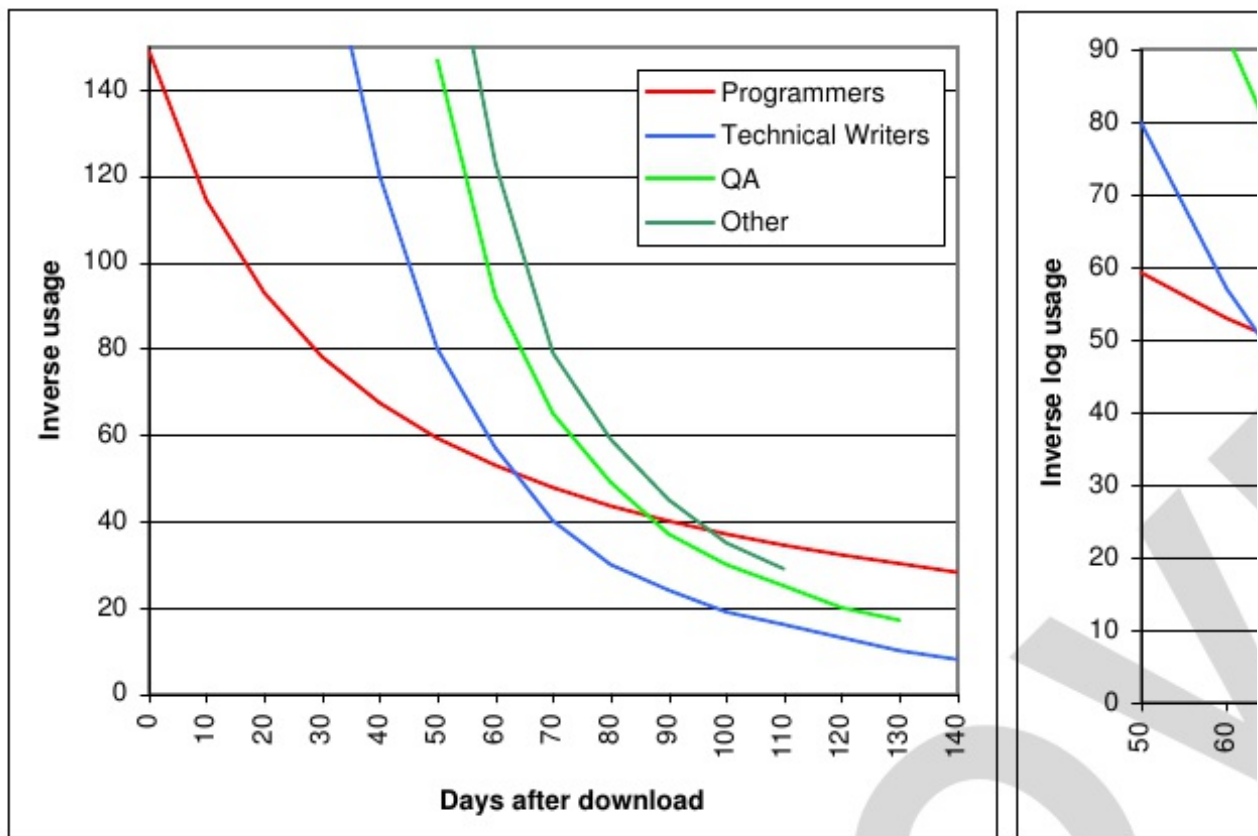
The search for existing technologies turned up a number of possibilities. After much deliberation the list came to a consensus: the Open Inventor File Format from Silicon Graphics, Inc. The Inventor File Format supports rendering of 3D scenes with polygonally rendered objects, lighting, materials, and other realism effects. A subset of the Inventor File Format, with support for networking, forms the basis of VRML. Gavin Bell of Silicon Graphics converted the Inventor File Format for VRML, with design input from the list. He stated that the file format is available for use in the open market and has converted the file format parser into the public domain to bootstrap VRML.

VRML

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A Graphical Representation of Inverse VRML Uptake



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| 61.4 | 114.43 | 10 | | | |
| 49.8 | 92.846 | 20 | | | |
| 41.9 | 78.102 | 30 | 180 | | |
| 36.2 | 67.402 | 40 | 120 | | |
| 31.8 | 59.275 | 50 | 80.0 | 147.0 | 192.0 |
| 28.4 | 52.9 | 60 | 57.0 | 92.0 | 123.0 |
| 25.6 | 47.774 | 70 | 40.0 | 65.0 | 79.0 |
| 23.4 | 43.543 | 80 | 30.0 | 49.0 | 59.0 |
| 21.5 | 40.001 | 90 | 24.0 | 37.0 | 45.0 |
| 19.9 | 37 | 100 | 19.0 | 30.0 | 35.0 |
| 18.5 | 34.409 | 110 | 16.0 | 25.0 | 29.0 |
| 17.3 | 32.154 | 120 | 13.0 | 20.0 | n/a |
| 16.2 | 30.178 | 130 | 10.0 | 17.0 | n/a |
| 15.1 | 28.202 | 140 | 8.0 | n/a | n/a |