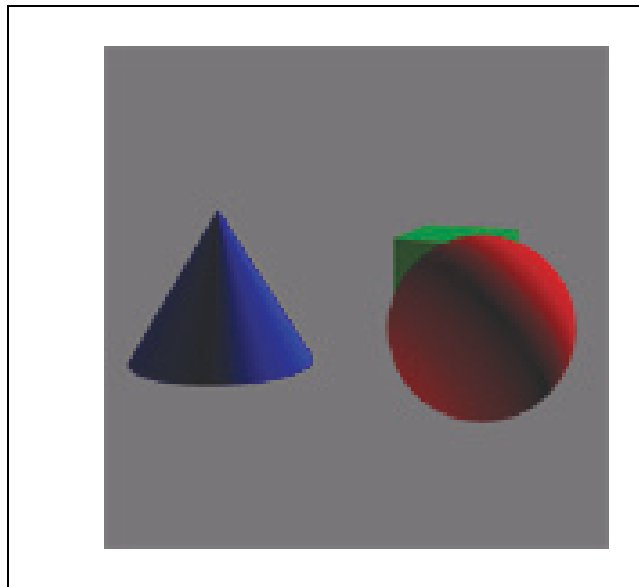```
        /O 1
        /V true >>
    ]
    endobj

    5 0 obj   %View1, using the default set of node params
    <<
        /Type /3DView
        /XN (View1)
        /NA 3 0 R
        ...
    >>
    endobj

    6 0 obj   %View2, using the alternate set of node params
    <<
        /Type /3DView
        /XN (View2)
        /NA 4 0 R
        ...
    >>
    endobj
```



**FIGURE 9.14**  *Rendering of the 3D artwork using View1 (all shapes visible and opaque)*