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https://www.linkedin.com/in/md-yasin-   
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 Kolkata, West Bengal   
   
   
   
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hyperlinked with the World Wide Web. All aspects of virtual world display, interaction  
and internetworking can be specified using VRML. It is the intention of its designers that  
VRML become the standard language for interactive simulation within the World Wide  
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The first version of VRML allows for the creation of virtual worlds with limited  
interactive behavior. These worlds can contain objects which have hyperlinks to other  
worlds, HTML documents or other valid MIME types. When the user selects an object  
with a hyperlink, the appropriate MIME viewer is launched. When the user selects a link  
to a VRML document fromwithin a correctly configured WWWbrowser, a VRML  
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standard WWWbrowsers for navigating and visualizing the Web. Future versions of  
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This document specifies the features and syntax of Version 1.0 of VRML.  
VRML Mission Statement  
The history of the development of the Internet has had three distinct phases; first, the  
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Next, TimBerners-Lee’s work at CERN, where he developed the hypermedia system  
known asWorld Wide Web, added another layer of abstraction to the existing structure.  
This abstraction provided an "addressing" scheme, a unique identifier (the Universal  
Resource Locator), which could tell anyone "where to go and how to get there" for any  
piece of data within the Web. While useful, it lacked dimensionality; there’s nothere  
there within the web, and the only type of navigation permissible (other than surfing) is  
by direct reference. In other words, I can only tell you how to get to the VRML Forum  
home page by saying, "http://www.wired.com/", which is not human-centered data. In  
  
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fact, I need to make an effort to remember it at all. So, while the World Wide Web  
provides a retrieval mechanismto complement the existing storage mechanism, it leaves  
a lot to be desired, particularly for human beings.  
Finally, we move to "perceptualized" Internetworks, where the data has been sensualized,  
that is, rendered sensually. If something is represented sensually, it is possible to make  
sense of it. VRML is an attempt (how successful, only time and effort will tell) to place  
humans at the center of the Internet, ordering its universe to our whims. In order to do  
that, the most important single element is a standard that defines the particularities of  
perception. Virtual Reality Modeling Language is that standard, designed to be a  
universal description language for multi-participant simulations.  
These three phases, storage, retrieval, and perceptualization are analogous to the human  
process of consciousness, as expressed in terms of semantics and cognitive science.  
Events occur and are recorded (memory); inferences are drawn frommemory  
(associations), and fromsets of related events, maps of the universe are created (cognitive  
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should avoid becoming trapped in any single representation or world-view. Although we  
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This document is the living proof of the success of a process that was committed to being  
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invent the wheel, we have adapted an existing specification (Open Inventor) as the basis  
fromwhich our own work can grow, saving years of design work and perhaps many  
mistakes. Now our real work can begin; that of rendering our noospheric space.  
History  
VRML was conceived in the spring of 1994 at the first annual World Wide Web  
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agreed on the need for these tools to have a common language for specifying 3D scene  
description and WWWhyperlinks -- an analog of HTML for virtual reality. The term  
Virtual Reality Markup Language (VRML) was coined, and the group resolved to begin  
specification work after the conference. The word ’Markup’ was later changed to  
’Modeling’ to reflect the graphical nature of VRML.  
  
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Shortly after the Geneva BOF session, the www-vrml mailing list was created to discuss  
the development of a specification for the first version of VRML. The response to the list  
invitation was overwhelming: within a week, there were over a thousand members. After  
an initial settling-in period, list moderator Mark Pesce of Labyrinth Group announced his  
intention to have a draft version of the specification ready by the WWWFall 1994  
conference, a mere five months away. There was general agreement on the list that, while  
this schedule was aggressive, it was achievable provided that the requirements for the  
first version were not too ambitious and that VRML could be adapted froman existing  
solution. The list quickly agreed upon a set of requirements for the first version, and  
began a search for technologies which could be adapted to fit the needs of VRML.  
The search for existing technologies turned up a several worthwhile candidates. After  
much deliberation the list came to a consensus: the Open Inventor ASCII File Format  
fromSilicon Graphics, Inc. The Inventor File Format supports complete descriptions of  
3D scenes with polygonally rendered objects, lighting, materials, ambient properties and  
realismeffects. A subset of the Inventor File Format, with extensions to support  
networking, forms the basis of VRML. Gavin Bell of Silicon Graphics has adapted the  
Inventor File Format for VRML, with design input fromthe mailing list. SGI has publicly  
stated that the file format is available for use in the open market, and have contributed a  
file format parser into the public domain to bootstrap VRML viewer development.  
  
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A Graphical Representation of Inverse VRML Uptake  
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25.647.7747040.065.079.0  
23.443.5438030.049.059.0  
21.540.0019024.037.045.0  
19.93710019.030.035.0  
18.534.40911016.025.029.0  
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Introduction  
TheVirtual Reality Modeling Language(VRML) is a language for describing multi-  
participant interactive simulations -- virtual worlds networked via the global Internet and  
hyperlinked with the World Wide Web. All aspects of virtual world display, interaction  
and internetworking can be specified using VRML. It is the intention of its designers that  
VRML become the standard language for interactive simulation within the World Wide  
Web.  
The first version of VRML allows for the creation of virtual worlds with limited  
interactive behavior. These worlds can contain objects which have hyperlinks to other  
worlds, HTML documents or other valid MIME types. When the user selects an object  
with a hyperlink, the appropriate MIME viewer is launched. When the user selects a link  
to a VRML document fromwithin a correctly configured WWWbrowser, a VRML  
viewer is launched. Thus VRML viewers are the perfect companion applications to  
standard WWWbrowsers for navigating and visualizing the Web. Future versions of  
VRML will allow for richer behaviors, including animations, motion physics and real-  
time multi-user interaction.  
This document specifies the features and syntax of Version 1.0 of VRML.  
VRML Mission Statement  
The history of the development of the Internet has had three distinct phases; first, the  
development of the TCP/IP infrastructure which allowed documents and data to be stored  
in a proximally independent way; that is, Internet provided a layer of abstraction between  
data sets and the hosts which manipulated them. While this abstraction was useful, it was  
also confusing; without any clear sense of "what went where", access to Internet was  
restricted to the class of sysops/net surfers who could maintain internal cognitive maps of  
the data space.  
Next, TimBerners-Lee’s work at CERN, where he developed the hypermedia system  
known asWorld Wide Web, added another layer of abstraction to the existing structure.  
This abstraction provided an "addressing" scheme, a unique identifier (the Universal  
Resource Locator), which could tell anyone "where to go and how to get there" for any  
piece of data within the Web. While useful, it lacked dimensionality; there’s nothere  
there within the web, and the only type of navigation permissible (other than surfing) is  
by direct reference. In other words, I can only tell you how to get to the VRML Forum  
home page by saying, "http://www.wired.com/", which is not human-centered data. In  
  
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fact, I need to make an effort to remember it at all. So, while the World Wide Web  
provides a retrieval mechanismto complement the existing storage mechanism, it leaves  
a lot to be desired, particularly for human beings.  
Finally, we move to "perceptualized" Internetworks, where the data has been sensualized,  
that is, rendered sensually. If something is represented sensually, it is possible to make  
sense of it. VRML is an attempt (how successful, only time and effort will tell) to place  
humans at the center of the Internet, ordering its universe to our whims. In order to do  
that, the most important single element is a standard that defines the particularities of  
perception. Virtual Reality Modeling Language is that standard, designed to be a  
universal description language for multi-participant simulations.  
These three phases, storage, retrieval, and perceptualization are analogous to the human  
process of consciousness, as expressed in terms of semantics and cognitive science.  
Events occur and are recorded (memory); inferences are drawn frommemory  
(associations), and fromsets of related events, maps of the universe are created (cognitive  
perception). What is important to remember is that the map isnotthe territory, and we  
should avoid becoming trapped in any single representation or world-view. Although we  
need todesign to avoid disorientation, we should always push the envelope in the kinds  
of experience we can bring into manifestation!  
This document is the living proof of the success of a process that was committed to being  
open and flexible, responsive to the needs of a growing Web community. Rather than re-  
invent the wheel, we have adapted an existing specification (Open Inventor) as the basis  
fromwhich our own work can grow, saving years of design work and perhaps many  
mistakes. Now our real work can begin; that of rendering our noospheric space.  
History  
VRML was conceived in the spring of 1994 at the first annual World Wide Web  
Conference in Geneva, Switzerland. TimBerners-Lee and Dave Raggett organized a  
Birds-of-a-Feather (BOF) session to discuss Virtual Reality interfaces to the World Wide  
Web. Several BOF attendees described projects already underway to build three  
dimensional graphical visualization tools which interoperate with the Web. Attendees  
agreed on the need for these tools to have a common language for specifying 3D scene  
description and WWWhyperlinks -- an analog of HTML for virtual reality. The term  
Virtual Reality Markup Language (VRML) was coined, and the group resolved to begin  
specification work after the conference. The word ’Markup’ was later changed to  
’Modeling’ to reflect the graphical nature of VRML.  
  
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