Figure 9.14 shows a view whose node array includes three nodes, all of which are rendered with the appearance opaque (/O 1) and visible (/V true).
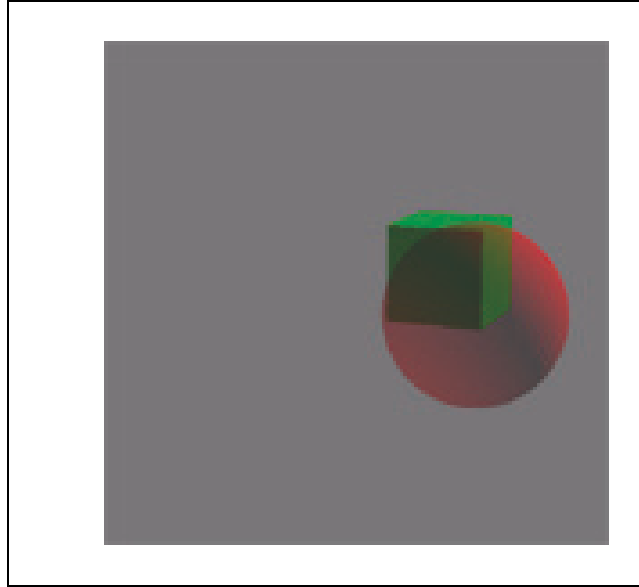

FIGURE 9.15 *Rendering of the 3D artwork using View2 (the cone is hidden and the sphere is semi-transparent)*

Figure 9.15 shows a view with a node array that specifies the same three nodes used in Figure 9.14. These nodes have the following display characteristics:

- The node named Sphere is partially transparent (/O 0.5) and visible (/V true)

- The node named Cone is opaque (/O 1) and invisible (/V false)

- The node named Cube is opaque (/O 1) and visible (/V true)

9.5.4 Coordinate Systems for 3D

3D artwork is a collection of objects whose positions and geometry are specified using three-dimensional coordinates. Section 4.2, "Coordinate Systems," discusses the concepts of two-dimensional coordinate systems, their geometry and transformations. This section extends those concepts to include the third dimension.