

## METHODS BY WHICH VIRTUAL OBJECTS CAN BE CONSTRUCTED

### ① Using a toolkit editor

→ All graphics programming languages allow 3D polygonal object shape to be created from scratch. Such capability is exploited by the programming toolkit layer that creates an authoring tool.

### ② Importing CAD files

AutoCAD/3D Studio are the de facto std in mechanical & architectural design. ∴ Preexisting models of mechanical assemblies or buildings can be reused to populate the virtual world.

### ③ Creating surfaces w/ a 3D Digitizer

This approach is taken when a given virtual object used by the simulation is not part of an existing database.

### ④ " " w/ a 3D Scanner

This represents a faster way to build 3D models, especially for large objects.

### ⑤ Using Online 3D Object Databases

Involves purchasing already created 3D Models from various commercial databases.