

Dsaask[fka[skf[sakf[k

Dsaask[fka[skf[sakf[k

Dsaask[fka[skf[sakf[k

Dsaask[fka[skf[sakf[k

Dsaask[fka[skf[sakf[k Dsaask[fka[skf[sakf[k Dsaask[fka[skf[sakf[k Dsaask[fka[skf[sakf

Dsaask[fka[skf[sakf[k

Dsaask[fka[skf[sakf[k

v

Dsaask[fka[skf[sakf[k

Dsaask[fka[skf[sakf[k

Dsaask[fka[skf[sakf[k

Dsaask[fka[skf[sakf[k

Dsaask[fka[skf[sakf[k

Dsaask[fka[skf[sakf[k

Dsaask[fka[skf[sakf[k

Dsaask[fka[skf[sakf[k

Dsaask[fka[skf[sakf[k

Dsaask[fka[skf[sakf[k

Dsaask[fka[skf[sakf[k Dsaask[fka[skf[sakf[k Dsaask[fka[skf[sakf[k Dsaask[fka[skf[sakf

Dsaask[fka[skf[sakf[k

Dsaask[fka[skf[sakf[k

v



Introduction

The **Virtual 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 from within a correctly configured WWW browser, a VRML viewer is launched. Thus VRML viewers are the perfect companion applications to standard WWW browsers 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, Tim Berners-Lee's work at CERN, where he developed the hypermedia system known as **World 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 no *there* 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