Computer Graphics Markup Language

(A solid modeling grammar)

C.D. Jones

Synopsis

To begin, Computer Solid modeling uses Set Theory and Booolean Logic to take primitives and intersect or union these objects among other operations to create complete models. CGML builds upon this concept by using Set Theory and Boolean Logic like CSG does but takes it a step further by using a scripting language to combine with CSG so that a markup language can be used to instantly create a model by giving the scripting engine commands in the console, using the scripting language and the console to see the results of the command. It is a combination of CSG, Markup Language, and Scripting. And of course, scripting as well. Overall it would be a programmable method of graphics.

Advanced students or amateur artists could make graphics such as these. Using this method via plain language description and modified in the same manner.