**VRML – VIRTUAL REALITY MARKUP LANGUAGE**

VRML is a language that lets you display three-dimensional worlds on a web browser or other program. It is very flexible and includes possibilities for using sound and URL links just like a web page. VRML is very complex, but you can create a very simple VRML world with primitive objects very easily.

Tips:

* You may need to download a program or a plug-in for your web browser to view VRML pages

I’ve got GLView on the course web page. This does not work on Macintoshes

* VRML pages must end with a period and “wrl” – i.e. **.wrl**
* VRML pages must begin with the line **#VRML V1.0 ascii**
* VRML commands start with a keyword and then have parameters enclosed in curly braces { }
* VRML commands are case-sensitive (Sphere works; sphere won't work)

Here are some useful commands. Words in *italics* are ones you can replace with numbers, so for "radius *radius*" you'd actually type "radius 4" or something like that..

Sphere{

radius *radius*

}

Cylinder{

radius *radius*

height *height*

parts (SIDES|BOTTOM|TOP) (optional - determines which parts are shown)

}

Cone{

bottomRadius *radius*

height *height*

parts (SIDES|BOTTOM) (optional - determines which parts are shown)

}

Cube{

width *width*

height *height*

depth *depth*

}

Material{

diffuseColor *Red Green Blue* (R G B values must be from 0-1)

}

Translation{

translation *x y z* (this moves the location where you start drawing)

}

Rotation{

rotation *x y z angle* (this rotates an object by *angle* about an axis defined by *x,y,z*)

}

Separator {

(use separators to isolate pieces of your scene and reset to old locations, colors, or rotations)

}