

# X3D Graphics for Web Authors

## Getting Started with X3D

*A journey of a thousand miles  
begins with a single step.*

Chinese proverb

# Contents

Goals, motivation and student background

Software support

- X3D Examples
- X3D-Edit authoring tool and Hello World example

*X3D for Web Authors*

- book organization and use

Summary and References

# Goals

This work presents Extensible 3D (X3D) Graphics, the open, royalty-free, international standard for 3D graphics on the Web

Book and presentation goals include

- Show Web authors experienced with HTML and XML how to build and connect X3D models
- Teach students principles of Web-capable 3D graphics
- Serve as a ready-reference book for X3D experts

Explain broad principles and specific details of X3D for anyone learning how to build 3D models

# Motivation 1

Over 30 years of steady growth and innovation have made 3D graphics an exciting field

Key professional organization is SIGGRAPH for computer graphics and interactive techniques

- Includes technical experts and artists alike
- <http://www.siggraph.org>

Nevertheless, few people actually build 3D models themselves

- Usually requires advanced programming skills
- Costly proprietary tools and approaches compete

# Motivation 2

Rather than creating another expensive technical niche, X3D is designed for Web interoperability

- Support capabilities common to most (or all) tools
- Provide import/export publishing compatibility for many other formats
- Align 3D with Architecture of the World Wide Web

This approach works well for simple 3D models, scaling up to large-scale virtual environments

- Ultimate X3D success means that 3D graphics becomes a “first-class citizen” for Web multimedia

# Student background

Provide introductory course in to 3D graphics achievable at undergraduate level

- Course successfully taught first as VRML, then X3D

The following are all helpful but not required

- XML authoring background
- Programming skills
- Modeling-tool experience

Lots of free resources are available

- Can be self-taught with dedicated effort
- Support and feedback from online community

# X3D Examples

Software support

# Software support for X3D authoring

Lots of free plugins, tools and resources provided

- X3D Resources at

<http://www.web3d.org/x3d/content/examples/X3dResources.html>

Best first step is to install an X3D plugin into your default Web browser

- Letting you easily view any X3D scene

Set up to author X3D scenes using plain-text editor, or else by using an X3D-aware authoring tool

- X3D-Edit provided free for any use
- Other tools listed on X3D Resources page above



# X3D Examples

Numerous (thousands) of X3D examples are available online

- <http://x3dgraphics.com/examples/X3dResources.html#Examples>

Can browse all examples in *X3D for Web Authors*

- <http://x3dgraphics.com/examples> summary
- <http://x3dgraphics.com/examples/X3dForWebAuthors> archive
- <http://x3dgraphics.com/X3dExamplesX3dForWebAuthors.zip>

Recommended approach:

- Browse examples online
- Download and edit on local system

# X3D Examples Archives

*X3D for Web Authors* 258 models

- Textbook on how to design and build X3D scenes

*Basic* 756 models

- Diverse scenes illustrating various X3D capabilities

*Conformance NIST* 732 models

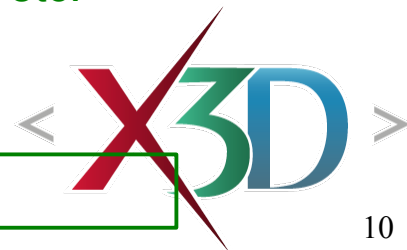
- Strictly defined test examples for correct operation

*VRML 2.0 Sourcebook* 415 models

- Textbook on VRML97, examples converted to X3D

*Savage* 1232 models etc.

- Open-source military models and tools



# X3D Examples download panel, X3D-Edit

**Download Example Archives**

X3D for Web Authors Examples  
A wide variety of basic examples are provided that show how to design and build X3D scenes. These are explained in the book X3D for Web Authors.

Basic Examples  
The Basic Examples archive provide provides numerous scenes illustrating a broad variety of X3D capabilities.

ConformanceNIST Test Suite Examples  
The ConformanceNIST Test Suite Examples were authored by National Institute of Standards and Technology (NIST) to provide a complete test set for the Virtual Reality Modeling Language (VRML97). They were automatically converted into X3D and provide approximate coverage for the X3D Immersive Profile.

VRML 2.0 Sourcebook X3D Examples  
The VRML 2.0 Sourcebook is an outstanding textbook covering the Virtual Reality Modeling Language (VRML) 97. These were the first examples converted into X3D.

Savage X3D Examples  
NPS Scenario Authoring and Visualization for Advanced Graphical Environments (SAVAGE) library is an open-source set of X3D models and prototype tools used for defense simulation.

Local download directory: ... C:\

# X3D-Edit authoring tool

Software support

# X3D-Edit

Available free for any use

- <https://savage.nps.edu/X3D-Edit>
- Written using Java, XML and X3D
- Windows, MacOSX, Linux, Solaris operating systems

Standalone application with automatic updates available once installed

Also available for Netbeans 8 as plugin module

- Open integrated development environment (IDE), primarily (but not exclusively) for Java
- <http://www.netbeans.org>

# X3D-Edit features

X3D-Edit features include direct editing of X3D scenes using the XML (.x3d) encoding, embedded visualization of scenes using the Xj3D viewer, XML validation against X3D DTDs and Schemas, drag-and-drop palette for X3D nodes, popup panels for node editing, and extensive help resources.

New features include ClassicVRML and X3D compressed binary encoding support, plus encryption and digital-signature authentication using XML Security standards.

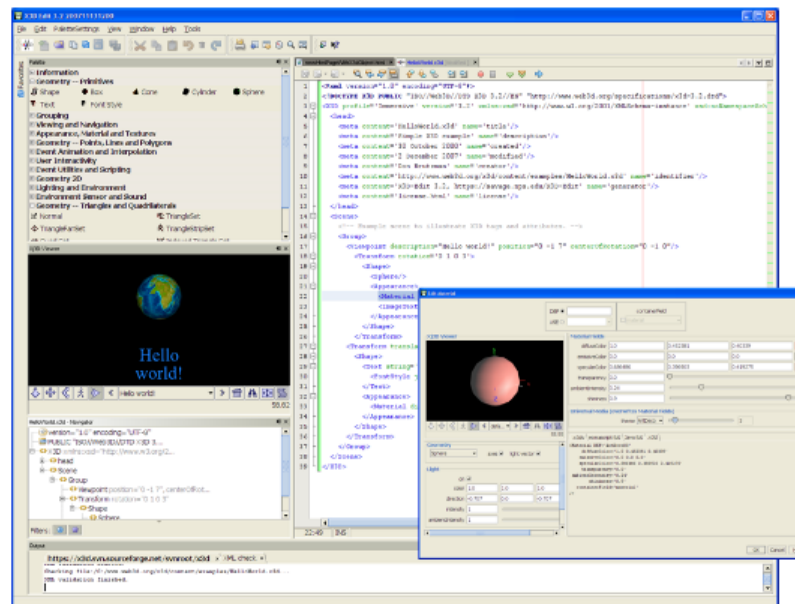


# X3D-Edit Authoring Tool for Extensible 3D (X3D) Graphics



[Overview](#) | [Acknowledgements](#) | [Book](#) | [Chat](#) | [Downloads](#) | [Features](#) | [Issue Tracking](#) | [Licenses](#) | [Mailing Lists](#) | [Plugins](#) | [Support](#) | [X3D Help](#) | [Contact](#)

X3D-Edit is an Extensible 3D (X3D) Graphics authoring tool for simple error-free editing, authoring and validation of X3D scenes.



## Overview

The X3D-Edit 3.2 Authoring Tool for [Extensible 3D \(X3D\) Graphics](#) supports the creation, checking, display and publication of X3D scenes. It is written in open-source Java and XML using the [Netbeans](#) platform, making it suitable both as a standalone application and as a plugin module for the Netbeans integrated development environment (IDE).

X3D-Edit features include direct editing of X3D scenes using the XML (.x3d) encoding, embedded visualization of scenes using the [Xj3D](#) viewer, XML validation against X3D DTDs and Schemas, drag-and-drop palette for X3D nodes, popup panels for node editing, and extensive help resources. Planned features include ClassicVRML and X3D compressed binary encoding support, encryption and digital-signature authentication using XML Security standards, and additional X3D scene authoring support.



Palettes and Favorites:

- Information
- Geometry -- Primitives
  - Shape
  - Box
  - Cone
  - Cylinder
  - Sphere
- Text
  - Font Style
- Grouping
- Viewing and Navigation
- Appearance, Material and Textures
- Geometry -- Points, Lines and Polygons
- Event Animation and Interpolation
- User Interactivity
- Event Utilities and Scripting
- Geometry 2D
- Lighting and Environment
- Environment Sensor and Sound
- Geometry -- Triangles and Quadrilaterals
  - Normal
  - TriangleSet
  - TriangleFanSet
  - TriangleStripSet



HelloWorld.x3d - Navigator

- version="1.0" encoding="UTF-8"
- PUBLIC "ISO//Web3D//DTD X3D 3.2//EN" "http://www.web3d.org/specifications/x3d-3.2.dtd"
- X3D xmlns:xsd="http://www.w3.org/2001/XMLSchema-instance" xsd:noNamespaceSchemaLocation="license.html"
  - head
    - Scene
      - Group
        - Viewpoint position="0 -1 7", centerOfRotation="0 -1 0"/
        - Transform rotation="0 1 0 3"/
        - Shape
          - Sphere

```

1 <?xml version="1.0" encoding="UTF-8"?>
2 <!DOCTYPE X3D PUBLIC "ISO//Web3D//DTD X3D 3.2//EN" "http://www.web3d.org/specifications/x3d-3.2.dtd">
3 <X3D profile='Immersive' version='3.2' xmlns:xsd='http://www.w3.org/2001/XMLSchema-instance' xsd:noNamespaceSchemaLocation='license.html'>
4   <head>
5     <meta content='HelloWorld.x3d' name='title'/>
6     <meta content='Simple X3D example' name='description'/>
7     <meta content='3D October 2000' name='created'/>
8     <meta content='2 December 2007' name='modified'/>
9     <meta content='Don Brutzman' name='creator'/>
10    <meta content='http://www.web3d.org/x3d/content/examples/HelloWorld.x3d' name='identifier'/>
11    <meta content='X3D-Edit 3.2, https://savage.nps.edu/X3D-Edit' name='generator'/>
12    <meta content='license.html' name='license'/>
13  </head>
14  <Scene>
15    <!-- Example scene to illustrate X3D tags and attributes. -->
16    <Group>
17      <Viewpoint description="Hello world!" position="0 -1 7" centerOfRotation="0 -1 0"/>
18      <Transform rotation="0 1 0 3">
19        <Shape>
20          <Sphere/>
21        <Appearance>
22          <Material>
23            <ImageTexture image="red.png" format="JPEG" wrap="REPEAT" repeat="1 1" color="0 0 0" transparency="0.0" ambientIntensity="0.24" shininess="0.9" containerField="material"/>
24          </Appearance>
25        </Shape>
26      </Transform>
27    <Transform translation="0 0 0">
28      <Shape>
29        <Text string="Hello world!" fontStyle="serif" size="24" color="blue" containerField="text"/>
30      </Shape>
31    </Transform>
32  </Group>
33 </Scene>
34 </X3D>

```

Edit Material

DEF: [ ] USE: [ ] containerField: [ ]

Material Fields:

dFluseColor	1.0	0.452381	0.40339
emissiveColor	0.0	0.0	0.0
specularColor	0.686486	0.396903	0.419275
transparency	0.0		
ambientIntensity	0.24		
shininess	0.9		

Universal Media (overrides Material Fields): theme: [ArtDeco] [ ]

X3D Viewer

55.55

Geometry: Sphere axes light vector

Light:

on [ ]

color	1.0	1.0	1.0
direction	-0.707	0.0	-0.707
intensity	1		
ambientIntensity	1		

Material Fields (XML):

```

<Material DEF="material">
  dFluseColor 1.0 0.452381 0.40339
  emissiveColor 0.0 0.0 0.0
  specularColor 0.686486 0.396903 0.419275
  transparency 0.0
  ambientIntensity 0.24
  shininess 0.9
  containerField="material"
</Material>

```

OK Cancel Help

Output

```

https://x3d.svn.sourceforge.net/svnroot/x3d x'>ML check x'
Checking file: C:/www.web3d.org/x3d/content/examples/HelloWorld.x3d...
XML validation finished.

```



# X3D-Edit download and installation

## Options on X3D-Edit home page

- <https://savage.nps.edu/X3D-Edit/#Downloads>

## Standalone executable application:

- Download and extract X3D-Edit3.2.zip
- <https://savage.nps.edu/X3D-Edit/X3D-Edit3.2.zip>
- Launch *runX3dEditWin.bat* on a Windows machine
- Launch *runX3dEditMac.sh.command* on a Mac
- Successful test reports received for Linux...
- That's all there is to it!

# X3D-Edit built using Netbeans

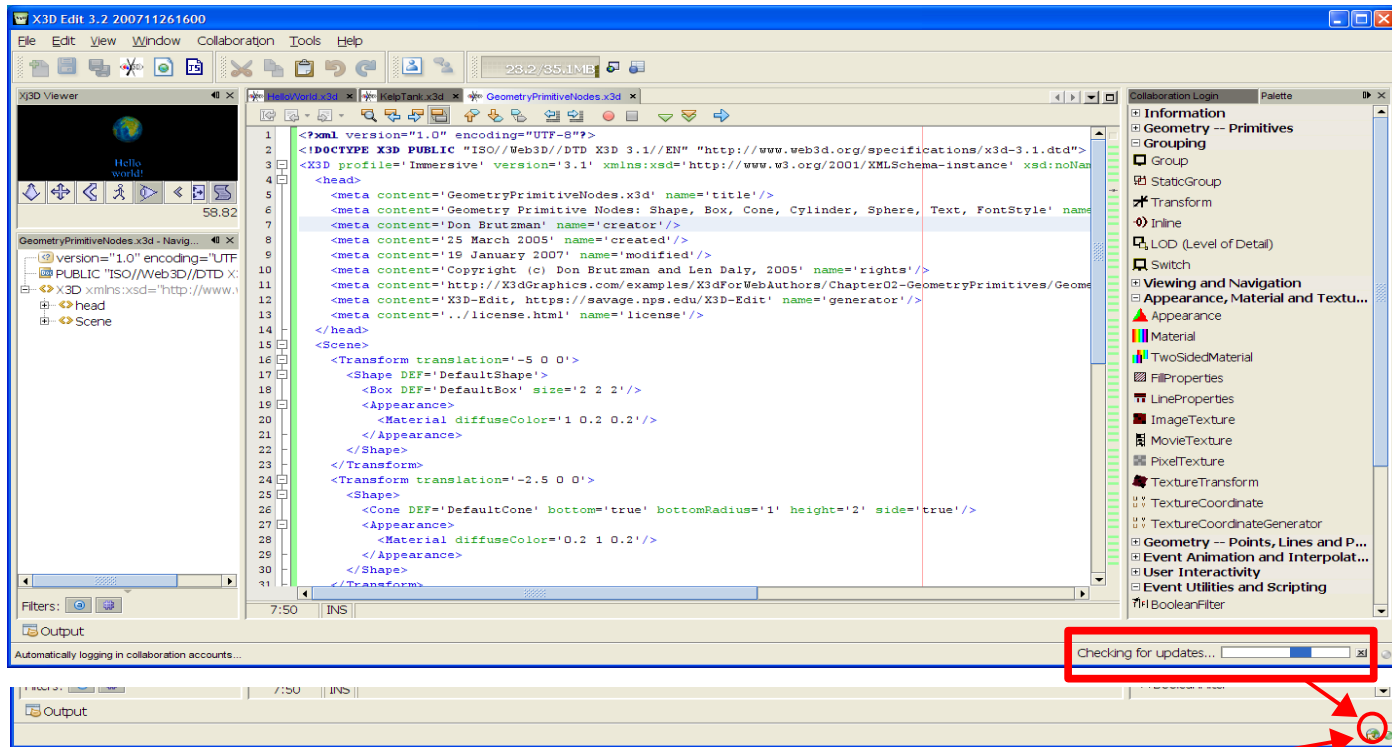
X3D-Edit 3.3 is written in Java using the Netbeans platform, and so is portable across major desktop and laptop operating systems (Windows MacOSX Linux Solaris)

- <http://www.netbeans.org>

Lots of help and documentation are provided, both online and within X3D-Edit help system

# X3D-Edit updates

Icon in lower-left corner of screen indicates when updates are available for automatic installation



Plugin available: click



Contents Search

- Legal Notices
- IDE Basics
- X3D Extensible 3D Graphics
- X3D-Edit
  - X3D-Edit home
    - Installing Collaboration Chat module
    - Report a bug
  - X3D Examples Help
  - X3D Scene Authoring Hints
  - X3D Specifications
  - X3D Tooltips**
    - X3D Tooltips in Chinese
    - X3D Tooltips in English
    - X3D Tooltips in French
    - X3D Tooltips in German
    - X3D Tooltips in Italian
    - X3D Tooltips in Portuguese
    - X3D Tooltips in Spanish
  - Xj3D Navigation Hotkeys
- Collaboration
  - About Collaboration
  - Creating and Managing Collaboration Accounts
  - Logging Into the Collaboration Server
  - Working With Groups and Contacts
  - Starting a Conversation
  - Chat
  - Filesharing

## Using the IDE Help System

[See Also](#)

Click any entry in the Contents tab to view the topic in the right pane of the Help viewer.

## Searching the Online Help

To perform a full-text search of all IDE help topics, click the Search tab and type a keyword in the Find text box.

## Using the Index

Click any entry in the Index tab to view the topic. To search the index, enter a term in the search field and press Enter. Press Enter multiple times to cycle through all occurrences of the term in the index.

## Getting Help for IDE Dialogs and Windows

Press F1 in any part of the IDE to open a help topic that is specific to the task you are doing or where you are in the IDE.

## Tutorials and Additional Documentation

For general information about the IDE, see the Getting Started section of the online help. Tutorials and other documentation can be found in the Help menu.

## See Also

- [Help Viewer Shortcuts](#)
- [Displaying Help in a Web Browser](#)

[Legal Notices](#)

# X3D-Edit Help

# Highlights of NetBeans IDE 6.0 Keyboard Shortcuts & Code Templates

## Finding, Searching, and Replacing

Ctrl-F3	Search word at insert point
F3/Shift-F3	Find next/previous in file
Ctrl-F/H	Find/Replace in file
Alt-F7	Find usages
Ctrl-Shift-P	Find/replace in projects
Alt-Shift-U	Find usages results
Alt-Shift-H	Turn off search result highlights
Ctrl-R	Rename
Ctrl-U, then U	Convert selection to uppercase
Ctrl-U, then L	Convert selection to lowercase
Ctrl-U, then S	Toggle case of selection
Alt-Shift-V	Paste formatted

## Navigating through Source Code

Ctrl-O/Alt-Shift-O	Go to type/file
Ctrl-Shift-T	Go to JUnit test
Alt-O	Go to source
Ctrl-B	Go to declaration
Ctrl-G	Go to line
Ctrl-Shift-M	Toggle add/remove bookmark
Ctrl-Shift-Period/Comma	Next/previous bookmark
Ctrl-Period/Comma	Next/previous usage/compile error
Ctrl-Shift-1/2/3	Select in Projects/Files/Favorites
Ctrl-[	Move caret to matching bracket
Ctrl-K/Ctrl-Shift K	Next/previous word match
Alt-Left/Alt-Right/Ctrl-Q	Go backward/forward/to last edit

## Coding in Java

Alt-Insert	Generate code
Ctrl-Shift-I	Fix all class imports
Alt-Shift-I	Fix selected class's import
Alt-Shift-F	Format selection
Alt-Shift Left/Right/Up/Down	Shift lines left/right/up/down
Ctrl-Shift-Up/D	Copy lines up/down
Ctrl/Alt-F12	Inspect members/hierarchy
Ctrl-/	Add/remove comment lines
Ctrl-E	Delete current line

## Coding in C/C++

Alt-Shift-C	Go to declaration
Ctrl-F9	Evaluate expression

## Coding in Ruby

Ctrl-Shift-A	Jump Rails action > view
Alt-Shift-Period/Comma	Select Next/Previous element
Ctrl-Shift-Space	Show documentation
Ctrl-Shift-T	Jump from test file to file

## SOA

Tab-Shift-Arrows	Move through elements
Alt-Shift-F	Advanced search
Alt/Shift-Enter	Expand/collapse elements
Ctrl-Shift-9	Show BPEL Mapper

## UML

Alt-Shift-A/O	Insert attribute/operation into selected element
Ctrl-Shift-F	Fit diagram into window
F8	Toggle Overview window
Ctrl-Shift-5	Select active UML diagram

## Compiling, Testing, and Running

F9	Compile package/ file
F11	Build main project
Shift-F11	Clean & build main project
Ctrl-Q	Set request parameters
Ctrl-Shift-U	Create JUnit test
Ctrl-F6/ALT-F6	Run JUnit test on file/project
F6/Shift-F6	Run main project/file

## Opening and Toggling between Views

Ctrl-Tab (Ctrl-`)	Toggle between open documents
Shift-Escape	Maximize window (toggle)
Ctrl-F4/Ctrl-W	Close currently selected window
Ctrl-Shift-F4	Close all windows
Shift-F10	Open contextual menu
Alt-Shift-D	Undock window

## Debugging

Ctrl-F5	Start debugging main project
Ctrl-Shift-F5	Start debugging current file
Ctrl-Shift-F6	Start debugging test for file (JUnit)
Shift-F5/F5	Stop/Continue debugging session
F4	Run to cursor location in file
F7/F8	Step into/over
Ctrl-F7	Step out
Ctrl-Alt-Up	Go to called method
Ctrl-Alt-Down	Go to calling method
Ctrl-F9	Evaluate expression
Ctrl-F8	Toggle breakpoint
Ctrl-Shift-F8	New breakpoint
Ctrl-Shift-F7	New watch

# Hello World example

# Hello World example

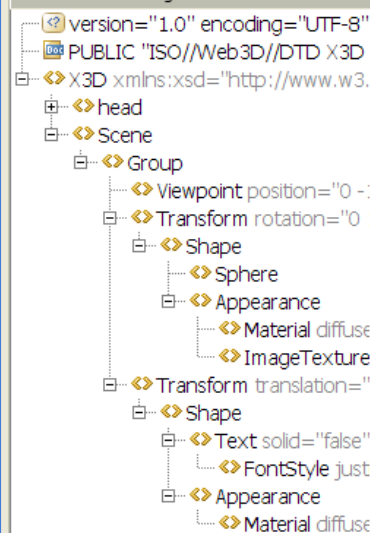
Hello World programs are simple examples of a computer language to illustrate their structure

- HelloWorld.x3d actually has a small world in it!
- Found in local-directory archive download at [www.web3d.org/x3d/content/examples](http://www.web3d.org/x3d/content/examples)

X3D-Edit display includes color-coded text, node palette, validation, XML tree, Xj3D rendering

- Pretty-print HTML version is another useful output

Studying and modifying HelloWorld.x3d is an excellent way to learn a lot about X3D graphics



```

XML validation started.
Checking file: /C:/www.web3d.org/x3d/content/examples/HelloWorld.x3d...
XML validation finished.
  
```

```

<?xml version="1.0" encoding="UTF-8"?>
<!DOCTYPE X3D PUBLIC "ISO//Web3D//DTD X3D 3.1//EN" "http://www.web3d.org/specifications/x3d-1.2.dtd" [
<X3D profile='Immersive' version='3.1' xmlns:xsd='http://www.w3.org/2001/XMLSchema-instance'>
  <head>
    <meta content='HelloWorld.x3d' name='title' />
    <meta content='Simple X3D example' name='description' />
    <meta content='30 October 2000' name='created' />
    <meta content='20 December 2007' name='modified' />
    <meta content='Don Brutzman' name='creator' />
    <meta content='http://www.web3d.org/x3d/content/examples/HelloWorld.x3d' name='identifier' />
    <meta content='X3D-Edit 3.2, https://savage.nps.edu/X3D-Edit' name='generator' />
    <meta content='license.html' name='license' />
  </head>
  <Scene>
    <!-- Example scene to illustrate X3D tags and attributes. -->
    <Group>
      <Viewpoint centerOfRotation='0 -1 0' description='Hello world!' position='0 -1 7' />
      <Transform rotation='0 1 0 3'>
        <Shape>
          <Sphere />
          <Appearance>
            <Material diffuseColor='0 0.5 1' />
            <ImageTexture url='earth-topo.png' "earth-topo.jpg" "earth-topo-small.gif" />
          </Appearance>
        </Shape>
      </Transform>
      <Transform translation='0 -2 0'>
        <Shape>
          <Text solid='false' string="Hello" "world!" />
          <FontStyle justify="MIDDLE" "MIDDLE" />
          <Appearance>
            <Material diffuseColor='0.1 0.5 1' />
          </Appearance>
        </Shape>
      </Transform>
    </Group>
  </Scene>
</X3D>
  
```

- Information
- Meta
- Geometry -- Primitives
- Grouping
  - Group
  - StaticGroup
  - Transform
  - Inline
  - LOD (Level of Detail)
  - Switch
- Viewing and Navigation
- Appearance, Material and Textures
  - Appearance
  - Material
    - TwoSidedMaterial
    - FillProperties
    - LineProperties
    - ImageTexture
    - MovieTexture
    - PixelTexture
    - TextureTransform
    - TextureCoordinate
    - TextureCoordinateGenerator
- Geometry -- Points, Lines and Pol...
- Event Animation and Interpolation
- User Interactivity
- Event Utilities and Scripting
- Geometry 2D
- Lighting and Environment
- Environment Sensor and Sound
- Geometry -- Triangles and Quadril...



# Suggested exercise

Recreate the HelloWorld.x3d scene with X3D-Edit

- Create a new X3D scene, Save As using a new filename of your choosing
- Iconize the <head> element by clicking margin '+'
- Drag and drop nodes to build the scene
- Edit by typing, and by using node editors
- Make sure you maintain valid XML as you go
- Save, view, repeat as necessary

This matches how we build many X3D scenes

# X3D for Web Authors, Chapter 01 - Technical Overview: Hello World

## Simple X3D example



launch	links
<a href="#">X3D</a>	<a href="#">VRML97</a>
<a href="#">X3DV</a>	<a href="#">XHTML</a>
<a href="#">X3DB</a>	<a href="#">C14N</a>

```
<?xml version="1.0" encoding="UTF-8"?>
<!DOCTYPE X3D PUBLIC "ISO//Web3D//DTD X3D 3.1//EN" "http://www.web3d.org/specifications/x3d-3.1.dtd">
<X3D profile='Immersive' version='3.1' xmlns:xsd='http://www.w3.org/2001/XMLSchema-instance' xsd:noNamespaceSchemaLocation='http://www.web3d.org/specifications/x3d-3.1.xsd' >
  <head>
    <meta name='title' content='HelloWorld.x3d' />
    <meta name='description' content='Simple X3D example' />
    <meta name='created' content='30 October 2000' />
    <meta name='modified' content='10 July 2006' />
    <meta name='creator' content='Don Brutzman' />
    <meta name='identifier' content='http://www.web3d.org/x3d/content/examples/Basic/HelloWorld.x3d' />
    <meta name='generator' content='X3D-Edit, https://savage.nps.edu/X3D-Edit' />
    <meta name='license' content='license.html' />
  </head>
  <!--
```

Index for Viewpoint image: [Viewpoint 1](#)

```
-->
<Scene>
  <!-- Example scene to illustrate X3D tags and attributes. -->
  <Group>
    <Viewpoint description='hello, world!' position='0 -1 7' />
    <Transform>
      <Transform rotation='0 1 0 3'>
        <Shape>
          <Sphere>
            <Appearance>
              <ImageTexture
                url=' "earth-topo.png" "earth-topo-small.gif" "/www.web3d.org/x3d/content/examples/earth-topo.png" "/www.web3d.org/x3d/content/examples/earth-topo-small.gif"
                "http://www.web3d.org/x3d/content/examples/Basic/earth-topo.png" "http://www.web3d.org/x3d/content/examples/Basic/earth-topo-small.gif" />
            </Appearance>
          </Shape>
        </Transform>
      </Transform>
      <Transform translation='0 -2 0'>
        <Shape>
          <Text string="Hello" "world!" solid=true>
            <FontStyle justify="MIDDLE" "MIDDLE"/>
          </Text>
          <Appearance>
            <Material diffuseColor=0.1 0.5 1'>
          </Appearance>
        </Shape>
      </Transform>
    </Group>
  </Scene>
```

```
<?xml version="1.0" encoding="UTF-8"?>
<!DOCTYPE X3D PUBLIC "ISO//Web3D//DTD X3D 3.1//EN" "http://www.web3d.org/specifications/x3d-3.1.dtd">

<X3D profile='Immersive' version='3.1' xmlns:xsd='http://www.w3.org/2001/XMLSchema-instance' xsd:noNamespaceSchemaLocation='http://www.web3d.org/specifications/x3d-3.1.xsd' >
  <head>
    <meta name='title' content='HelloWorld.x3d'/>
    <meta name='description' content='Simple X3D example'/>
    <meta name='created' content='30 October 2000'/>
    <meta name='modified' content='2 December 2007'/>
    <meta name='creator' content='Don Brutzman'/>
    <meta name='identifier' content='http://www.web3d.org/x3d/content/examples/HelloWorld.x3d' />
    <meta name='generator' content='X3D-Edit 3.2, https://savage.nps.edu/X3D-Edit'/>
    <meta name='license' content='license.html'/>
  </head>
  <!--
  -->
  <Scene>
    <!-- Example scene to illustrate X3D tags and attributes. -->
    <Group>
      <Viewpoint description='Hello world!' position='0 -1 7' centerOfRotation='0 -1 0'/>
      <Transform rotation='0 1 0 3'/>
      <Shape>
        <Sphere>
          <Appearance>
            <Material diffuseColor='0 0.5 1'/>
            <ImageTexture
              url='earth-topo.png' earth-topo-small.gif' http://www.web3d.org/x3d/content/examples/Basic/earth-topo.png'
              http://www.web3d.org/x3d/content/examples/Basic/earth-topo-small.gif' />
            </Appearance>
          </Sphere>
        </Transform>
      <Transform translation='0 -2 0'/>
      <Shape>
        <Text string='Hello' 'world!' solid='false'>
          <FontStyle justify='MIDDLE' 'MIDDLE'/>
        </Text>
        <Appearance>
          <Material diffuseColor='0.1 0.5 1'/>
        </Appearance>
      </Shape>
    </Transform>
  </Group>
</Scene>
</X3D>
```

# Other features

# Viewing alternatives for X3D

Default built-in viewer is open-source Xj3D

- High performance, implemented using Java OpenGL

Can launch current scene into web browser

- Displays using any of your installed plugins
- “Launch all viewers” simplifies comparison testing

Can also launch into standalone applications

- Configuration panel simplifies download, install

# Right-click to launch external viewer

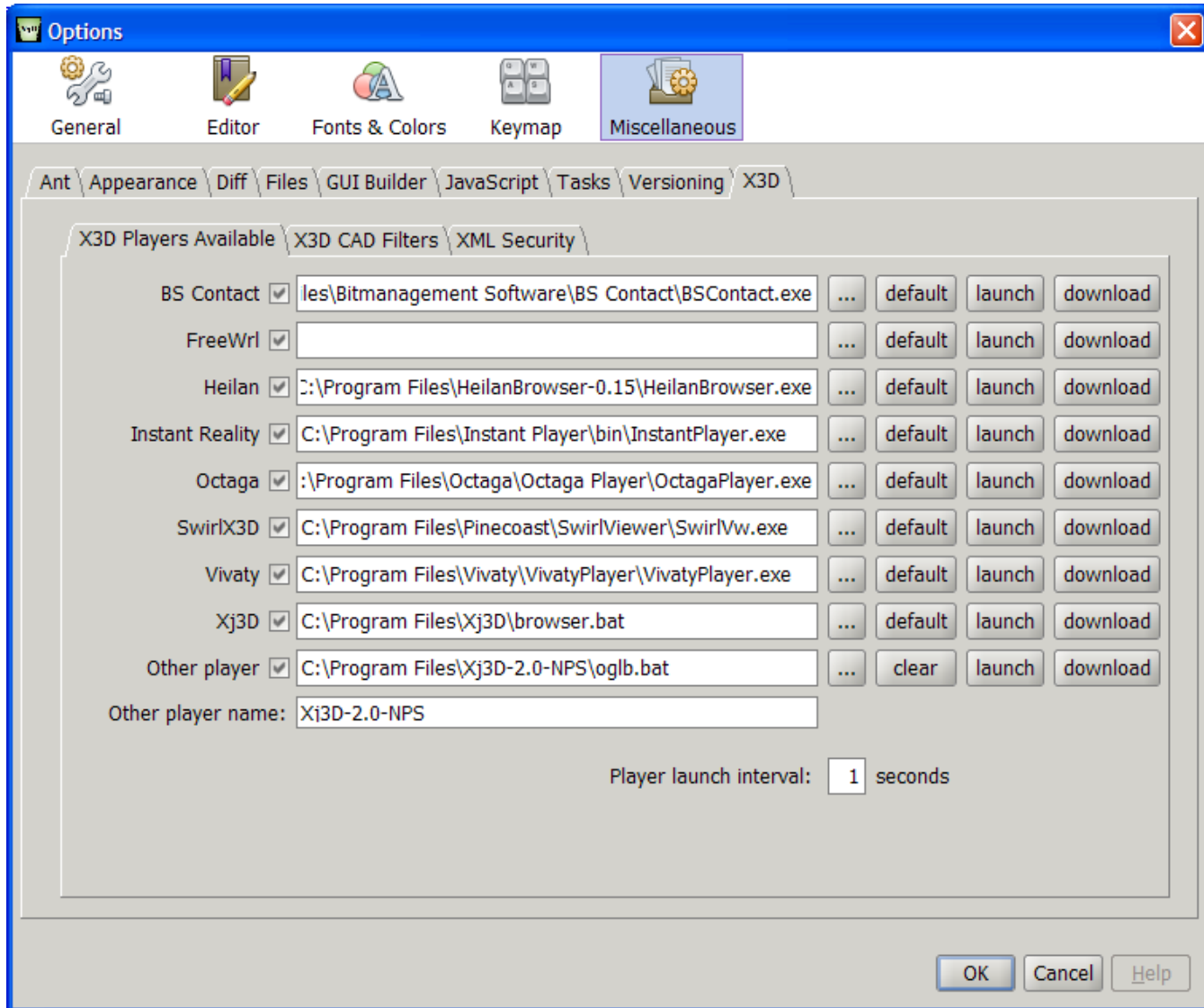
The screenshot shows the 'HelloWorld.x3d - Editor' window. The main text area contains XML code for an X3D scene. A right-click context menu is open over the code, displaying various options. The 'View saved scene externally in...' option is expanded, showing a list of external viewers. The 'Launch all installed X3D players (autolaunch option set on)' option is highlighted.

```
<?xml version="1.0" encoding="UTF-8"?>
<!DOCTYPE X3D PUBLIC "ISO//Web3D//DTD X3D 3.1//EN" "http://www.web3d.org/specifications/x3d-3.1.dtd">
<X3D profile='Immersive' version='3.1' xmlns:xsd='http://www.w3.org/2001/XMLSchema-instance' xsd:noNamespaceSchemaLocation='http://www.web3d.org/specifications/x3d-3.1.dtd'>
  <head>
    <meta content='HelloWorld.x3d' name='title' />
    <meta content='Simple X3D example' name='description' />
    <meta content='30 October 2000' name='created' />
    <meta content='20 December 2007' name='modified' />
    <meta content='Don Brutzman' name='creator' />
    <meta content='http://www.web3d.org/x3d/content/examples/HelloWorld.x3d' name='identifier' />
    <meta content='X3D-Edit 3.2, https://savage.nps.edu/X3D-Edit' name='generator' />
    <meta content='lic' />
  </head>
  <Scene>
    <!-- Example scene -->
    <Group>
      <Viewpoint center='0 0 0' orientation='0 0 0 1' />
      <Transform rotate='0 0 0'>
        <Shape>
          <Sphere />
          <Appearance>
            <Material color='1 1 1' />
            <ImageTexture image='Basic/earth-topo.png' />
          </Appearance>
        </Shape>
      </Transform>
      <Transform translate='0 0 0'>
        <Shape>
          <Text solid='true' fontStyle='normal' />
          <Appearance>
            <Material color='1 1 1' />
          </Appearance>
        </Shape>
      </Transform>
    </Group>
  </Scene>
</X3D>
```

Context menu options:

- View saved scene externally in...
  - Web browser
  - Launch all installed X3D players (autolaunch option set on)
  - BS Contact player
  - FreeWrl player
  - Heilan player
  - Instant Reality player
  - Octaga player
  - SwirlX3D player
  - Vivaty player
  - Xj3D player
  - Kambi game engine view3dscene
- Edit element under cursor...
- Select element under cursor
- Delete element under cursor
- Rename element under cursor
- Split empty element under cursor
- Wrap new parent around element under cursor...
- X3D-Edit Preferences
- XML Security
- CAD Filter Conversion
- Refresh Xj3D view
- Restart Xj3D viewer
- Format using X3D Canonicalization (C14N)
- Format (Alt+Shift-F)
- View
- Check XML (Alt-F9)
- Validate XML (Alt+Shift-F9)
- XSL Transformation...
- Cut (Ctrl-X)
- Copy (Ctrl-C)
- Paste (Ctrl-V)
- Tools
- Select in

# Download, configure viewers: *Tools, Options, Miscellaneous, X3D, Players*



# X3D-Edit collaboration chat 1

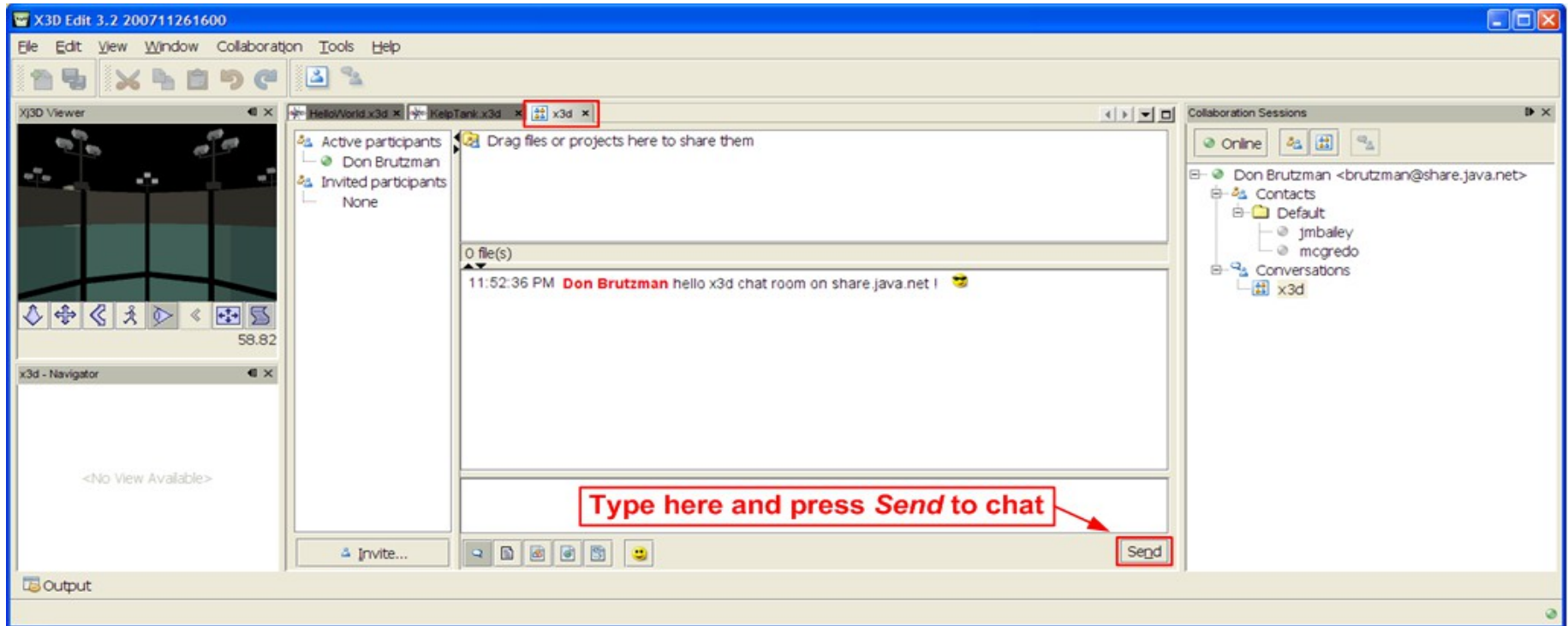
Chat-based collaboration for text messaging or simultaneous file sharing is now available as an integrated capability in X3D-Edit.

Currently the installation procedure is performed by end users. Directions and screen snapshots are available at

- <https://savage.nps.edu/X3D-Edit/XmppChatCollaborationModule.html>



# X3D-Edit collaboration chat 2



XMPP JID for the chat channel is <xmpp://x3d@muc.share.java.net>  
Subscription directions are provided on the installation page

# Version control support included

The screenshot displays the X3D Editor 3.2 interface. The main window shows the XML source code for a file named `PixelTextureInterpolatorPrototype.x3d`. The code includes a DOCTYPE declaration, a head section with meta content, and a scene section containing a `<ProtoDeclare>` and `<ProtoInterface>` block for a `PixelTextureInterpolator`. The `<ProtoInterface>` block defines several fields with different access types (inputOnly, initializeOnly, outputOnly, initializeOnly) and their respective types (MFFloat, MFNode, SFImage, SFBool). The `<ProtoBody>` block contains a `<Script DEF>` and a `<field>` block.

A context menu is open over the code, listing various actions: `Close All Documents` (Ctrl+Shift-W), `Close Other Documents`, `Save Document` (Ctrl-S), `Clone Document`, `Close Window` (Ctrl-W), `Maximize Window` (Shift-Escape), `Undock Window` (Alt+Shift-D), and `Subversion`. The `Subversion` menu item is expanded, showing a list of actions: `Show Changes`, `Diff`, `Update`, `Commit...`, `Copy To...`, `Switch to Copy...`, `Merge Changes...`, `Show Annotations`, `Search History...`, `Revert Modifications...`, `Resolve Conflicts...`, `Ignore`, and `Svn Properties`.

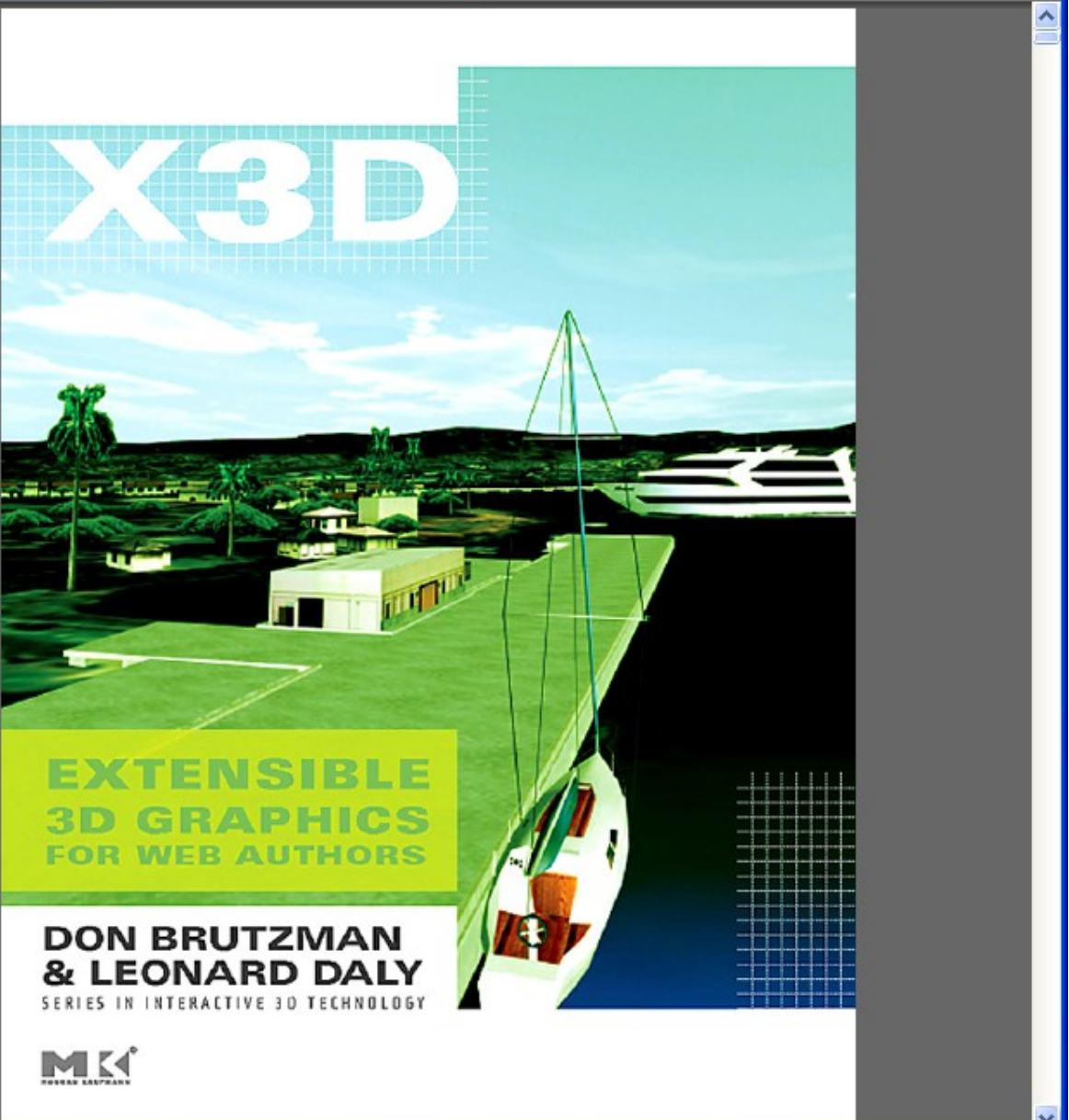
The interface also includes a `Favorites` panel on the left with a tree view of project folders (Chapter 02-09), an `X3D Viewer` window showing a 3D cube with a colorful, faceted texture, and a `PixelTextureInterpolatorPrototype.x3d - Navigator` panel showing the project structure. The status bar at the bottom indicates the time is 9:23 and the cursor is in `INS` mode.

# X3D for Web Authors

<http://x3dGraphics.com>

Bookmarks

- Front Cover
- X3D: Extensible 3D Graphics for Web Authors
- Copyright Page
- Dedication Page
- Contents
- Preface
- Contributor List
- About the Authors
- Chapter 1: Technical Overview
- Chapter 2: Geometry Nodes, Part 1: Primitives
- Chapter 3: Grouping Nodes
- Chapter 4: Viewing and Navigation
- Chapter 5: Appearance, Material, and Textures
- Chapter 6: Geometry Nodes, Part 2: Points, Lines, and Polygons
- Chapter 7: Event Animation and Interpolation
- Chapter 8: User Interactivity Nodes
- Chapter 9: Event Utilities and Scripting
- Chapter 10: Geometry Nodes, Part 3: Geometry2D Nodes



# Book organization

# Book organization

Chapter 1 provides a thorough technical background study of how X3D works.

Subsequent chapters covers specific X3D nodes, grouped by similar functionality

- Chapters 2-6 for scene-graph fundamentals
- Chapters 7-9 for event animation and scripting
- Chapters 10-14 can be read in any order

Example scenes are provided in every chapter to enable direct learning, by changing examples and creating new scenes



# Chapter descriptions

1. **Technical Overview.** General introduction of the fundamentals of 3D, including scene graphs, events, node reuse, file structure and encodings, components and profiles, and conformance.
2. **Geometry Nodes, Part 1: Primitives.** The basic primitive shapes.
  - Box, Sphere, Cylinder, Cone, and Text.
3. **Grouping Nodes.** Collecting and positioning objects in the 3D world.
  - Inline, LOD, Group and StaticGroup, Switch, Transform, and Anchor.

# Chapter descriptions

4. **Viewing and Navigation.** How to view and navigate in the 3D world

- Viewpoint and NavigationInfo.

5. **Appearance, Material, and Textures.**

Adding colors, shininess, and transparency

- Material and TwoSidedMaterial, or by adding image-file textures
- PixelTexture, ImageTexture, MovieTexture, TextureTransform, TextureCoordinate, and TextureCoordinateGenerator.



# Chapter descriptions

- 6. Geometry Nodes, Part 2: Points, Lines, and Polygons.** Geometric creations that are more advanced than the basic shapes.
  - Coordinate, Color, PointSet, LineSet, Extrusion IndexedLineSet, IndexedFaceSet, ElevationGrid.
- 7. Event Animation and Interpolation.** Making objects move, twist, wiggle, and shake.
  - TimeSensor and interpolation nodes: ScalarInterpolator, PositionInterpolator, PositionInterpolator2D, ColorInterpolator, OrientationInterpolator, CoordinateInterpolator.

# Chapter descriptions

**8. User Interactivity Nodes.** Allowing users to interact with the world by connecting

- TouchSensor, PlaneSensor, CylinderSensor, SphereSensor, KeySensor, and StringSensor nodes.

**9. Event Utilities and Scripting.** Event type conversion and improved animation using the event-utility nodes

- BooleanFilter, BooleanSequencer, BooleanToggle, BooleanTrigger, IntegerSequencer, IntegerTrigger
- author-programmable Script node.

# Chapter descriptions

## 10. **Geometry Nodes, Part 3: Geometry2D**

**Nodes.** Flat geometry is helpful for building 2D shapes that face the viewer. Planar nodes include

- Polypoint2D, Rectangle2D, TriangleSet2D, Polyline2D, Circle2D, Arc2D, ArcClose2D, Disk2D.

## 11. **Lighting and Environment Nodes.** Achieve lighting and scene background effects using

- DirectionalLight, PointLight, SpotLight, Background, TextureBackground, Fog, and Sound.

# Chapter descriptions

## 12. **Environment Sensor and Sound Nodes.**

User activity in the environment can be detected and processed by using

- LoadSensor, Collision, Billboard, ProximitySensor, and VisibilitySensor

## 13. **Geometry Nodes, Part 4: Triangles and Quadrilaterals.** Fundamental low-level geometry creation using triangles:

- TriangleSet, TriangleStripSet, TriangleFanSet, IndexedTriangleSet, IndexedTriangleStripSet, and IndexedTriangleFanSet.

# Chapter descriptions

**14. Creating Prototype Nodes.** Probably the most powerful extension feature in X3D is the ability to define new reusable nodes, known as prototypes. Prototype declarations are combinations of already-existing nodes and (optionally) other prototypes. Prototype instances can then be used like any other X3D node. External prototype declarations allow authors to collect reusable prototype definitions together in a single file that can be accessed by other scenes.

# How to use the book

# How to use the book, 1

## Hands-on, eyes-on approach

- Learning is best accomplished by building and modifying scenes, using a text editor or an authoring tool that is X3D capable
- Modify and refresh frequently, you won't break it!
- X3D-Edit is provided free for your use  
<https://savage.nps.edu/X3D-Edit>

## Web authors and X3D students

- Chapter 1 section 1 only, then start with Chapter 2 and proceed in order
- Review chapter 1 periodically later, when you want

# How to use the book, 2

## Experienced 3D programmers

- Read Chapter 1 first to figure out how X3D is both similar to (and different from) the technologies which you already understand
- Skim chapters 2-6 scene graph fundamentals, then study chapters 2-9 animation, use others as needed

## Experienced X3D authors

- Study Chapter 1 descriptions of XML + ClassicVRML encodings, which are functionally equivalent
- Remainder of book in any order, can use it as a ready-reference manual



# Summary

# Summary

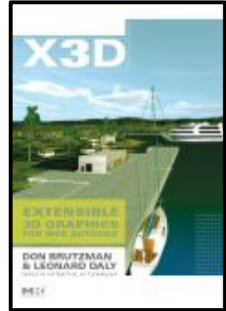
Reading this “Getting Started” slideset prepares you to work examples in *X3D for Web Authors*

Topics include

- Goals, Motivation and Student background
- X3D-Edit Authoring Tool and Hello World example
- *X3D for Web Authors*: book organization and use
- It is important to get your system fully set up to view and edit X3D example scenes
- Can skip Chapter 1, Technical Introduction
  - Start right in working examples in Chapter 2

# References 1

*X3D: Extensible 3D Graphics for Web Authors*  
by Don Brutzman and Leonard Daly, Morgan  
Kaufmann Publishers, April 2007, 468 pages.



- <http://x3dGraphics.com>
- <http://x3dgraphics.com/examples/X3dForWebAuthors>

## X3D Resources



- <http://www.web3d.org/x3d/content/examples/X3dResources.html>

# References 2

## X3D-Edit Authoring Tool

- <https://savage.nps.edu/X3D-Edit>



## X3D Scene Authoring Hints

- <http://x3dgraphics.com/examples/X3dSceneAuthoringHints.html>

## X3D Graphics Specification

- <http://www.web3d.org/x3d/specifications>
- Also available as help pages within X3D-Edit



# References 3

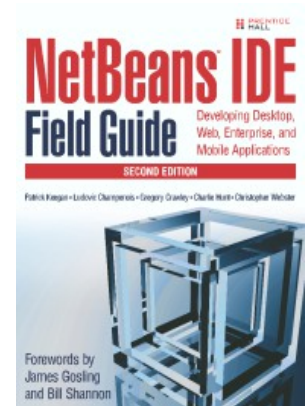
## Netbeans

- <http://www.netbeans.org>
- <http://plugins.netbeans.org/PluginPortal>



*Netbeans IDE Field Guide*, second edition,  
Patrick Keegan, Ludovic Champenois,  
Gregory Crawley, Charlie Hunt,  
Christopher Webster, Prentice Hall, 2006.

- <http://www.netbeans.org/kb/articles/NBFieldGuide.html>



# References 4

*Netbeans Tips and Tricks*, Ruth Kusterer,  
Prentice Hall, November 2008.



- “Your Guide to Finding Your Way Around the NetBeans IDE”
- <http://www.netbeans.org/kb/articles/netbeans-tips-and-tricks-book.html>

# Contact

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Monterey California 93943-5000 USA

1.831.656.2149 voice

# CGEMS, SIGGRAPH, Eurographics

The Computer Graphics Educational Materials Source(CGEMS) site is designed for educators

- to provide a source of refereed high-quality content
- as a service to the Computer Graphics community
- freely available, directly prepared for classroom use
- <http://cgems.inesc.pt>

*X3D for Web Authors* recognized by CGEMS! 😊

- Book materials: X3D-Edit tool, examples, slidesets
- Received jury award for Best Submission 2008

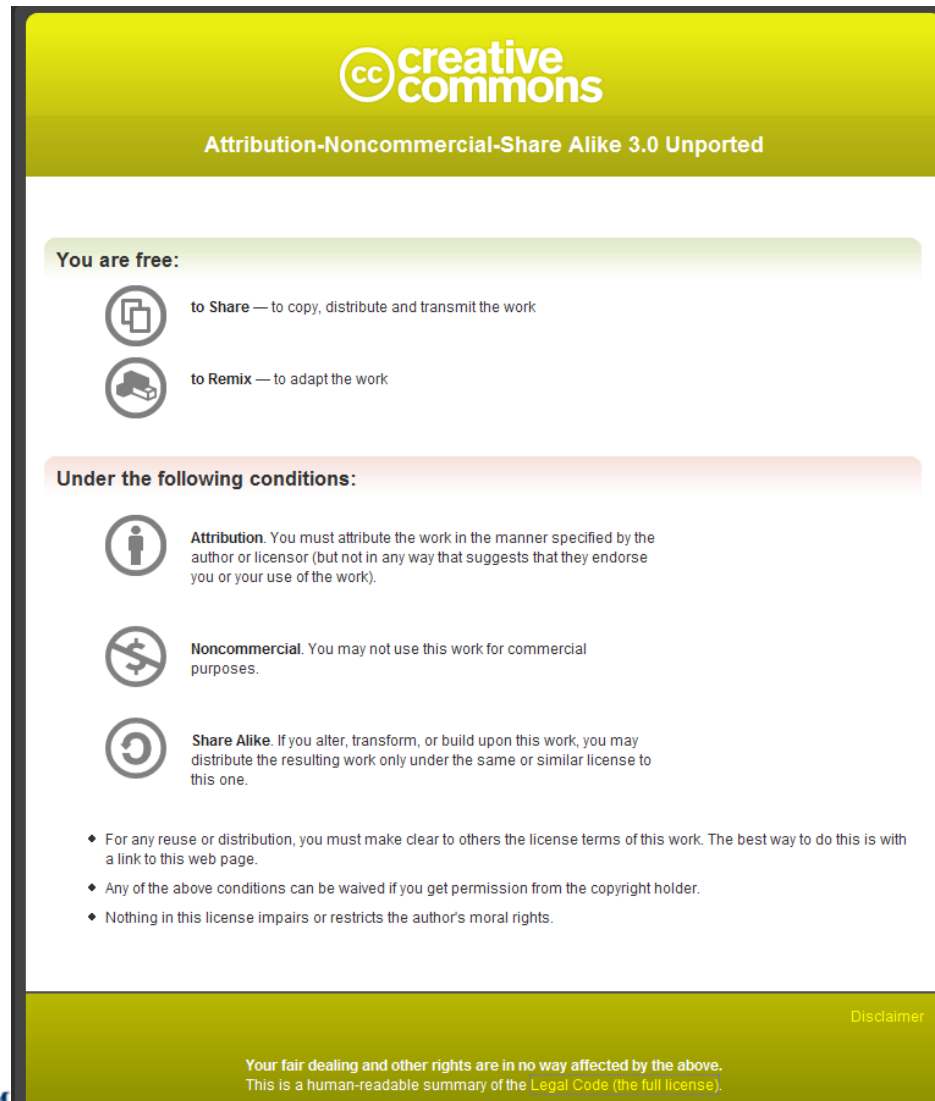
CGEMS supported by SIGGRAPH, Eurographics





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# Open-source license for X3D-Edit software and X3D example scenes

<http://www.web3d.org/x3d/content/examples/license.html>

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# X3D Graphics for Web Authors

## Getting Started with X3D

*A journey of a thousand miles  
begins with a single step.*

Chinese proverb



1

# Contents

Goals, motivation and student background

Software support

- X3D Examples
- X3D-Edit authoring tool and Hello World example

*X3D for Web Authors*

- book organization and use

Summary and References

# Goals

This work presents Extensible 3D (X3D) Graphics, the open, royalty-free, international standard for 3D graphics on the Web

Book and presentation goals include

- Show Web authors experienced with HTML and XML how to build and connect X3D models
- Teach students principles of Web-capable 3D graphics
- Serve as a ready-reference book for X3D experts

Explain broad principles and specific details of X3D for anyone learning how to build 3D models



Excerpted and adapted from Chapter 1, *X3D Graphics for Web Authors*  
<http://x3dGraphics.com>

# Motivation 1

Over 30 years of steady growth and innovation have made 3D graphics an exciting field

Key professional organization is SIGGRAPH for computer graphics and interactive techniques

- Includes technical experts and artists alike
- <http://www.siggraph.org>

Nevertheless, few people actually build 3D models themselves

- Usually requires advanced programming skills
- Costly proprietary tools and approaches compete



4

Association for Computing Machinery (ACM) at <http://www.acm.org>

is the parent organization of the

Special Interest Group on Graphics (SIGGRAPH) <http://www.siggraph.org>

## Motivation 2

Rather than creating another expensive technical niche, X3D is designed for Web interoperability

- Support capabilities common to most (or all) tools
- Provide import/export publishing compatibility for many other formats
- Align 3D with Architecture of the World Wide Web

This approach works well for simple 3D models, scaling up to large-scale virtual environments

- Ultimate X3D success means that 3D graphics becomes a “first-class citizen” for Web multimedia



Students (and experts) working in 3D graphics usually get “locked into” one authoring tool or software package. This means they are often learning methods techniques that are peculiar to the tool interface, rather than 'nondenominational' 3D graphics knowledge that is more general, more portable, and suitable for Web export.

We hope that the book and associated materials changes this long-running situation.

The *Architecture of the World Wide Web* is a World Wide Web Consortium (W3C) Recommendation, administered by the W3C Technical Architecture Group (TAG) and online at <http://www.w3.org/TR/webarch>

# Student background

Provide introductory course in to 3D graphics  
achievable at undergraduate level

- Course successfully taught first as VRML, then X3D

The following are all helpful but not required

- XML authoring background
- Programming skills
- Modeling-tool experience

Lots of free resources are available

- Can be self-taught with dedicated effort
- Support and feedback from online community



6

We are working to make X3D learnable and usable by any Web author.



# X3D Examples

Software support



[back to Table of Contents](#)



## Software support for X3D authoring

Lots of free plugins, tools and resources provided

- X3D Resources at

<http://www.web3d.org/x3d/content/examples/X3dResources.html>

Best first step is to install an X3D plugin into your default Web browser


- Letting you easily view any X3D scene

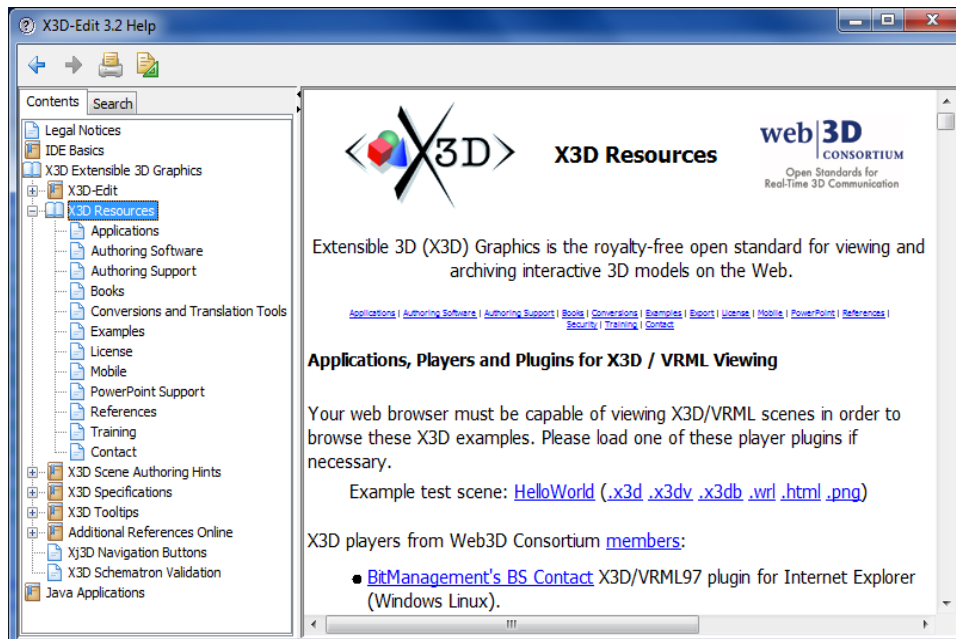
Set up to author X3D scenes using plain-text editor, or else by using an X3D-aware authoring tool

- X3D-Edit provided free for any use
- Other tools listed on X3D Resources page above



There are several ways to get to the X3D Resources page

- Online
- An earlier version of the X3D Resources (formerly called X3D Help page) is also provided as Appendix B in [X3D for Web Authors](#) book
- Also bundled with each of the [X3D Examples](#) archives 
- [Sakai course website](#) for enrolled NPS students
- Bundled with [X3D-Edit](#) help system:



... go!

## X3D Examples

Numerous (thousands) of X3D examples are available online

- <http://x3dgraphics.com/examples/X3dResources.html#Examples>

Can browse all examples in *X3D for Web Authors*

- <http://x3dgraphics.com/examples> summary
- <http://x3dgraphics.com/examples/X3dForWebAuthors> archive
- <http://x3dgraphics.com/X3dExamplesX3dForWebAuthors.zip>

Recommended approach:

- Browse examples online
- Download and edit on local system

web|3D  
CONSORTIUM



9

... go!

# X3D Examples Archives

*X3D for Web Authors* 258 models

- Textbook on how to design and build X3D scenes

*Basic* 756 models

- Diverse scenes illustrating various X3D capabilities

*Conformance NIST* 732 models

- Strictly defined test examples for correct operation

*VRML 2.0 Sourcebook* 415 models

- Textbook on VRML97, examples converted to X3D

*Savage* 1232 models etc.

- Open-source military models and tools

web|3D  
CONSORTIUM

3400+ models available



Model archives, .zip distributions and version control inspection are available at

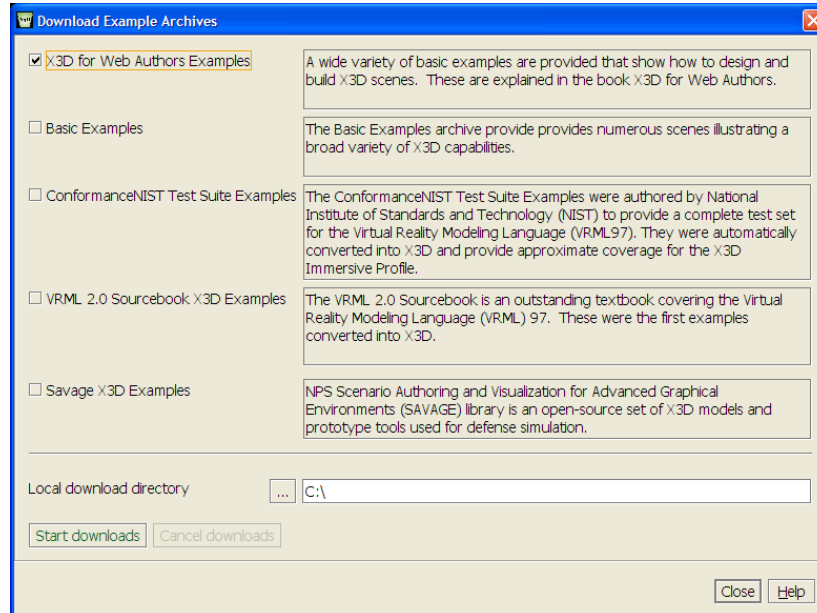
- <http://x3dgraphics.com/examples/X3dResources.html#Examples>

NPS students from USA and other government agencies can also use the restricted-access SavageDefense archive.

- NPS SavageDefense library is an open-source set of models used for defense simulation. Access is restricted to NPS partners working on government-sponsored projects. Bug reports are tracked privately.
- Online at <https://savagedefense.nps.navy.mil/SavageDefense>
- Compressed archive (~450 MB) at X3dExamplesSavageDefense.zip
- Subversion master source is retrievable via subversion check out:

```
svn co https://savagedefense.nps.navy.mil/svn/nps/SavageDefense SavageDefense
```

## X3D Examples download panel, X3D-Edit



X3D-Edit includes this download panel. Select the top-level *Examples* menu, then *Download X3D Example Archives*.

All .zip distributions remain available at

- <http://x3dgraphics.com/examples/X3dResources.html#Examples>

# X3D-Edit authoring tool

Software support



[back to Table of Contents](#)



Acknowledgements at <https://savage.nps.edu/X3D-Edit/#Acknowledgements>

# X3D-Edit

Available free for any use

- <https://savage.nps.edu/X3D-Edit>
- Written using Java, XML and X3D
- Windows, MacOSX, Linux, Solaris operating systems

Standalone application with automatic updates  
available once installed

Also available for Netbeans 8 as plugin module

- Open integrated development environment (IDE),  
primarily (but not exclusively) for Java
- <http://www.netbeans.org>



13

The X3D-Edit 3.2 Authoring Tool for Extensible 3D (X3D) Graphics supports the creation, checking, display and publication of X3D scenes.

It is written in open-source Java and XML using the Netbeans platform, making it suitable both as a standalone application and as a plugin module for the Netbeans integrated development environment (IDE).

## X3D-Edit features

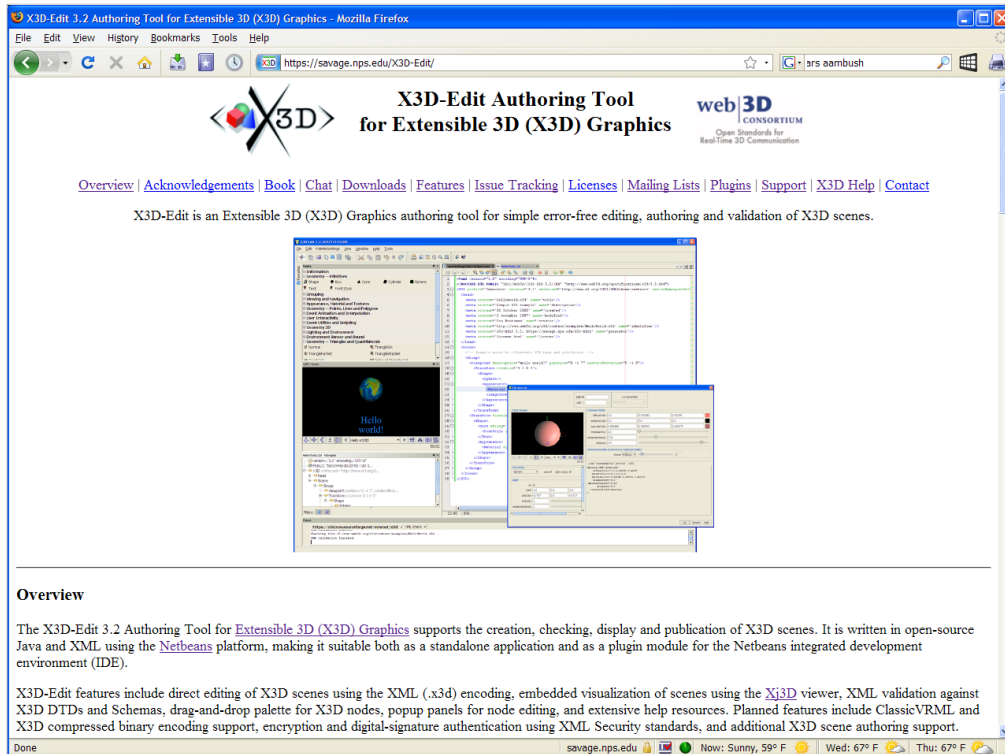
X3D-Edit features include direct editing of X3D scenes using the XML (.x3d) encoding, embedded visualization of scenes using the Xj3D viewer, XML validation against X3D DTDs and Schemas, drag-and-drop palette for X3D nodes, popup panels for node editing, and extensive help resources.

New features include ClassicVRML and X3D compressed binary encoding support, plus encryption and digital-signature authentication using XML Security standards.

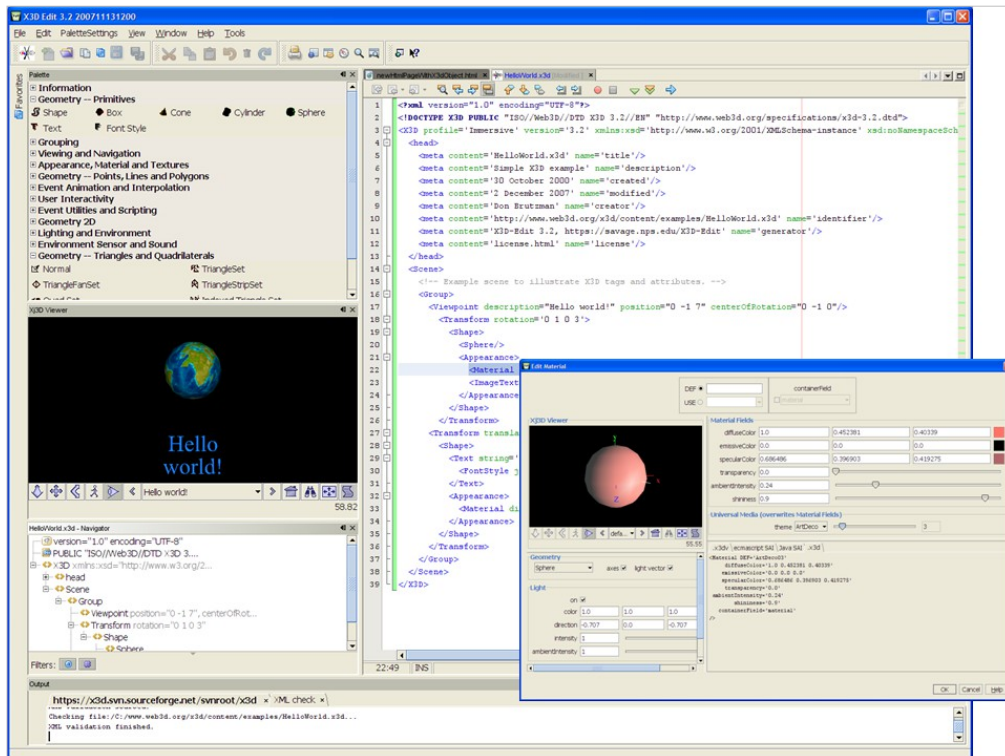


14





X3D-Edit home page is online at <https://savage.nps.edu/X3D-Edit>



As the name implies, X3D-Edit is primarily oriented towards editing X3D text. Additional features include:

- Pop-up editors for each node
- Palette for dragging/dropping new nodes
- Xj3D scene visualization
- XML tree view
- Automatic code completion and element matching
- Validation and error checking
- Help system including multilingual tooltips, X3D specifications, examples help and X3D Scene Authoring Hints
- Automatic updates

<https://savage.nps.edu/X3D-Edit>

## X3D-Edit download and installation

### Options on X3D-Edit home page

- <https://savage.nps.edu/X3D-Edit/#Downloads>

### Standalone executable application:

- Download and extract X3D-Edit3.2.zip
- <https://savage.nps.edu/X3D-Edit/X3D-Edit3.2.zip>
- Launch *runX3dEditWin.bat* on a Windows machine
- Launch *runX3dEditMac.sh.command* on a Mac
- Successful test reports received for Linux...
- That's all there is to it!



17

Further customization for Linux is welcome, expert help is invited

Work in progress: Java WebStart version

## X3D-Edit built using Netbeans

X3D-Edit 3.3 is written in Java using the Netbeans platform, and so is portable across major desktop and laptop operating systems (Windows MacOSX Linux Solaris)

- <http://www.netbeans.org>

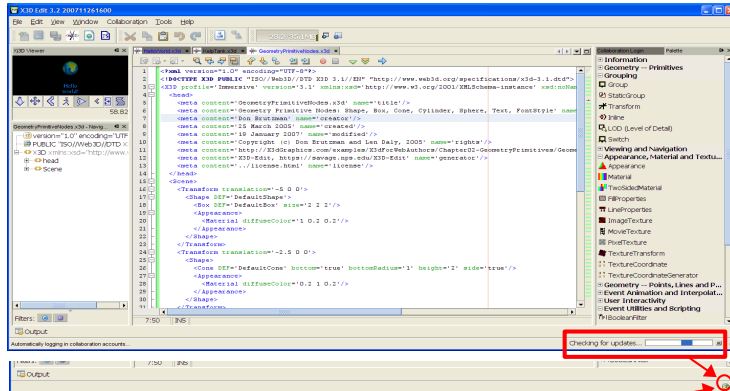
Lots of help and documentation are provided, both online and within X3D-Edit help system



18

# X3D-Edit updates

Icon in lower-left corner of screen indicates when updates are available for automatic installation



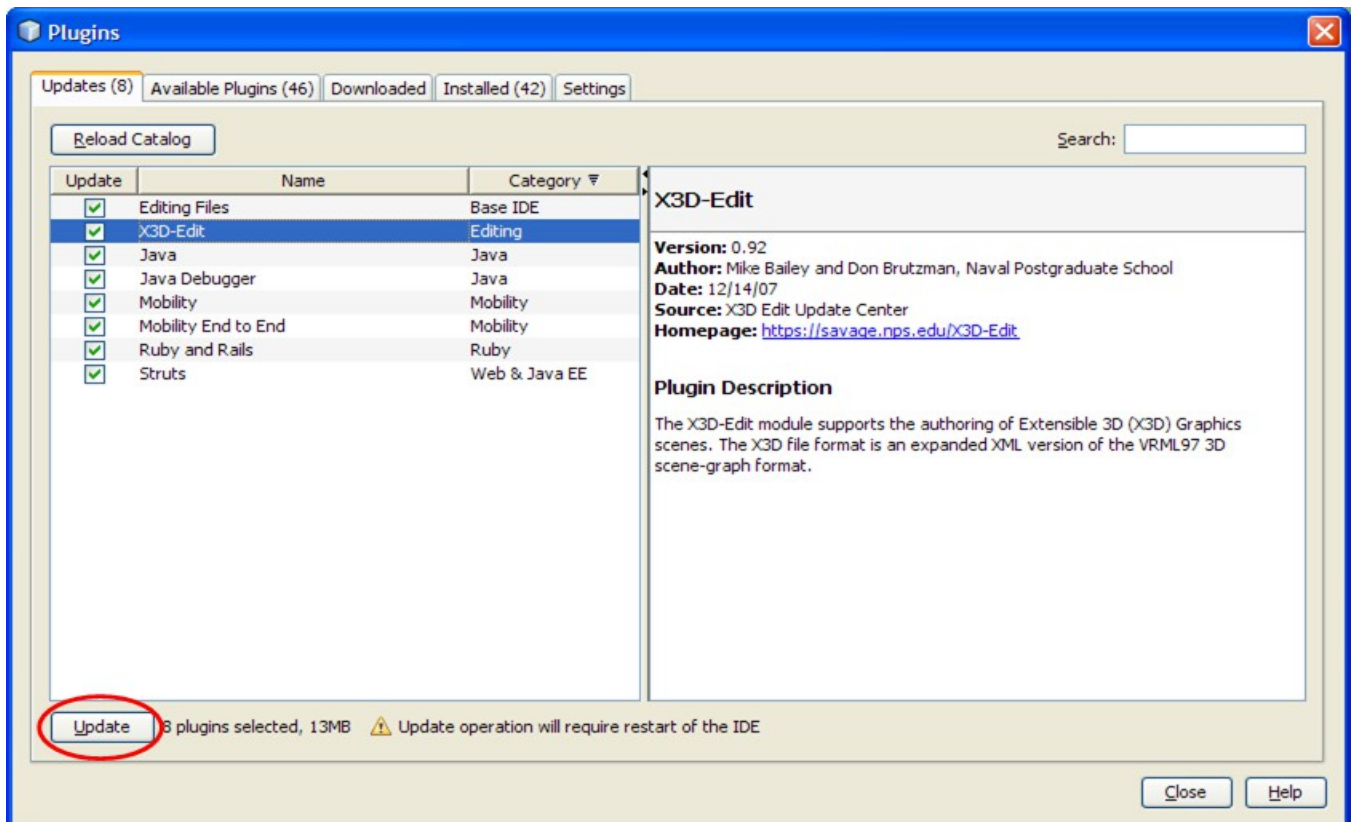
web|3D  
CONSORTIUM

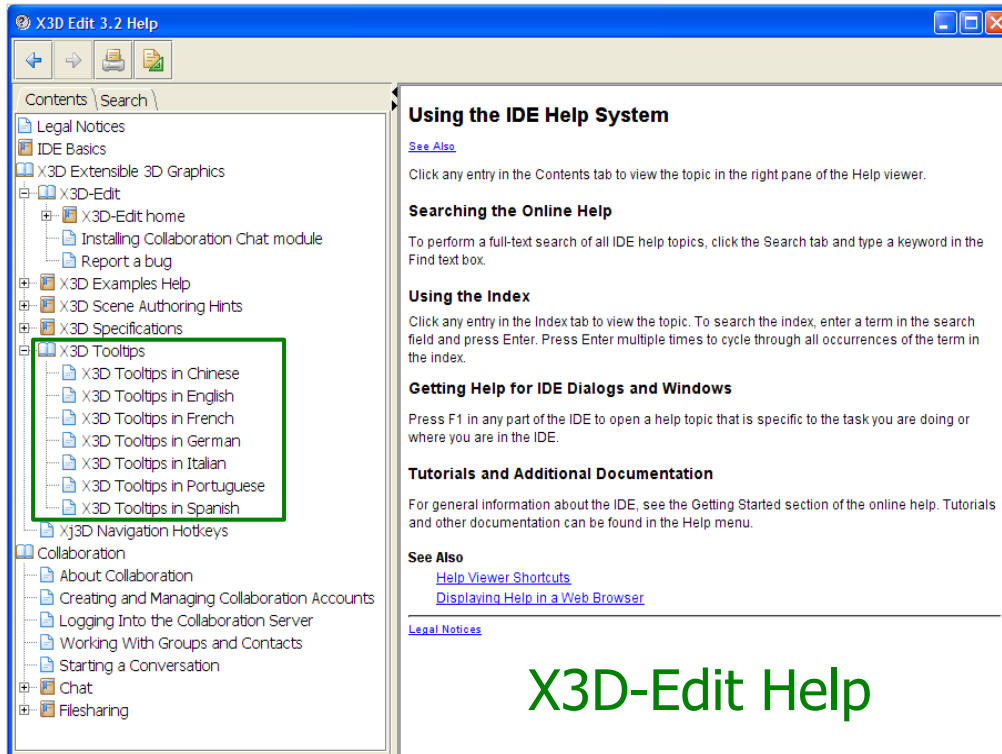
Plugin available: click



19

It is also possible to manually trigger an X3D-Edit update, if one is available.  
From top menu, select *Tools > Plugins > Updates* and then click the Update button.





F1 or the Help menu launches the JavaHelp system.

## Highlights of NetBeans IDE 6.0 Keyboard Shortcuts & Code Templates

### Finding, Searching, and Replacing

Ctrl-F3	Search word at insert point
F3/Shift-F3	Find next/previous in file
Ctrl-F/H	Find/Replace in file
Alt-F7	Find usages
Ctrl-Shift-P	Find/replace in projects
Alt-Shift-U	Find usages results
Alt-Shift-H	Turn off search result highlights
Ctrl-R	Rename
Ctrl-U, then U	Convert selection to uppercase
Ctrl-U, then L	Convert selection to lowercase
Ctrl-U, then S	Toggle case of selection
Alt-Shift-V	Paste formatted

### Navigating through Source Code

Ctrl-O/Alt-Shift-O	Go to type/file
Ctrl-Shift-T	Go to JUnit test
Alt-O	Go to source
Ctrl-B	Go to declaration
Ctrl-G	Go to line
Ctrl-Shift-M	Toggle add/remove bookmark
Ctrl-Shift-Period/Comma	Next/previous bookmark
Ctrl-Period/Comma	Next/previous usage/compile error
Ctrl-Shift-1/2/3	Select in Projects/Files/Favorites
Ctrl-[	Move caret to matching bracket
Ctrl-K/Ctrl-Shift-K	Next/previous word match
Alt-Left/Alt-Right/Ctrl-Q	Go backward/forward/to last edit

### Coding in Java

Alt-Insert	Generate code
Ctrl-Shift-I	Fix all class imports
Alt-Shift-I	Fix selected class's import
Alt-Shift-F	Format selection
Alt-Shift Left/Right/Up/Down	Shift lines left/right/up/down
Ctrl-Shift-Up/D	Copy lines up/down
Ctrl/Alt-F12	Inspect members/hierarchy
Ctrl-/	Add/remove comment lines
Ctrl-E	Delete current line

### Coding in C/C++

Alt-Shift-C	Go to declaration
Ctrl-F9	Evaluate expression

### Coding in Ruby

Ctrl-Shift-A	Jump Rails action > view
Alt-Shift-Period/Comma	Select Next/Previous element
Ctrl-Shift-Space	Show documentation
Ctrl-Shift-T	Jump from test file to file

### SOA

Tab-Shift-Arrows	Move through elements
Alt-Shift-F	Advanced search
Alt/Shift-Enter	Expand/collapse elements
Ctrl-Shift-9	Show BPEL Mapper

### UML

Alt-Shift-A/O	Insert attribute/operation into selected element
Ctrl-Shift-F	Fit diagram into window
F8	Toggle Overview window
Ctrl-Shift-5	Select active UML diagram

### Compiling, Testing, and Running

F9	Compile package/ file
F11	Build main project
Shift-F11	Clean & build main project
Ctrl-Q	Set request parameters
Ctrl-Shift-U	Create JUnit test
Ctrl-F6/Alt-F6	Run JUnit test on file/project
F6/Shift-F6	Run main project/file

### Opening and Toggling between Views

Ctrl-Tab (Ctrl-`)	Toggle between open documents
Shift-Escape	Maximize window (toggle)
Ctrl-F4/Ctrl-W	Close currently selected window
Ctrl-Shift-F4	Close all windows
Shift-F10	Open contextual menu
Alt-Shift-D	Undock window

### Debugging

Ctrl-F5	Start debugging main project
Ctrl-Shift-F5	Start debugging current file
Ctrl-Shift-F6	Start debugging test for file (JUnit)
Shift-F5/F5	Stop/Continue debugging session
F4	Run to cursor location in file
F7/F8	Step into/over
Ctrl-F7	Step out
Ctrl-Alt-Up	Go to called method
Ctrl-Alt-Down	Go to calling method
Ctrl-F9	Evaluate expression
Ctrl-F8	Toggle breakpoint
Ctrl-Shift-F8	New breakpoint
Ctrl-Shift-F7	New watch

Available via the top Help menu, and also online at <http://wiki.netbeans.org/wiki/view/KeymapProfileFor60>

[back to Table of Contents](#)

# Hello World example



22



## Hello World example

Hello World programs are simple examples of a computer language to illustrate their structure

- HelloWorld.x3d actually has a small world in it!
- Found in local-directory archive download at [www.web3d.org/x3d/content/examples](http://www.web3d.org/x3d/content/examples)

X3D-Edit display includes color-coded text, node palette, validation, XML tree, Xj3D rendering

- Pretty-print HTML version is another useful output

Studying and modifying HelloWorld.x3d is an excellent way to learn a lot about X3D graphics



[back to Table of Contents](#)



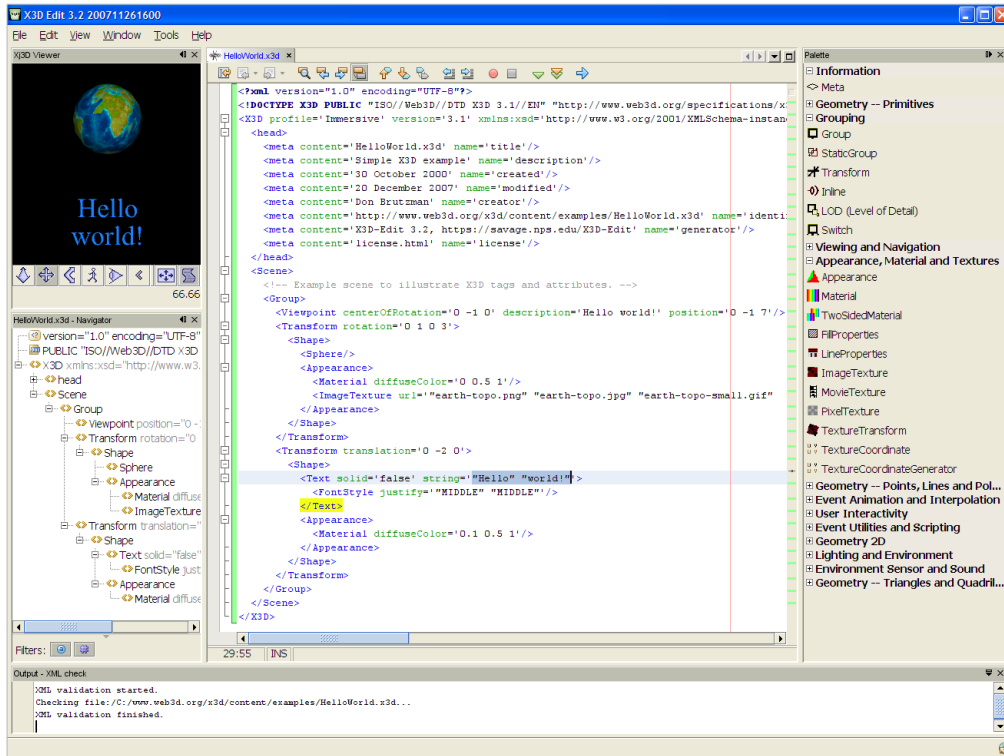
23

<http://x3dgraphics.com/examples/HelloWorld.x3d>

<http://www.web3d.org/x3d/content/examples/HelloWorld.x3d>

master in version control:

[http://x3d.svn.sourceforge.net/viewvc/\\*checkout\\*/x3d/www.web3d.org/x3d/content/examples/HelloWorld.x3d](http://x3d.svn.sourceforge.net/viewvc/*checkout*/x3d/www.web3d.org/x3d/content/examples/HelloWorld.x3d)



## Suggested exercise

Recreate the HelloWorld.x3d scene with X3D-Edit

- Create a new X3D scene, Save As using a new filename of your choosing
- Iconize the <head> element by clicking margin '+'
- Drag and drop nodes to build the scene
- Edit by typing, and by using node editors
- Make sure you maintain valid XML as you go
- Save, view, repeat as necessary

This matches how we build many X3D scenes



25

X3D for Web Authors, Chapter 01 - Technical Overview: Hello World - Mozilla Firefox

File Edit View History Bookmarks Tools GURU Help

http://x3dgraphics.com/examples/X3dforWebAuthors/Chapter01-TechnicalOverview/\_pages/page02.html

launch links


X3D VRML97

X3DV XHTML

X3DB C14N

**X3D for Web Authors, Chapter 01 - Technical Overview: Hello World**

Simple X3D example

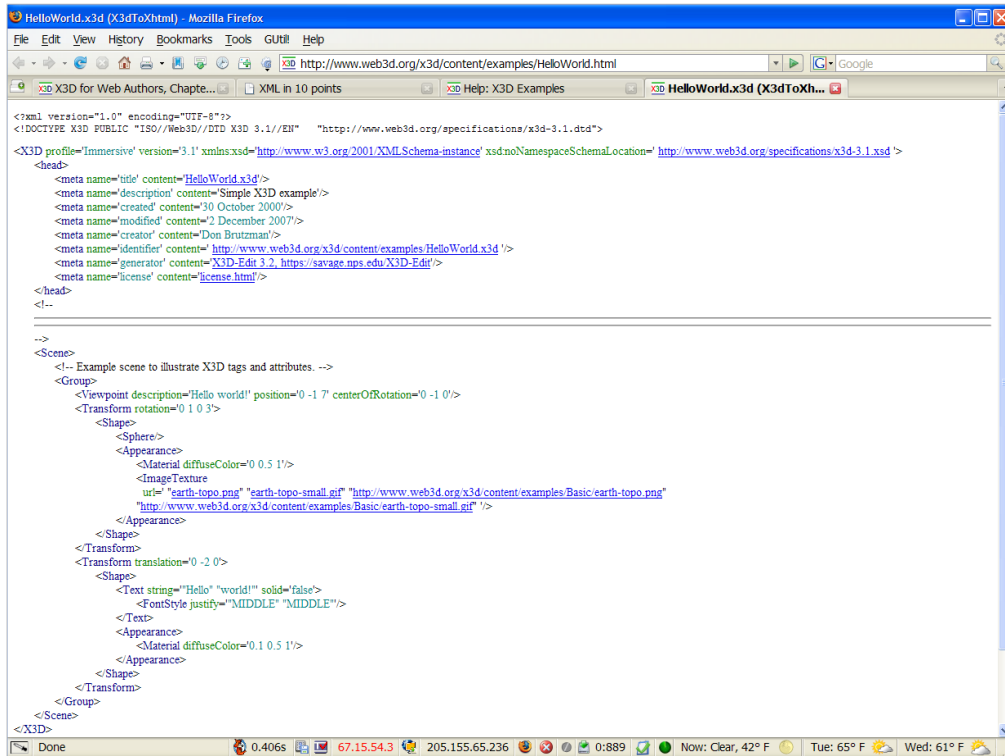


```

<?xml version="1.0" encoding="UTF-8"?>
<!DOCTYPE X3D PUBLIC "-//Web3D//DTD X3D 3.1//EN" "http://www.web3d.org/specifications/x3d-3.1.dtd">
<X3D profile="Immersive" version="3.1" xmlns:xsd="http://www.w3.org/2001/XMLSchema-instance" xsd:noNamespaceSchemaLocation="http://www.web3d.org/specifications/x3d-3.1.xsd">
  <head>
    <meta name="title" content="HelloWorld.x3d"/>
    <meta name="description" content="Simple X3D example"/>
    <meta name="created" content="30 October 2000"/>
    <meta name="modified" content="10 July 2006"/>
    <meta name="creator" content="Don Broutman"/>
    <meta name="identifier" content="http://www.web3d.org/x3d/content/examples/Basic/HelloWorld.x3d"/>
    <meta name="generator" content="X3D-Edit, https://savane.nps.edu/X3D-Edit"/>
    <meta name="license" content="license.html"/>
  </head>
  <!--
  -----
  Index for Viewpoint image Viewpoint_1
  -----
  -->
  <Scene>
    <!-- Example scene to illustrate X3D tags and attributes. -->
    <Group>
      <Viewpoint description="hello, world!" position="0 -1 7"/>
      <Transform>
        <Transform rotation="0 1 0 3">
          <Shape>
            <Sphere>
              <Appearance>
                <ImageTexture
                  url="earth-topo.png" "earth-topo-small.gif" "http://www.web3d.org/x3d/content/examples/earth-topo.png" "http://www.web3d.org/x3d/content/examples/earth-topo-small.gif"
                  http://www.web3d.org/x3d/content/examples/Basic/earth-topo.png" "http://www.web3d.org/x3d/content/examples/Basic/earth-topo-small.gif" />
                <Appearance>
              </ImageTexture>
            </Sphere>
          </Shape>
        </Transform>
      </Transform>
      <Transform translation="0 -2 0">
        <Shape>
          <Text string="Hello! 'world!'" solid="true">
            <FontStyle justify="MIDDLE" "MIDDLE"/>
          </Text>
          <Appearance>
            <Material diffuseColor="0.1 0.5 1"/>
          </Appearance>
        </Shape>
      </Transform>
    </Group>
  </Scene>

```

Done 0.813s 72.52.156.96 205.155.65.226 0:973 Now: Partly Sunny, 54° F Sat: 55° F Sun: 52° F



Pretty-printed HTML output using X3dToXhtml.xslt stylesheet

<http://www.web3d.org/x3d/content/examples/HelloWorld.html>

[back to Table of Contents](#)

## Other features



## Viewing alternatives for X3D

Default built-in viewer is open-source Xj3D

- High performance, implemented using Java OpenGL

Can launch current scene into web browser

- Displays using any of your installed plugins
- “Launch all viewers” simplifies comparison testing

Can also launch into standalone applications

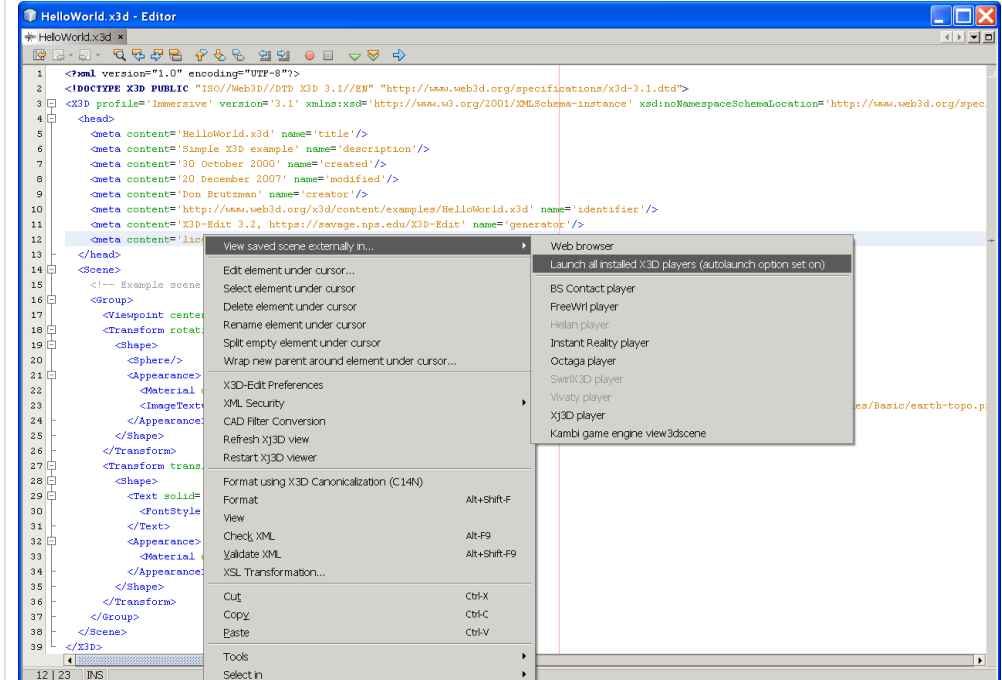
- Configuration panel simplifies download, install



<http://www.xj3d.org>

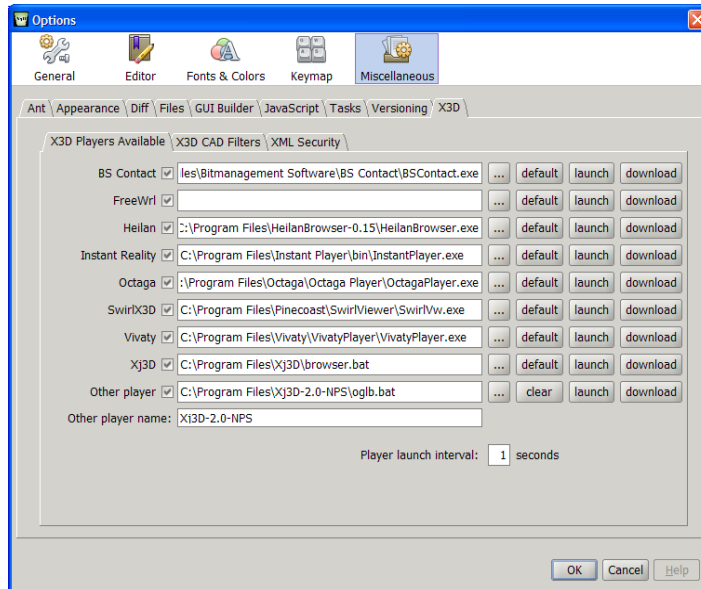
<http://www.web3d.org/x3d/content/examples/X3dResources.html#Applications>

# Right-click to launch external viewer





## Download, configure viewers: *Tools, Options, Miscellaneous, X3D, Players*



X3D-Edit menu selections: *Tools, Options, Miscellaneous, X3D, Players*

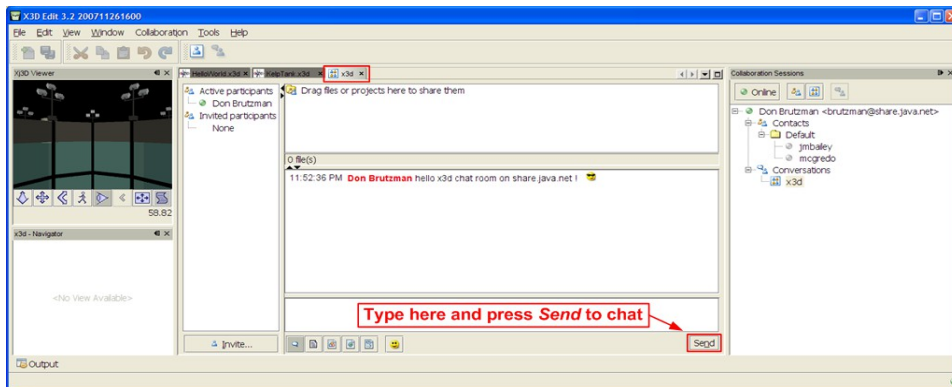
# X3D-Edit collaboration chat 1

Chat-based collaboration for text messaging or simultaneous file sharing is now available as an integrated capability in X3D-Edit.

Currently the installation procedure is performed by end users. Directions and screen snapshots are available at

- <https://savage.nps.edu/X3D-Edit/XmppChatCollaborationModule.html>

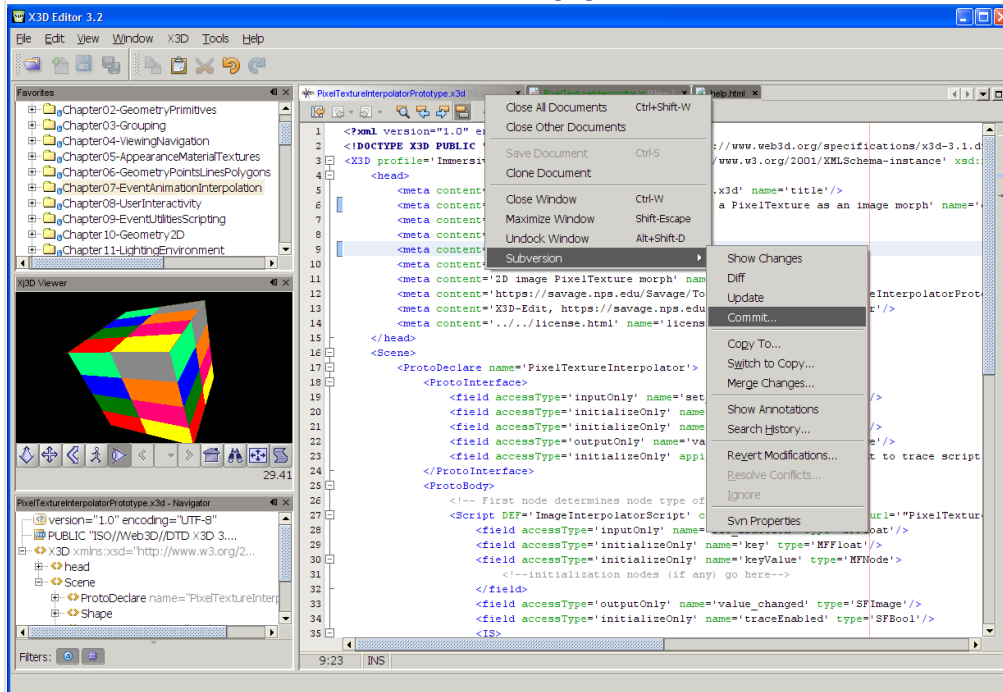
## X3D-Edit collaboration chat 2



XMPP JID for the chat channel is <xmpp://x3d@muc.share.java.net>

Subscription directions are provided on the installation page

# Version control support included

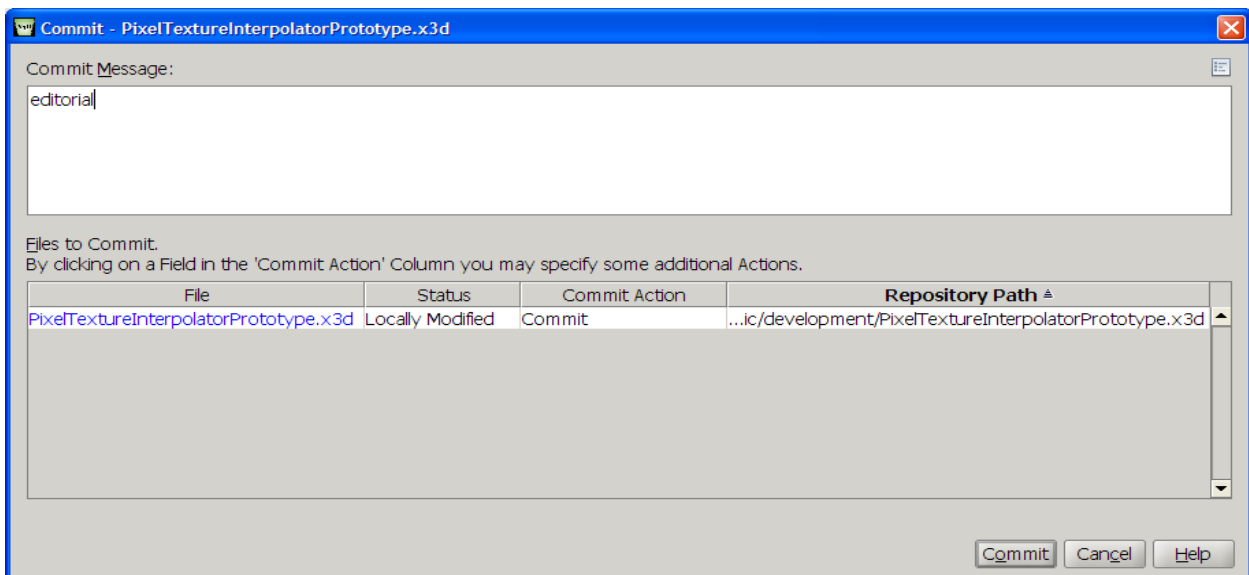


Version control allows multiple authors to share updates and work together.  
Prerequisite: you must have the Collabnet subversion client installed.

If the file being edited is under version control, the Netbeans platform detects that and offers Subversion or CVS version control (as appropriate) without further setup.

Developers can work with X3D-Edit directly to update, diff (difference compare) and commit any file changes. X3D-Edit 3.2 subversion master source is at

<http://x3d.svn.sourceforge.net/viewvc/x3d/www.web3d.org/x3d/tools/X3dEdit3.2>



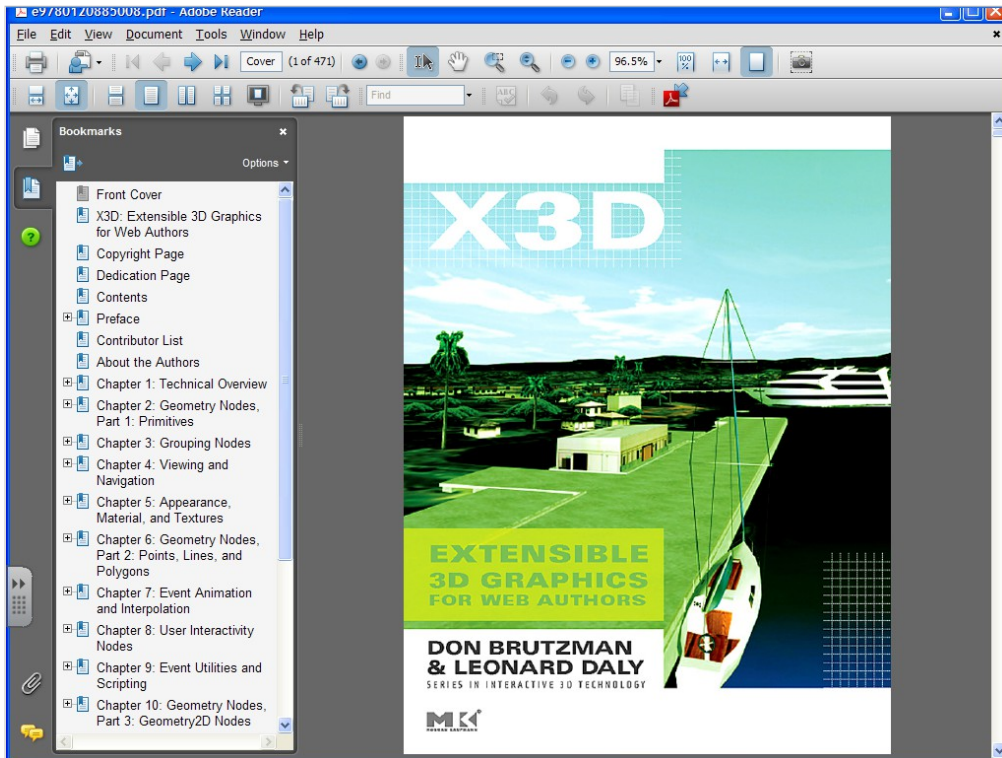
[back to Table of Contents](#)

# X3D for Web Authors

<http://x3dGraphics.com>



35



# Book organization



[back to Table of Contents](#)



# Book organization

Chapter 1 provides a thorough technical background study of how X3D works.

Subsequent chapters covers specific X3D nodes, grouped by similar functionality

- Chapters 2-6 for scene-graph fundamentals
- Chapters 7-9 for event animation and scripting
- Chapters 10-14 can be read in any order

Example scenes are provided in every chapter to enable direct learning, by changing examples and creating new scenes



# Chapter descriptions

1. **Technical Overview.** General introduction of the fundamentals of 3D, including scene graphs, events, node reuse, file structure and encodings, components and profiles, and conformance.
2. **Geometry Nodes, Part 1: Primitives.** The basic primitive shapes.
  - Box, Sphere, Cylinder, Cone, and Text.
3. **Grouping Nodes.** Collecting and positioning objects in the 3D world.
  - Inline, LOD, Group and StaticGroup, Switch, Transform, and Anchor.

## Chapter descriptions

4. **Viewing and Navigation.** How to view and navigate in the 3D world
  - Viewpoint and NavigationInfo.
5. **Appearance, Material, and Textures.** Adding colors, shininess, and transparency
  - Material and TwoSidedMaterial, or by adding image-file textures
  - PixelTexture, ImageTexture, MovieTexture, TextureTransform, TextureCoordinate, and TextureCoordinateGenerator.

## Chapter descriptions

6. **Geometry Nodes, Part 2: Points, Lines, and Polygons.** Geometric creations that are more advanced than the basic shapes.
  - Coordinate, Color, PointSet, LineSet, Extrusion  
IndexedLineSet, IndexedFaceSet, ElevationGrid.
7. **Event Animation and Interpolation.** Making objects move, twist, wiggle, and shake.
  - TimeSensor and interpolation nodes:  
ScalarInterpolator, PositionInterpolator,  
PositionInterpolator2D, ColorInterpolator,  
OrientationInterpolator, CoordinateInterpolator.

## Chapter descriptions

8. **User Interactivity Nodes.** Allowing users to interact with the world by connecting
  - TouchSensor, PlaneSensor, CylinderSensor, SphereSensor, KeySensor, and StringSensor nodes.
9. **Event Utilities and Scripting.** Event type conversion and improved animation using the event-utility nodes
  - BooleanFilter, BooleanSequencer, BooleanToggle, BooleanTrigger, IntegerSequencer, IntegerTrigger
  - author-programmable Script node.

## Chapter descriptions

### 10. **Geometry Nodes, Part 3: Geometry2D**

**Nodes.** Flat geometry is helpful for building 2D shapes that face the viewer. Planar nodes include

- Polypoint2D, Rectangle2D, TriangleSet2D, Polyline2D, Circle2D, Arc2D, ArcClose2D, Disk2D.

### 11. **Lighting and Environment Nodes.** Achieve lighting and scene background effects using

- DirectionalLight, PointLight, SpotLight, Background, TextureBackground, Fog, and Sound.

## Chapter descriptions

### 12. **Environment Sensor and Sound Nodes.**

User activity in the environment can be detected and processed by using

- LoadSensor, Collision, Billboard, ProximitySensor, and VisibilitySensor

### 13. **Geometry Nodes, Part 4: Triangles and Quadrilaterals.** Fundamental low-level geometry creation using triangles:

- TriangleSet, TriangleStripSet, TriangleFanSet, IndexedTriangleSet, IndexedTriangleStripSet, and IndexedTriangleFanSet.

## Chapter descriptions

**14. Creating Prototype Nodes.** Probably the most powerful extension feature in X3D is the ability to define new reusable nodes, known as prototypes. Prototype declarations are combinations of already-existing nodes and (optionally) other prototypes. Prototype instances can then be used like any other X3D node. External prototype declarations allow authors to collect reusable prototype definitions together in a single file that can be accessed by other scenes.

# How to use the book



[back to Table of Contents](#)





# How to use the book, 1

## Hands-on, eyes-on approach

- Learning is best accomplished by building and modifying scenes, using a text editor or an authoring tool that is X3D capable
- Modify and refresh frequently, you won't break it!
- X3D-Edit is provided free for your use  
<https://savage.nps.edu/X3D-Edit>

## Web authors and X3D students

- Chapter 1 section 1 only, then start with Chapter 2 and proceed in order
- Review chapter 1 periodically later, when you want



47

Note that url for the X3D-Edit home page starts with **https** not **http**

## How to use the book, 2

### Experienced 3D programmers

- Read Chapter 1 first to figure out how X3D is both similar to (and different from) the technologies which you already understand
- Skim chapters 2-6 scene graph fundamentals, then study chapters 2-9 animation, use others as needed

### Experienced X3D authors

- Study Chapter 1 descriptions of XML + ClassicVRML encodings, which are functionally equivalent
- Remainder of book in any order, can use it as a ready-reference manual

# Summary



[back to Table of Contents](#)



# Summary

Reading this "Getting Started" slideset prepares you to work examples in *X3D for Web Authors*

Topics include

- Goals, Motivation and Student background
- X3D-Edit Authoring Tool and Hello World example
- *X3D for Web Authors*: book organization and use
- It is important to get your system fully set up to view and edit X3D example scenes
- Can skip Chapter 1, Technical Introduction
  - Start right in working examples in Chapter 2

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50

Students should have an [X3D plugin](#) installed in their [Web browser](#) by now, along with [X3D-Edit](#) or another editor.

# References 1

*X3D: Extensible 3D Graphics for Web Authors*  
by Don Brutzman and Leonard Daly, Morgan  
Kaufmann Publishers, April 2007, 468 pages.



- <http://x3dGraphics.com>
- <http://x3dgraphics.com/examples/X3dForWebAuthors>

## X3D Resources



- <http://www.web3d.org/x3d/content/examples/X3dResources.html>



[back to Table of Contents](#)



51

# References 2

## X3D-Edit Authoring Tool

- <https://savage.nps.edu/X3D-Edit>



## X3D Scene Authoring Hints

- <http://x3dgraphics.com/examples/X3dSceneAuthoringHints.html>

## X3D Graphics Specification

- <http://www.web3d.org/x3d/specifications>
- Also available as help pages within X3D-Edit



52

A screenshot of the 'X3D-Edit 3.2 Help' window. The window has a blue title bar and a standard Windows-style interface. On the left is a 'Contents' pane with a tree view showing various help topics. The 'X3D Specifications' folder is expanded, showing sub-topics like 'Abstract Functionality', 'XML Encoding (.x3d)', 'ClassicVRML Encoding (.x3dv)', 'Compressed Binary Encoding', 'SAI Scene Authoring Interface', 'SAI EcmaScript Language Bindings', 'SAI Java Language Bindings', 'Humanoid Animation (H-Anim)', 'ECMAScript Specification', 'VRML97 Specification', and 'Availability and Feedback'. The main content area on the right displays the 'X3D Specifications Availability' and 'X3D Specifications Feedback' sections. The 'Availability' section lists three bullet points with links to the X3D specifications website, a master directory, and the ECMA script specification. The 'Feedback' section is divided into 'Feedback reporting mechanisms' (with links for public, member, and email feedback) and 'Principles' (with bullet points about comment policies). A 'Common use cases' section follows with three bullet points.

**X3D Specifications Availability**

- X3D Specifications are online publicly at <http://www.web3d.org/x3d/specifications>
- The [X3D Specifications master directory](http://www.web3d.org/specifications) containing DTDs and schemas used for scene validation is online at <http://www.web3d.org/specifications>
- The [ECMAScript](http://www.ecma-international.org) specification defines the formal version of JavaScript, which is approved by the European Computer Manufacturers Association (ECMA). It is also found online at <http://www.web3d.org/specifications/Ecma-262.pdf> and <http://www.ecma-international.org>

**X3D Specifications Feedback**

Feedback reporting mechanisms

- Public: [http://www.web3d.org/x3d/specifications/spec\\_feedback](http://www.web3d.org/x3d/specifications/spec_feedback)
- Web3D member: [http://www.web3d.org/membership/login/spec\\_feedback](http://www.web3d.org/membership/login/spec_feedback)
- Email: [x3d@web3d.org](mailto:x3d@web3d.org) (Web3D members only)

Principles

- Comments are always invited on X3D Specification documents
- All specification comments go to x3d working-group mailing list, where discussion is always welcome
- Comments which pass initial editor-checking scrutiny go into the [Mantis X3D Bug Tracker](#)
- Draft specifications and the bug tracker are for Web3D Consortium members only

Common use cases

- Public comments on publicly released specification documents
- Member comments on working documents
- Working group comments on preliminary draft documents

## References 3

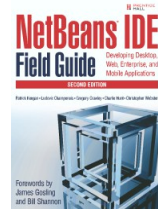
### Netbeans

- <http://www.netbeans.org>
- <http://plugins.netbeans.org/PluginPortal>



*Netbeans IDE Field Guide*, second edition,  
Patrick Keegan, Ludovic Champenois,  
Gregory Crawley, Charlie Hunt,  
Christopher Webster, Prentice Hall, 2006.

- <http://www.netbeans.org/kb/articles/NBFieldGuide.html>



53

Netbeans IDE Field Guide website online at  
<http://www.netbeans.org/kb/articles/NBFieldGuide.html>

## References 4

*Netbeans Tips and Tricks*, Ruth Kusterer,  
Prentice Hall, November 2008.



- "Your Guide to Finding Your Way Around the NetBeans IDE"
- <http://www.netbeans.org/kb/articles/netbeans-tips-and-tricks-book.html>

Netbeans IDE Field Guide website online at  
<http://www.netbeans.org/kb/articles/NBFieldGuide.html>



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55

# CGEMS, SIGGRAPH, Eurographics

The Computer Graphics Educational Materials Source(CGEMS) site is designed for educators

- to provide a source of refereed high-quality content
- as a service to the Computer Graphics community
- freely available, directly prepared for classroom use
- <http://cgems.inesc.pt>

*X3D for Web Authors* recognized by CGEMS! ☺

- Book materials: X3D-Edit tool, examples, slidesets
- Received jury award for Best Submission 2008

CGEMS supported by SIGGRAPH, Eurographics



From the CGEMS home page:

- <http://cgems.inesc.pt>

Welcome to CGEMS - Computer Graphics Educational Materials Source. The CGEMS site is designed for educators to provide a source of refereed high-quality content as a service to the Computer Graphics community as a whole. Materials herein are freely available and directly prepared for your classroom.

List of all published modules:

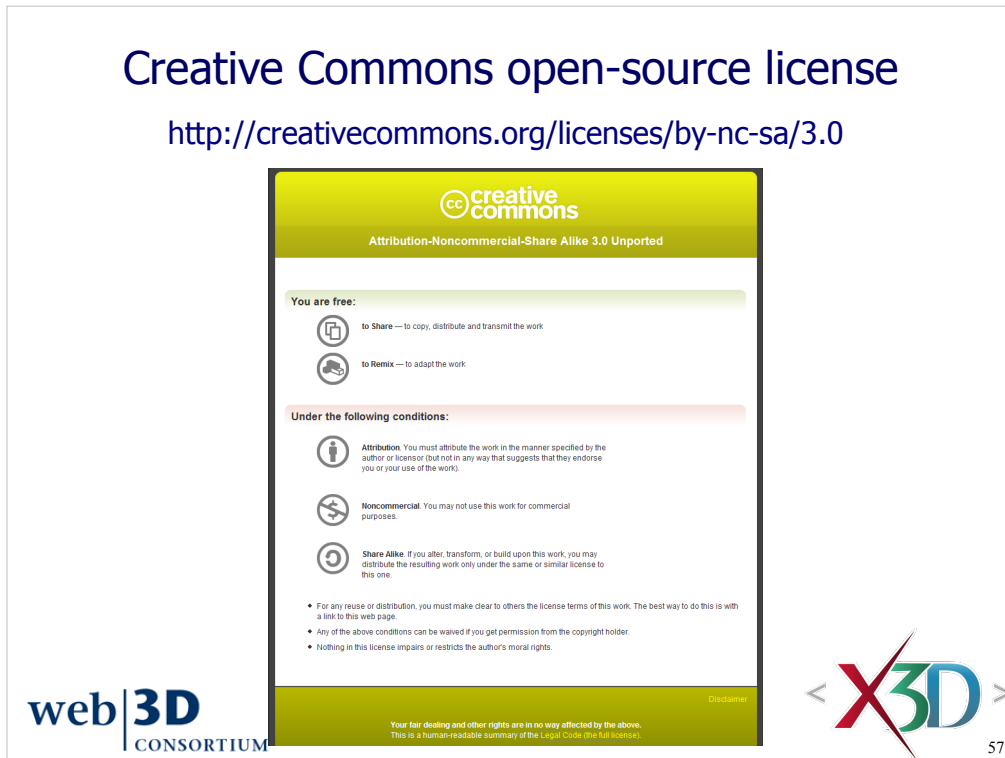
- <http://cgems.inesc.pt/authors/ListModules.aspx>

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# Open-source license for X3D-Edit software and X3D example scenes

<http://www.web3d.org/x3d/content/examples/license.html>

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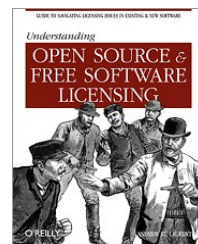
License available at

<http://www.web3d.org/x3d/content/examples/license.txt>

<http://www.web3d.org/x3d/content/examples/license.html>

Good references on open source:

Andrew M. St. Laurent, *Understanding Open Source and Free Software Licensing*, O'Reilly Publishing, Sebastopol California, August 2004. <http://oreilly.com/catalog/9780596005818/index.html>



Herz, J. C., Mark Lucas, John Scott, *Open Technology Development: Roadmap Plan*, Deputy Under Secretary of Defense for Advanced Systems and Concepts, Washington DC, April 2006. <http://handle.dtic.mil/100.2/ADA450769>

