

LodWithDifferentShapes.x3d - Editor

```
1 <?xml version="1.0" encoding="UTF-8"?>
2 <!DOCTYPE X3D PUBLIC "ISO//Web3D//DTD X3D 3.1//EN" "http://www.web3d.org/specifications/x3d-3.1.dtd">
3 <X3D profile='Immersive' version='3.1' xmlns:xsd='http://www.w3.org/2001/XMLSchema-instance' xsd:noNamespaceSchemaLocation='http://www.w3.org/2001/XMLSchema-instance'>
4   <head>
5     <meta content='LodWithDifferentShapes.x3d' name='title' />
6     <meta content='Example to demonstrate LOD forceTransitions field for animating different shapes, navigate in/out' name='description' />
7     <meta content='Leonard Daly and Don Brutzman' name='creator' />
8     <meta content='21 July 2011' name='created' />
9     <meta content='23 July 2011' name='modified' />
10    <meta content='LOD.x3d' name='reference' />
11    <meta content='http://X3dGraphics.com' name='reference' />
12    <meta content='http://www.web3d.org/content/examples/X3dResources.html' name='reference' />
13    <meta content='Copyright (c) 2005, Daly Realism and Don Brutzman' name='rights' />
14    <meta content='X3D book, X3D graphics, X3D-Edit, http://www.x3dgraphics.com' name='subject' />
15    <meta content='http://X3dGraphics.com/examples/X3dForWebAuthors/Chapter03-Grouping/LodWithDifferentShapes.x3d' name='generator' />
16    <meta content='X3D-Edit, https://savage.nps.edu/X3D-Edit' name='generator' />
17    <meta content='../license.html' name='license' />
18  </head>
19  <Scene>
20    <Background skyColor='1 1 1' />
21    <NavigationInfo type='FLY' 'ANY' />
22    <Viewpoint description='LOD at 4m shows Box' position='0 0 4' />
23    <Viewpoint description='LOD at 8m shows Cone' position='0 0 8' />
24    <Viewpoint description='LOD at 12m shows Cylinder' position='0 0 12' />
25    <Viewpoint description='LOD at 16m shows Sphere' position='0 0 16' />
26    <LOD DEF='Switcher' forceTransitions='true' range='5 10 15'>
27      <Shape DEF='BoxShape'>
28        <Box />
29        <Appearance>
30          <Material DEF='BoxMaterial'>
31            <Color value='1 0 0' />
32          </Material>
33        </Appearance>
34      </Shape>
35      <Shape DEF='ConeShape'>
36        <Cone />
37        <Appearance>
38          <Material DEF='ConeMaterial'>
39            <Color value='1 1 0' />
40          </Material>
41        </Appearance>
42      </Shape>
43      <Shape DEF='CylinderShape'>
44        <Cylinder />
45        <Appearance>
46          <Material DEF='CylinderMaterial'>
47            <Color value='0 1 0' />
48          </Material>
49        </Appearance>
50      </Shape>
51      <Shape DEF='SphereShape'>
52        <Sphere />
53        <Appearance>
54          <Material DEF='SphereMaterial'>
55            <Color value='0 0 1' />
56          </Material>
57        </Appearance>
58      </Shape>
59    </LOD>
60  </Scene>
61 </X3D>
```

LOD *forceTransitions*
animation pattern,
illustrated

