A STUDY AND IMPLEMENTATION ON THE SEMANTICS OF 3D VIRTUAL WORLD MODEL FOR WEB

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ABSTRACT

This project addresses the issues on manipulating the new and evolving 3D modeling technology to provide wide range of Web and broadcast based high-quality applications. The project is characterized by Virtual Reality Modeling Language (VRML), a 3D time-based space modeling technology in integrating 3D graphics and multimedia. It presents a new and evolving wide range application and Internet technology, and allows us to navigate, interact, and experience the virtual world model. The functions, features, techniques and capabilities provided by the VRML technology are discussed in this project. The prototype of virtual world model is designed and developed in order to demonstrate the 3D environment based on VRML concept.