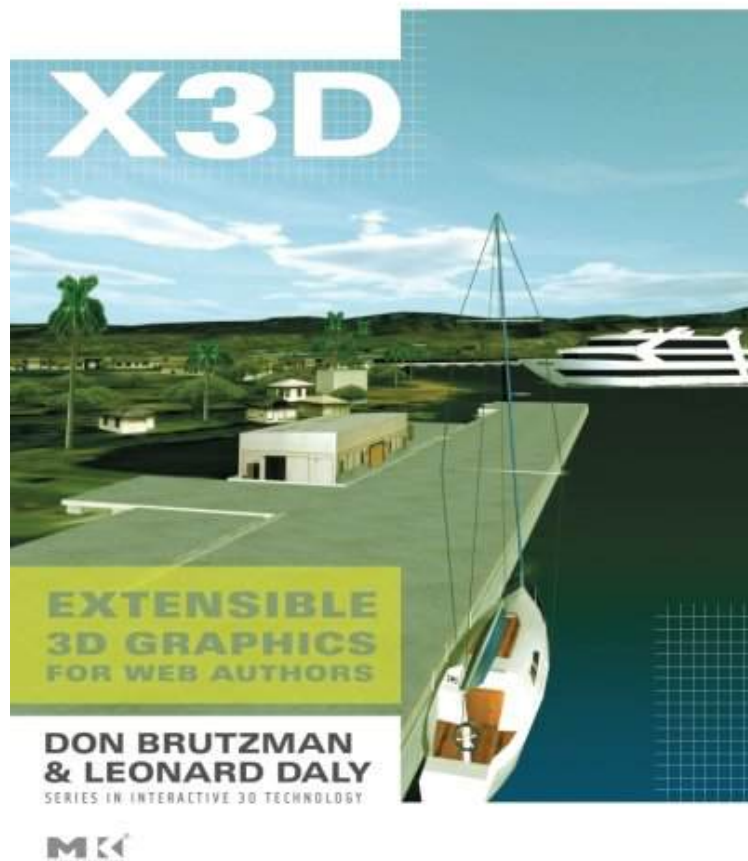


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By Don Brutzman, Leonard Daly



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In the early days of the Web a need was recognized for a language to display 3D objects through a browser. An HTML-like language VRML was proposed in 1994 and became the standard for describing interactive 3D objects and worlds on the Web. 3D Web courses were started, several best-selling books were published, and VRML continues to be used today. However, VRML, because it was based on HTML, is a stodgy language that is not easy to incorporate with other applications and

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