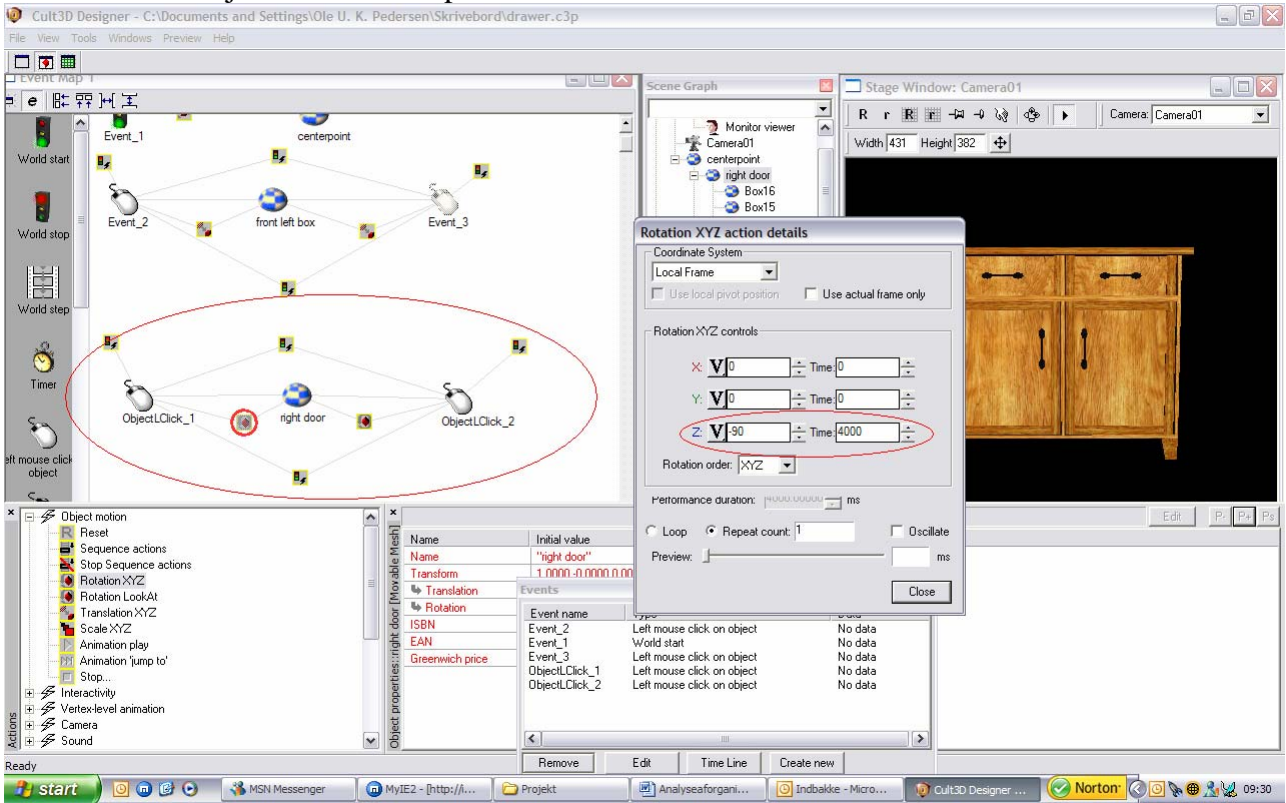


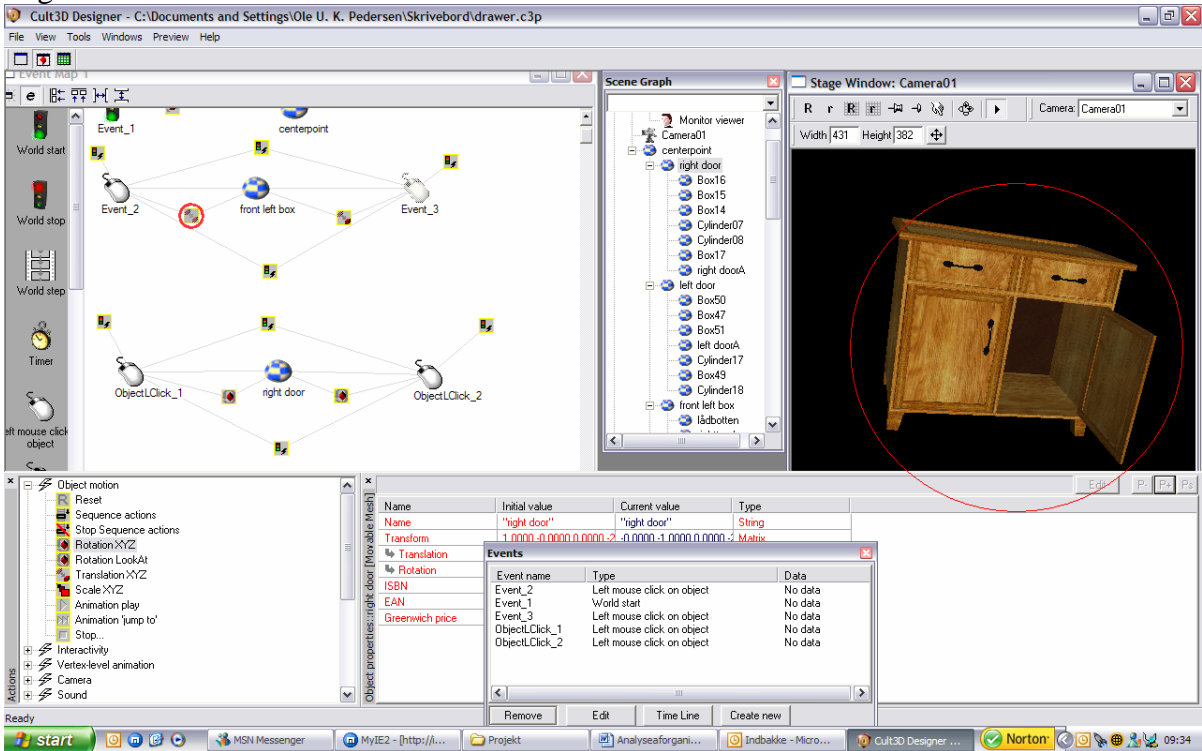
Opgave C – Gruppe 2.105

Kommode-opgaven

Elementerne tilføjes til "Event-map"



Lågen åbnes



Stol-opgaven

Det 4. ben tilføjes (markeret med rød)

```
#VRML V2.0 utf8
PROTO TwoColorTable [ field SFCOLOR legColor .8 .4 .7
                      field SFCOLOR topColor .6 .6 .1 ]
{
  Transform {
    children [
      Transform { # table top
        translation 0 0.6 0
        children
          Shape {
            appearance Appearance {
              material Material { diffuseColor IS topColor }
            }
            geometry Box { size 1.2 0.2 1.2 }
          }
        ]
      }

      Transform { # first table leg
        translation -.5 0 -.5
        children
          DEF Leg Shape {
            appearance Appearance {
              material Material { diffuseColor IS legColor }
            }
            geometry Cylinder { height 1 radius .1 }
          }
        ]
      Transform { # another table leg
        translation -.5 0 .5
        children USE Leg
      }
      Transform { # another table leg
        translation .5 0 .5
        children USE Leg
      }
      Transform { # 4. table leg
        translation .5 0 -.5
        children USE Leg
      }
    ] # End of root Transform's children
  } # End of root Transform
} # End of prototype

# The prototype is now defined. Although it contains a
# number of nodes, only the legColor and topColor fields
# are public. Instead of using the default legColor and
# topColor, this instance of the table has red legs and
# a green top:

TwoColorTable {
  legColor 1 0 0 topColor 0 1 0
}
NavigationInfo { type "EXAMINE" } # Use the Examine viewer
```

Visualisering af stol med 4 ben

