

Tutorial for week 13

(Apr 3, 2002)

March 30, 2002

The following questions will be considered during the tutorial sessions on Wednesday...

- Q1:** Find a minimal VRML file which constructs a solid cube.
- Q2:** Find minimal OpenGL display-list code to draw a cube.
- Q3:** Examine the Java code given for using the EAI to modify the VRML. How exactly does the code get a reference to a VRML node?
- Q4:** Examine the Java code given for using the EAI to modify the VRML. How exactly does the code modify a VRML node?