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PROPOSAL FOR REPORT STRUCTURE ON MASTERS THESIS

Inquiry on the Merits of 3D Internet Browsers

Abstract

Table of Contents

PART I - Introduction

(This part will introduce the reader to 3D on the net and VRML)

- **Introduction, Background, Problem Specification**

- **The history behind VRML**
  - VRML 1.0
  - VRML 2.0
  - VRML 97
- **What is VRML?**
  - Design Goals for VRML
  - The Future of VRML
- **Why VRML?**
  - 3D formats
  - 3D on the Internet
- **Specifics on VRML 97**
  - Modularity
  - Static Properties
    - Geometry Nodes
    - Light Nodes
    - Textures and Sounds
    - Coordinate Systems
  - Dynamic Properties
    - Events and Sensors
    - Routing
  - Scripts and APIs

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PART II - Navigating

(This part will explain the problems with navigating in virtual worlds and the methods used in VRML to deal with these problems.)

- **Browsers**
    - Requirements of a 3D Internet Browser
    - Rendering Techniques
    - Existing browsers
        - Table of Pros and Cons with the Major Browsers
    - Future Browsers
- **Navigation**
    - Navigating in 3D
        - Interaction Methods
        - Difficulties
    - Navigation Modes in VRML 2.0 Browsers
        - Examine
        - Walk
        - Fly
        - None
    - Natural Laws in VRML

PART III - Construction

(This part will explain common techniques to model three dimensional objects and what software to use for this purpose.)

- **3D Modelers**
    - Basics on 3D Modeling Methods
        - *(Probably more sub-headers on each technique)*
    - 3D Software
    - Formats and Conversion
    - Table of Software's Pros and Cons
- **World Builders**
    - Software
    - Table of Software's Pros and Cons

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PART IV - Applications

(This part will deal with the content problem (i.e. how do we fill the virtual worlds with a useful content?) and what applications are suitable for Virtual Reality and VRML.)

- **The Content Problem**
- **Areas of Use for Virtual Reality and VRML**
    - Educational
    - Commercial
    - Entertainment
    - (Other ?)

PART V - Implementation

(This part will be a description on the work with an implementation of a 3D world)

- **Problem Specification**
- **Method and Tools**
- **Problems**

PART VI - Conclusions

(This part will contain the conclusions and tie up loose ends from the paper)

- **Where are we today?**
- **What does the future hold?**

Credits

Literature References

Appendix
(Source code, Printouts of Internet References(?), et. c.)