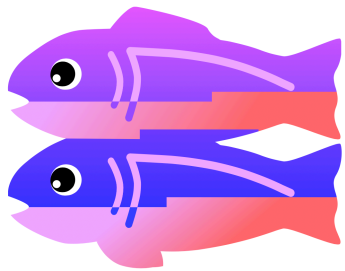


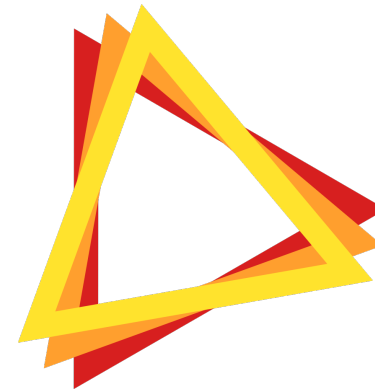
Building Dynamic Interactive X3D Scenes A Cookbook

x3dom
Instant 3D the HTML way!

[X3dom.org](https://x3dom.org)



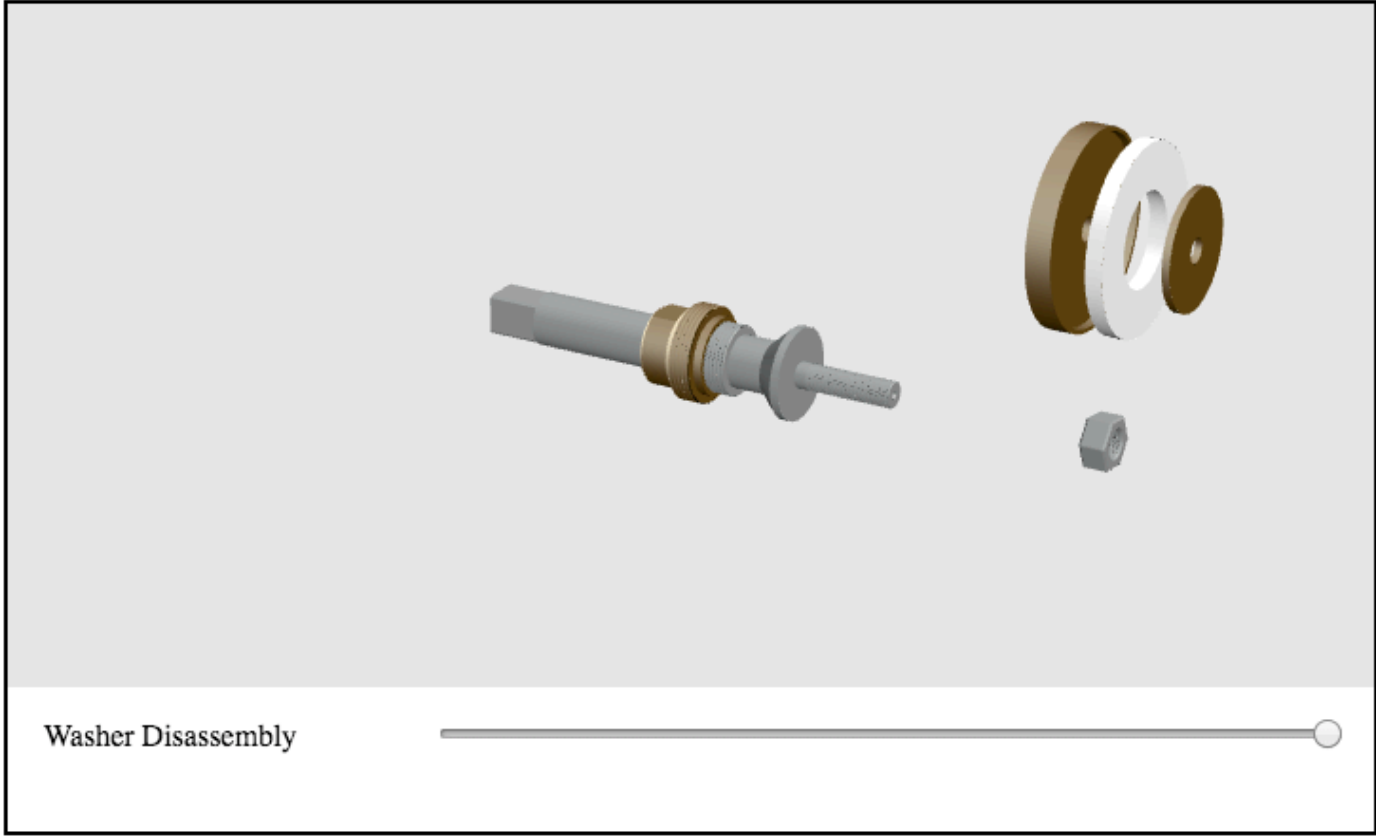
glitch.com




[X ITE](https://xite.org)



Controlled Motion



<https://glitch.com/~control-motion>



Washer Disassembly

control-motion by 

Share View Source  

Edit Project Add to Collection  Remix This 

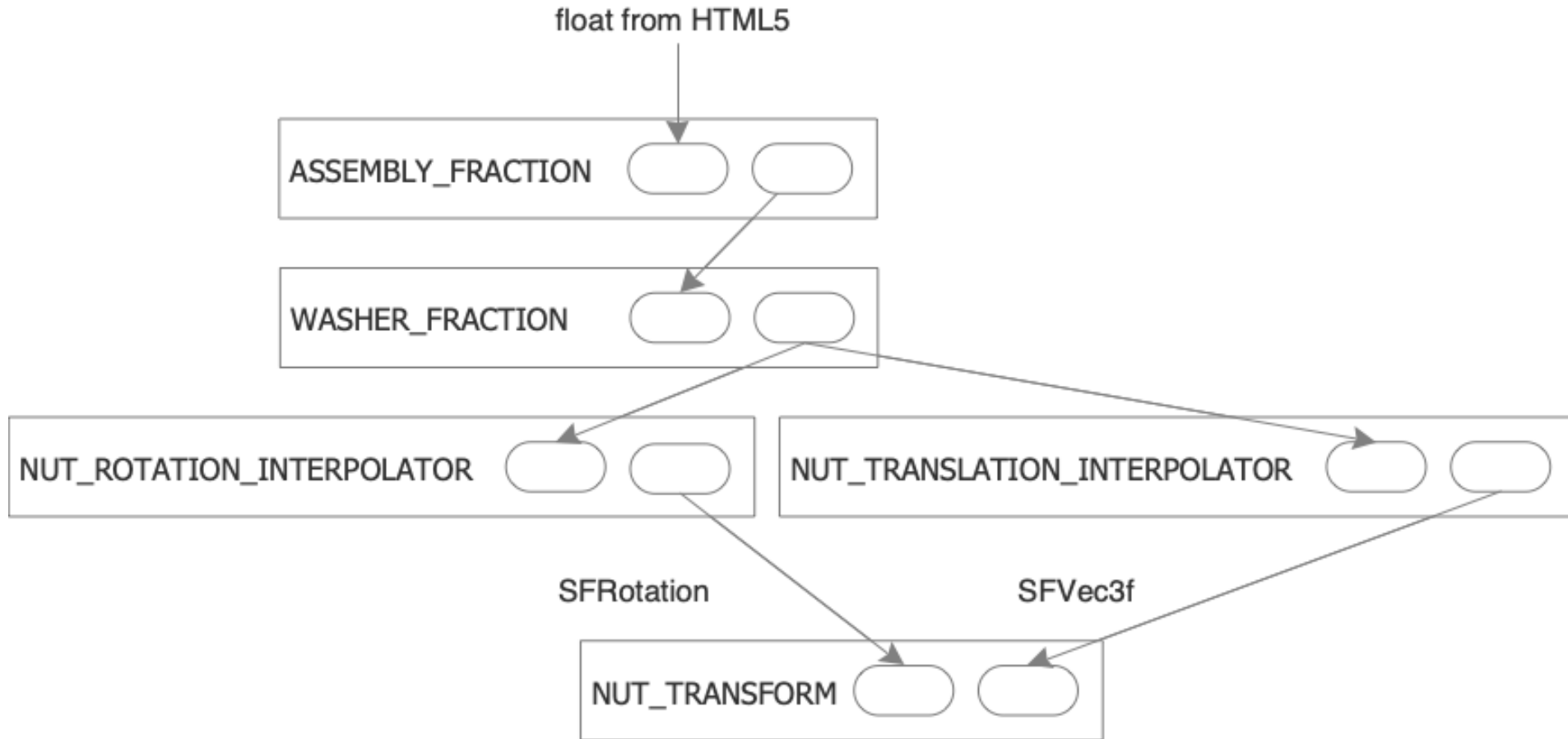
The image shows a 3D CAD model of a mechanical assembly, specifically a washer disassembly. The assembly consists of a central shaft with a hexagonal end, a grey cylindrical component, a brass-colored ring, and a grey nut. To the right, the disassembled parts are shown: a brass-colored ring, a white ring, and a grey nut. Below the model is a slider control labeled "Washer Disassembly". The interface includes a "control-motion by" logo, "Share", "View Source", "Add to Collection", and "Remix This" buttons.

Welcome to Glitch

Techniques demonstrated in controlled motion

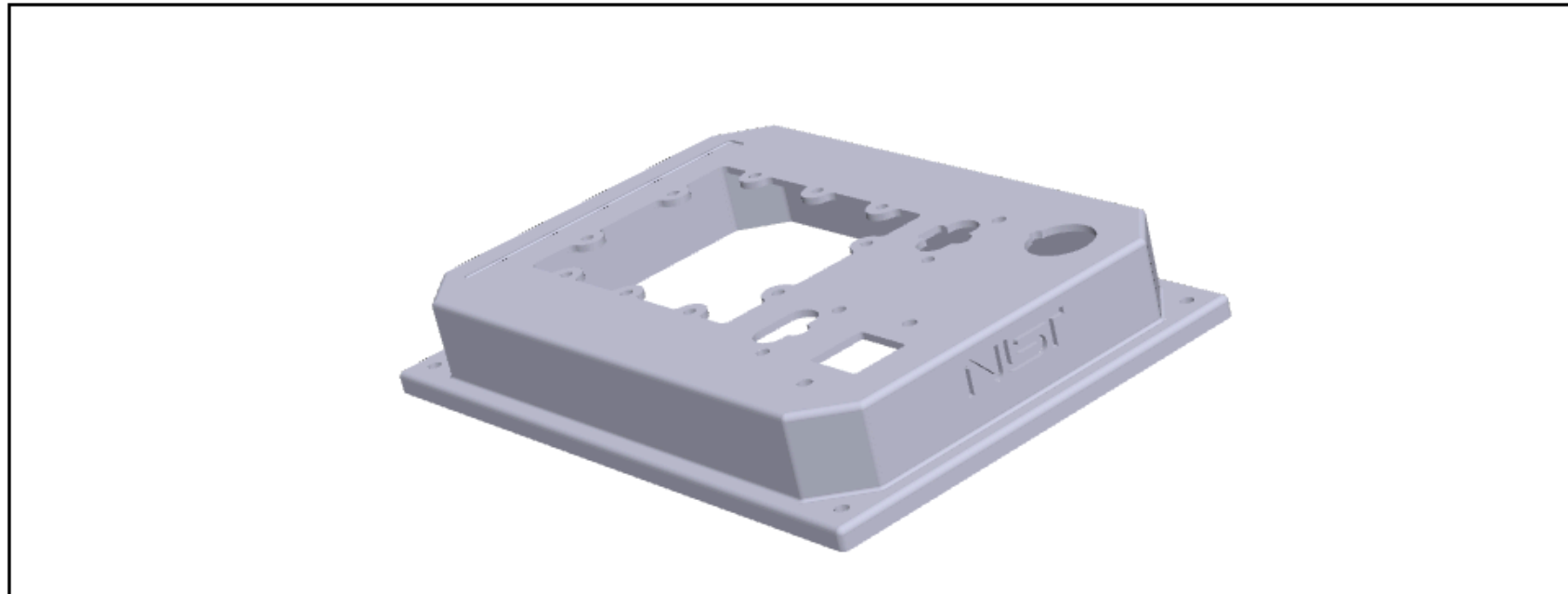
- Defining coordinated animation motion in an X3D scene
- Interaction with an X3D scene through HTML 5 user interface controls

Event flow for showing controlled motion



Annotation with visibility

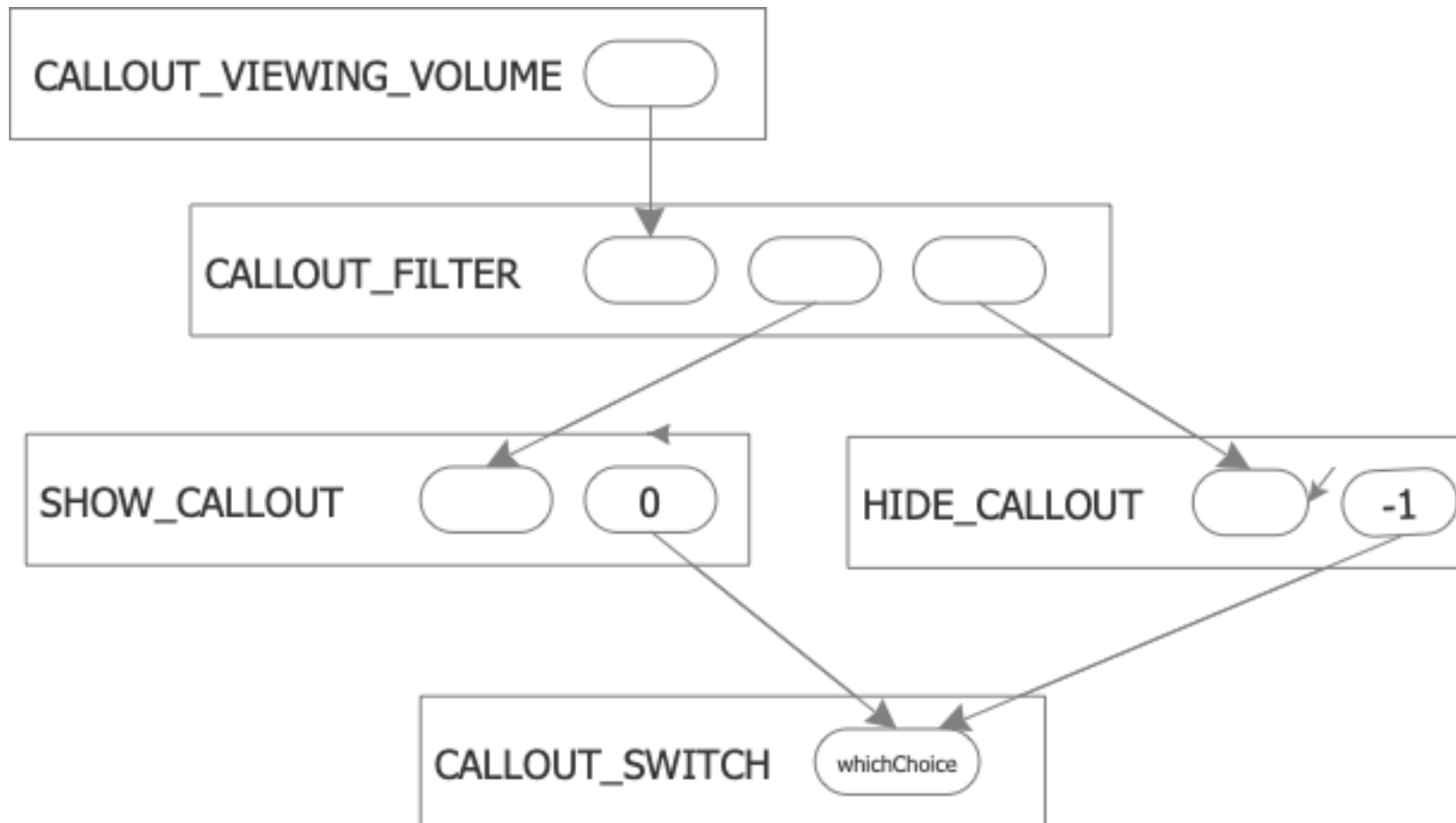
<https://glitch.com/~annotate-visibility>



Techniques demonstrated in Annotation with visibility

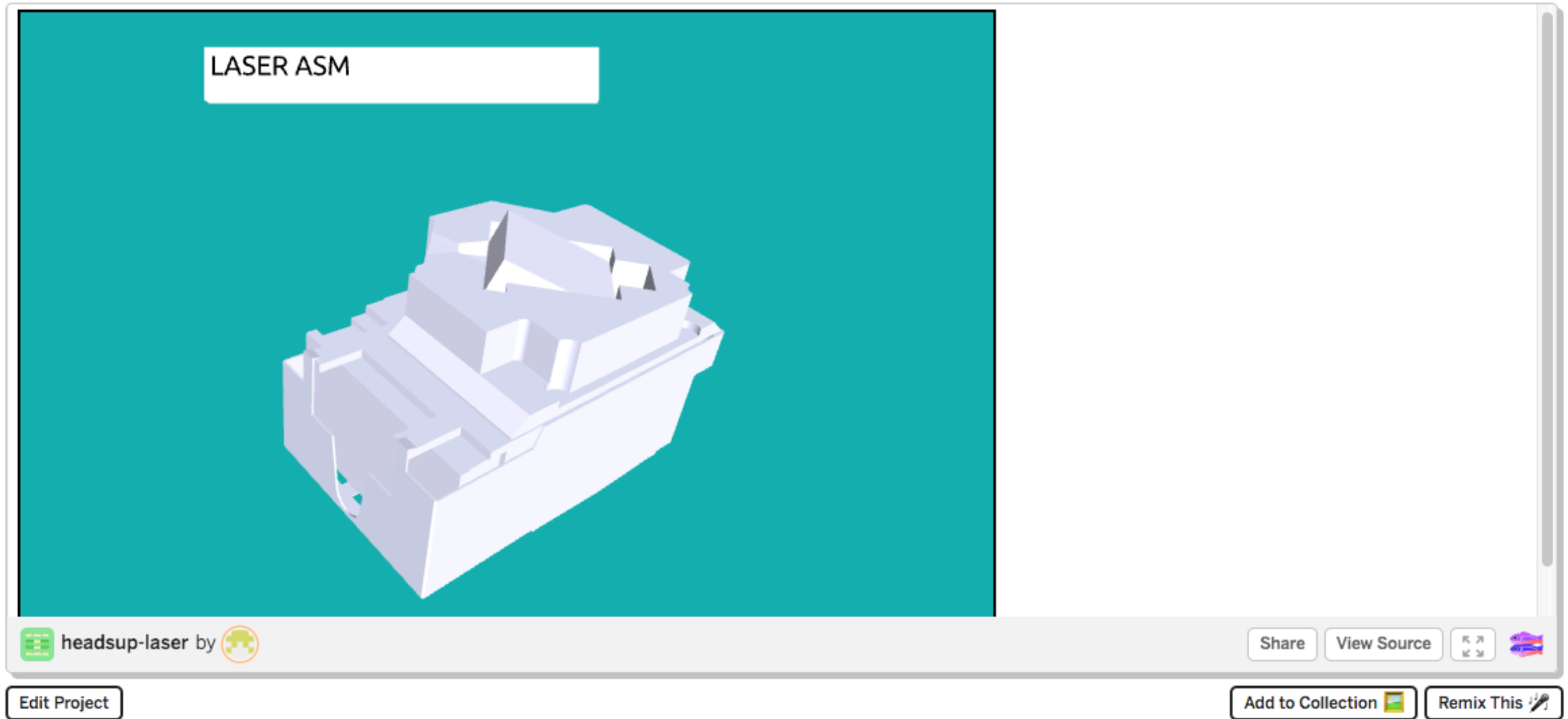
- Attaching text and image visual annotations to an X3D scene.
- Dynamic control of the annotations as the user interacts with the scene, to preserve visual clarity.

Event Flow for showing/hiding an object in the scene



Heads Up Display

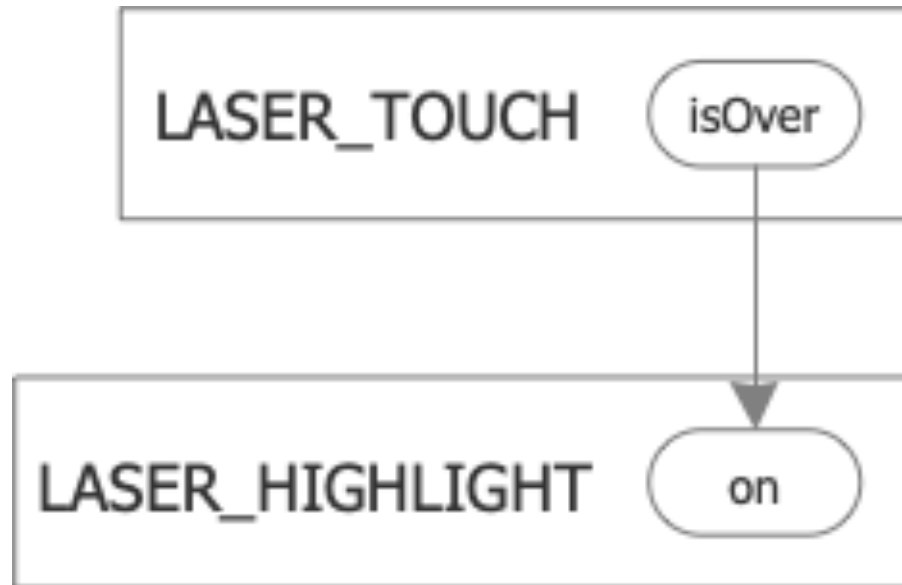
<https://glitch.com/~headsup-laser>



Techniques demonstrated in Heads Up Display

- Attach a visual element that moves with the point of view – a Heads Up Display
- Interacting and controlling the scene with a pointing device -- mouse

Event Flow for turning on a light



Goals of the Cookbook approach

- Help creators use X3D to make compelling dynamic interactive 3D scenes with the X3D standard
- Identify common or useful patterns which authoring tools can offer.