

## **APPLICATION RESEARCH ON ANIMATION PRODUCE BASED ON VRML VIRTUAL REALITY LANGUAGE**

**JIANG TINGTING<sup>1</sup>, HU JIE<sup>1</sup>, HANG DAN<sup>1</sup>, XIAO NA<sup>1</sup>,  
YUE DONGHUI<sup>1</sup>, AND LI LING<sup>2</sup>**

<sup>1</sup>Department of Air Force Service College, Xuzhou 221000, China

<sup>2</sup>Department of Liaoning Technical University, Fuxin 123000, China

### **Abstract**

VRML could observe modeling effectively by browser, establish many kinds of three-dimension animation, and make the program writted more quickly and simply, so VRML has become gradually the best choice to establish model. But to produce animation by modeling, we must set up routing and send incident for relevant node domain. The paper studies the method of modeling by VRML language and establishes an example to describe the method of modeling animation routing by VRML modeling language.

---

**Keywords:** virtual reality; modeling; incident; animation