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LodWithDifferentShapes.x3d - Editor
LodWithDifferentShapes.x3d
1 <?xml version="1.0" encoding="UTF-8"?>
2 <!DOCTYPE X3D PUBLIC "ISO//Web3D//DTD X3D 3.1//EN" "http://www.web3d.org/specifications/x3d-3.1.dtd">
3 <X3D profile='Immersive' version='3.1' xmlns:xsd='http://www.w3.org/2001/XMLSchema-instance' xsd:noNamespaceschema
4 <head>
5 <meta content='LodWithDifferentShapes.x3d' name='title' />
6 <meta content='Example to demonstrate LOD forceTransitions field for animating different shapes, navigate in/out' />
7 <meta content='Leonard Daly and Don Brutzman' name='creator' />
8 <meta content='21 July 2011' name='created' />
9 <meta content='23 July 2011' name='modified' />
10 <meta content='LOD.x3d' name='reference' />
11 <meta content='http://X3dGraphics.com' name='reference' />
12 <meta content='http://www.web3d.org/x3d/content/examples/X3dResources.html' name='reference' />
13 <meta content='Copyright (c) 2005, Daly Realism and Don Brutzman' name='rights' />
14 <meta content='X3D book, X3D graphics, X3D-Edit, http://www.x3dGraphics.com' name='subject' />
15 <meta content='http://X3dGraphics.com/examples/X3dForWebAuthors/Chapter03-Grouping/LodWithDifferentShapes.x3d' />
16 <meta content='X3D-Edit, https://savage.nps.edu/X3D-Edit' name='generator' />
17 <meta content='../license.html' name='license' />
18 </head>
19 <Scene>
20 <Background skyColor='1 1 1' />
21 <NavigationInfo type='FLY' "ANY" />
22 <Viewpoint description='LOD at 4m shows Box' position='0 0 4' />
23 <Viewpoint description='LOD at 8m shows Cone' position='0 0 8' />
24 <Viewpoint description='LOD at 12m shows Cylinder' position='0 0 12' />
25 <Viewpoint description='LOD at 16m shows Sphere' position='0 0 16' />
26 <LOD DEF='Switcher' forceTransitions='true' range='5 10 15'>
27 <Shape DEF='BoxShape'>
28 <Box/>
29 <Appearance>
30 </Appearance>
31 </Shape>
32 <Shape DEF='ConeShape'>
33 <Cone/>
34 <Appearance>
35 </Appearance>
36 </Shape>
37 <Shape DEF='CylinderShape'>
38 <Cylinder/>
39 <Appearance>
40 </Appearance>
41 </Shape>
42 <Shape DEF='SphereShape'>
43 <Sphere/>
44 <Appearance>
45 </Appearance>
46 </Shape>
47 </LOD>
48 </Scene>
49 </X3D>
```

LOD *forceTransitions* animation pattern, illustrated

