



Fig.3. A scene instance generated by descriptive modeling language.

Input text of the scene:

Select background;Set skyColor=blue, groundColor=green;Insert background;Select table;Insert table;Move forward 2;Rotate left 3;Select pot;Insert pot;Move forward 2.

Experiments show that the modeling language reduces the virtual scene modeling complexity and difficulty, basically accord with the user's thinking and operation habit, method of modeling is easy to grasp, to speed up the speed of modeling, so that no 3D modeling experienced users can easily make the virtual scene modeling.

Conclusion

This paper first analyzes the deficiency of graphical modeling language, and then puts forward descriptive modeling language based on semantic to accomplish virtual scene modeling interactive task. This paper mainly introduces the design principles, modeling primitives to describe the modeling language, the design of the parser and implementation process of descriptive modeling language. Construction method of modeling language to introduce semantic information is discussed in this paper.

References

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