

VRMLの利用

図1: 正多面体

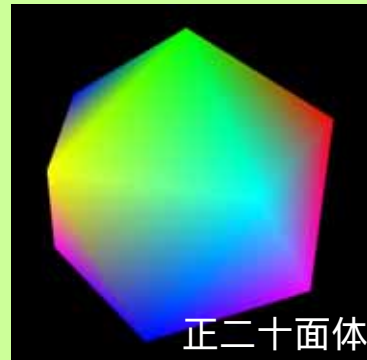
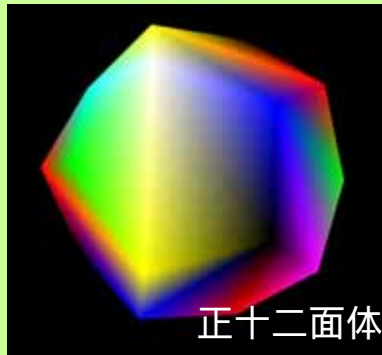
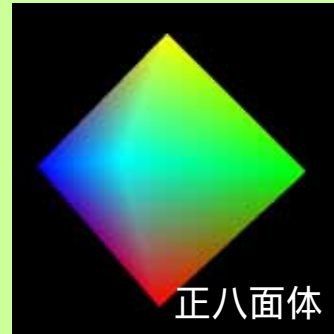
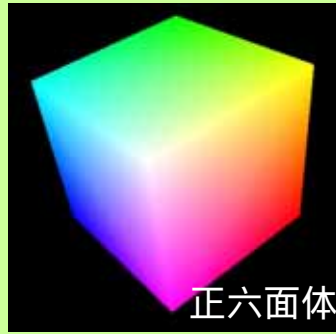
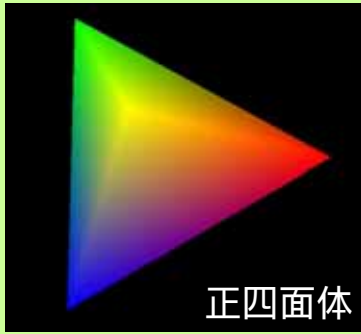


図2: 格子の変化

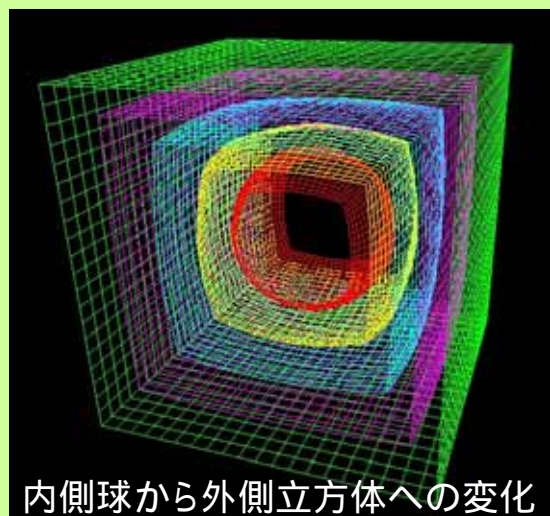
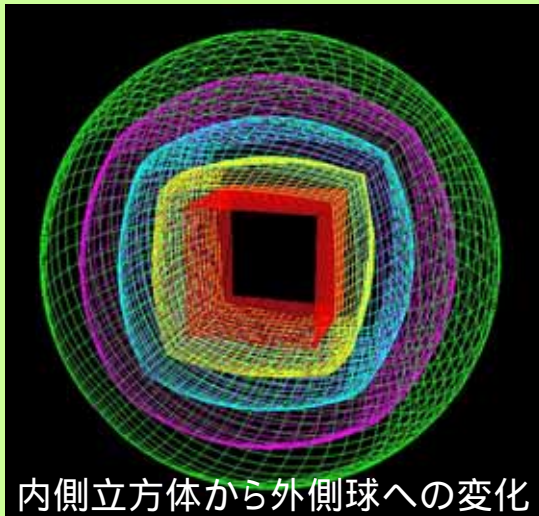


図3: 干渉パターン

