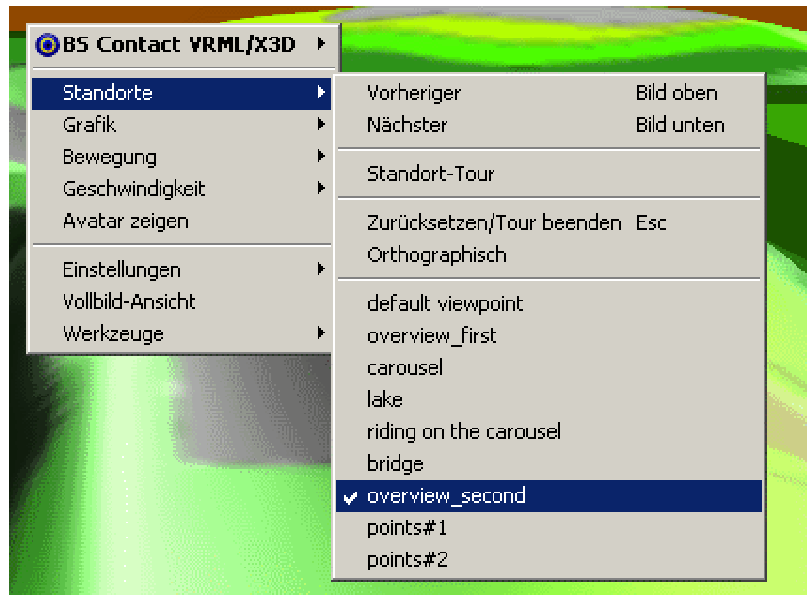


## Viewpoints

As usual an X3D player provides an interface to move to viewpoints that are defined by the scene.

BS Contact offers the possibility to select one specific viewpoint, but also the possibility to do a viewpoint tour over all viewpoints. (Octaga Player provides similar functionality)



The example layout provides following viewpoints

- default\_viewpoint (frame)
- overview\_first (“first” module)
- carousel (“first” module)
- lake (“first” module)
- riding on the carousel (“first” module, animated !)
- bridge (“second” module)
- overview\_second (“second” module)
- points#1 (“second” module)
- points#2 (“second” module)