

Version: 3.1 (24 April 2003)

Geometry (Sheet 3)

- Attribute Set Index (ordered)*
- Classification Data (0..1)
- Property Table (*)
- Property Table Reference (*)
- Property Value (*)
- Time Constraints Data (0..1)

Primitive Geometry (Sheet 21)

- Light Rendering Properties (0..1)
- Rendering Priority Level (0..1)
- Image Mapping Function (ordered)* (Sheet 22)
- Presentation_Domain (0..1)
- Colour (*) (Sheet 14)
- Rendering Properties (0..1) (Sheet 21)

Point Geometry (Sheet 13)

- Geometry Node (0..1)
- Conformal Behavior (0..1)
- Location (0..1)
- Camera Point (*)
- Point (*)
- World 3X3 (0..1)
- Rotation (*) (ordered)*
- Morph Point (0..1)
- Texture Coordinate (ordered)* (Sheet 18)
- Geometry Node (0..1) (Sheet 13)
- Location (Sheet 15)

Linear Geometry (Sheet 18)

- Finite Element Mesh
- Line (*)
- Arc (*)
- Geometry Edge (*) (ordered)*
- Reference Vector (*) (ordered)* (Sheet 7)
- Base Vertex (2 {ordered}) (2..*) (3..*) (ordered)* (Sheet 18)
- Reference Vector (*) (Sheet 13)
- Geometry Face (0.2 {ordered}) (Sheet 13)
- Location (Sheet 15)

Surface Geometry (Sheet 15)

- Polygon (*)
- Patch (1..*)
- Ellipse (*)
- Geometry Node (0..1)
- Reference Vector (2 {ordered})
- Location (Sheet 15)
- Polygon Control Link (0..1)
- Face Direction

Volume Geometry (Sheet 18)

- Elliptic Cylinder (*)
- Geometry Node (0..1)
- Reference Vector (2 {ordered})
- Location (Sheet 15)

Other Objects

- Tack Point (*)
- Texture Coordinate (1..* {ordered}) (Sheet 18)
- Location (Sheet 15)