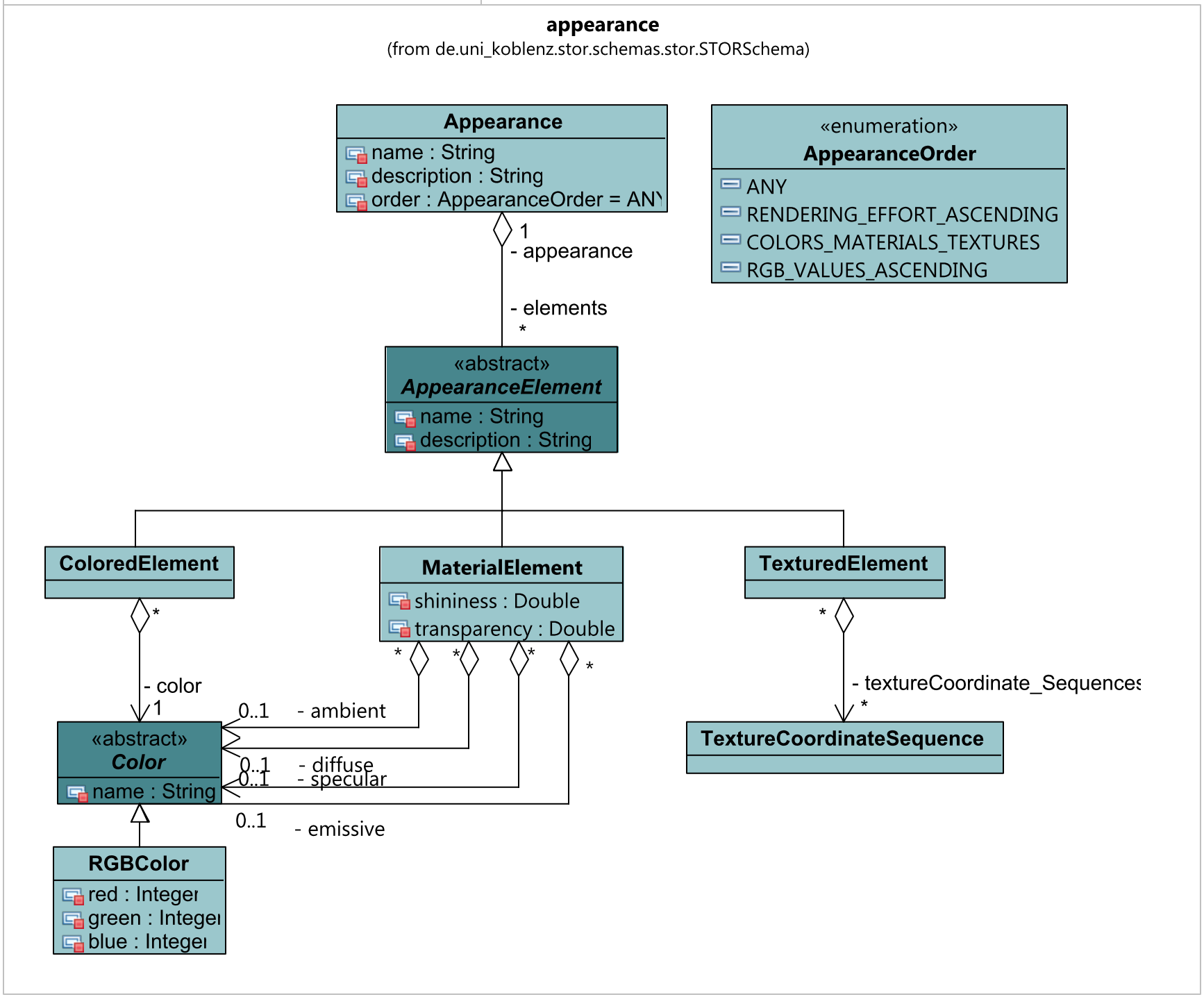
appearance
(from de.uni_koblenz.stor.schemas.stor.STORSchema)
Appearance
name : String
description : String
order : AppearanceOrder = ANY
«enumeration»
AppearanceOrder
ANY
RENDERING_EFFORT_ASCENDING
COLORS_MATERIALS_TEXTURES
RGB_VALUES_ASCENDING
1
- appearance
- elements
*
«abstract»
AppearanceElement
name : String
description : String
ColoredElement
MaterialElement
shininess : Double
transparency : Double
TexturedElement
- color
1
0..1
- ambient
«abstract»
Color
name : String
0..1
- diffuse
0..1
- specular
0..1
- emissive
- textureCoordinate_Sequences
TextureCoordinateSequence
RGBColor
red : Integer
green : Integer
blue : Integer