

```
#VRML V1.0 ascii
Separator {
  Separator {
    Transform {
      rotation 0 1 1 1.2
    }
    Material {
      emissiveColor 1 0 0
      transparency 0.3
    }
    Cube {}
  }
  Separator {
    Transform {
      translation 1 0 0
    }
    Material {
      emissiveColor 0 0 1
    }
    Sphere {}
  }
}
```

