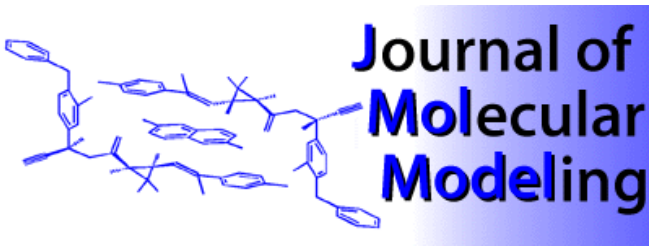
J. Mol. Model. **1997**, *3*, S·1



Comments – Open Discussion

Virtual Reality in Chemistry

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Thank you for your excellent review. Especially it was a pleasant suprise to see that the article not only mentioned VRML (which about every article within the area does) but also clearly states that “VRML is not Virtual Reality”. I stronly support this statement. VRML is a language which describes (in version 2.0 animated) 3D scenes. With its hyperlink capabilities (similar to HTML) it is a great tool for building Web interfaces to 3D databases. However, it is not suitable for manipulating molecules in virtual reality. E.g.: it is not possible to grab a bond of a molecule and to turn it, in order to change a torsions angle. Such things are simply beyond the scope of VRML. Maybe someday Java3D applications filling this gap will appear.

Some more infos and - I fear - errata: We, my co-authors and me, are cited in the chapter “Immersive VR Molecular Modeling”, 12th paragraph, [53]. I’m glad to announce that this article is now available online at:

http://tebio3.biologie.uni-stuttgart.de:8080/himm/public/himm_gcb96.html

However, we are not the “Biology Department of the University of Stuttgart”, but the Institute of Technical Biochemistry of the chemistry department (of the University of Stuttgart). Our institute’s home page and the homepage of the project cited within the article can be found at:

http://tebio3.biologie.uni-stuttgart.de:8080/

http://tebio3.biologie.uni-stuttgart.de:8080/himm/index.html