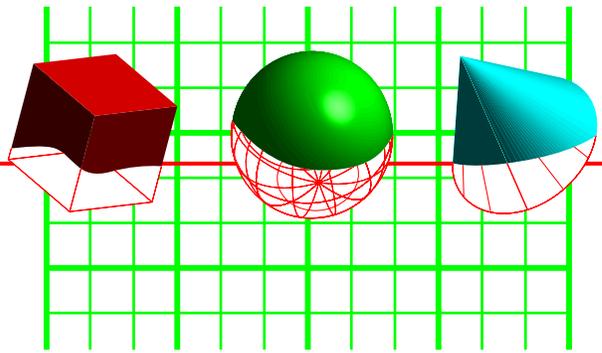
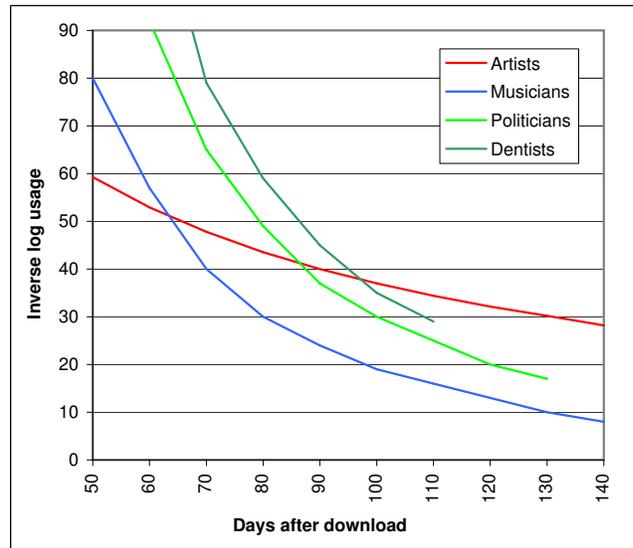
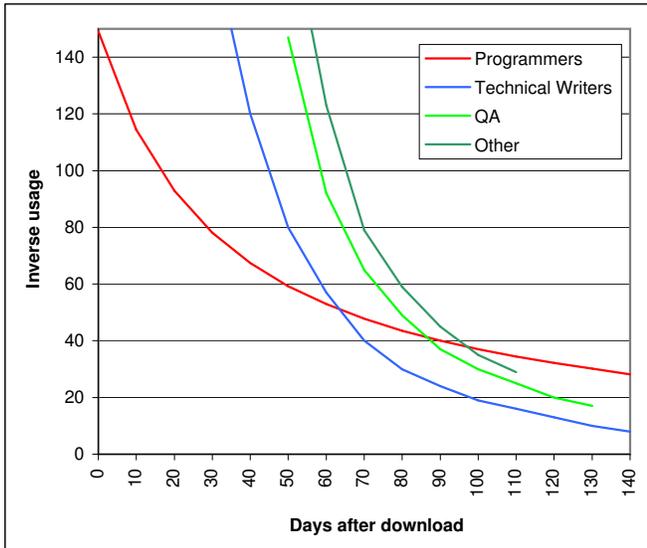


VRML

VIRTUAL REALITY MODELING LANGUAGE



A Graphical Representation of Inverse VRML Uptake



Change the number in red below to adjust for download rate and/or bandwidth.

1 The number 1 represents an engineer with an "average" cube *

CF	Min	fsw	Air	EANx 32%	EANx 36%
80.0	149.12	0			
61.4	114.43	10			
49.8	92.846	20			
41.9	78.102	30	180		
36.2	67.402	40	120		
31.8	59.275	50	80.0	147.0	192.0
28.4	52.9	60	57.0	92.0	123.0
25.6	47.774	70	40.0	65.0	79.0
23.4	43.543	80	30.0	49.0	59.0
21.5	40.001	90	24.0	37.0	45.0
19.9	37	100	19.0	30.0	35.0
18.5	34.409	110	16.0	25.0	29.0
17.3	32.154	120	13.0	20.0	n/a
16.2	30.178	130	10.0	17.0	n/a
15.1	28.202	140	8.0	n/a	n/a