



December 1, 1995

Re: RBML Specification

To: Mitra
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San Francisco, CA 94114.

As I've mentioned in my previous mail, this package includes the RBML (Reactive Behavior Modeling Language) draft specification and some supporting material. RBML is a modeling language which embraces reactivity, interaction, animation, and multimedia, and which we feel has advantages for Internet content. We're initially sending this specification to a small group of people active in the VRML and Web animation community. We hope you will provide us feedback which will help us improve it and address the broadest number of needs.

Microsoft is keen on introducing richer and engaging content to the Internet, through an open collaborative process. We believe that RBML could provide an effective solution to the VRML 2.0 requirements, and it could also provide a reasonable foundation for eventual support of the VRML3.0 requirements. We are interested in its consideration for that purpose in an open forum.

Microsoft wants to make this specification and the process of evolving it truly open. To that end we have explicitly placed the following legend on the documents:

"This draft specification is published by Microsoft for the purpose of helping to create an open standard. Independent implementations of this specification are expressly permitted by Microsoft irrespective of whether the specification contains, constitutes or reflects Microsoft patents or copyrights.

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We're very interested in your feedback. After obtaining early input we plan to extend the exposure of the specification and potentially hold an external review in the third week of

December. The few choices that we have at this late date include doing it after the VRML95 event on Saturday 12/16 in San Diego, or on Monday 12/18 in either the SF Bay Area or Redmond WA. Please let us know if you would be interested in such an event, and what would your preference be.

For your input and questions please don't hesitate to call or send electronic mail. Email should be sent to rbml-com@microsoft.com. You can contact us directly by calling Colin Campbell at 206.703.0029 or Salim AbiEzzi at 206.703.3864.

Sincerely,

Salim AbiEzzi
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Microsoft Corporation

Enclosures:

- RBML white paper
- RBML tutorial
- RBML specification