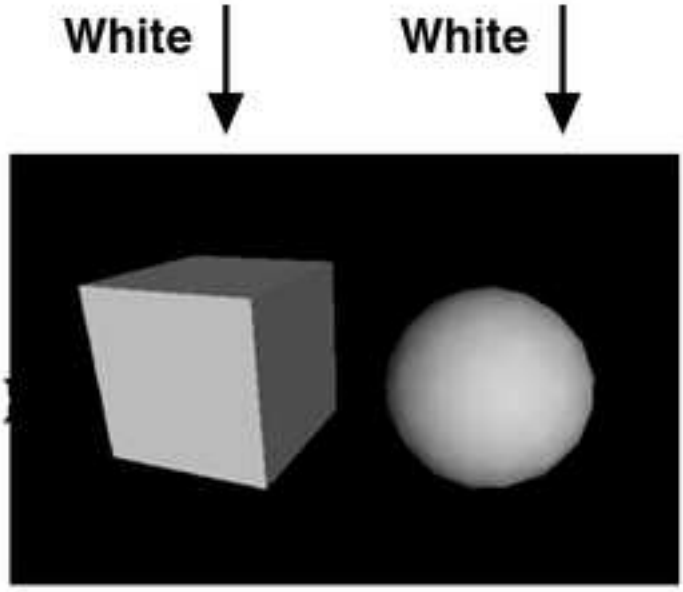
```
#VRML 1.0 ascii
Separator {
 Cube {}
 Transform { translation 3 0 0 }
 Sphere { }
}
```



Shape nodes (Cube, Sphere) define the geometry of the objects in the scene.