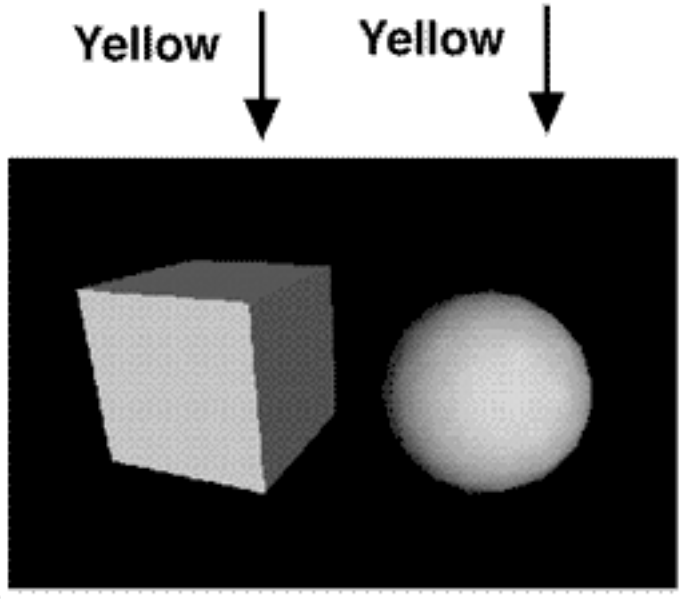
```
#VRML 1.0 ascii
Separator
{
   Material {
     diffuseColor  1 1 0
   }
 Cube {}
 Transform { translation 3 0 0
}
 Sphere { }
}
```



The Material node defines the current surface material properties for all subsequent shapes.