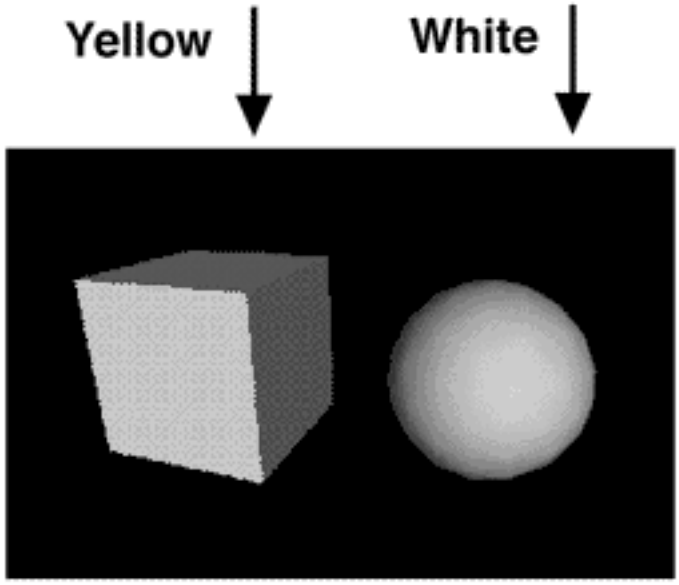
```
#VRML 1.0 ascii
Separator
{
  Separator {
    Material {
      diffuseColor  1 1 0
    }
    Cube {}
  }
 Transform { translation 3 0 0
}
 Sphere { }
}
```



Separator node isolates its children from the rest of the scene graph.