Geometry representation

<DRM Geometry Representation>

<DRM Geometry Hierarchy>

Colour representation

<DRM Colour>

Time and metadata

<DRM Image Mapping Function>

Model instance

<DRM Light Rendering Properties>

<DRM Presentation_Domain>

<DRM Rendering Priority Level>

Model instance

<DRM Rendering Properties>

<DRM Primitive Geometry>

<DRM Tack Point>

<DRM Union Of Primitive Geometry>

<DRM Location>

Spatial concepts

<DRM Texture Coordinate>

Vertex and finite element mesh

<DRM Point>

Vertex and finite element mesh

<DRM Finite Element Mesh>

<DRM Linear Geometry>

<DRM Surface Geometry>

<DRM Volume Geometry>

<DRM Geometry Node>

Geometry topology

<DRM Conformal Behaviour>

<DRM Location>

<DRM Edge Direction>

<DRM Line>

<DRM Arc>

<DRM Polygon>

<DRM Ellipse>

<DRM Volume Object>

<DRM Geometry Edge>

<DRM Location>

<DRM Geometry Node>

<DRM Location>

<DRM Location 3D>

<DRM Texture Coordinate>

Vertex and finite element mesh

<DRM Reference Vector>

Model instance

<DRM Vertex>

Vertex and finite element mesh

<DRM Reference Vector>

<DRM Volume Extent>

<DRM Reference Vector Control Link>

<DRM Location>

<DRM Polygon Control Link>

<DRM Geometry Face>

Geometry topology

<DRM Polyhedron>

<DRM Geometry Volume>

0..1 1..*{ordered} 0..1 * 2..*{ordered} 2{ordered} 3..* {ordered} 4..* 1..* *{ordered} 0..2{ordered} 1..* 2 0..1

**Sheet 5 — Primitive geometry
(Version 4.1)**