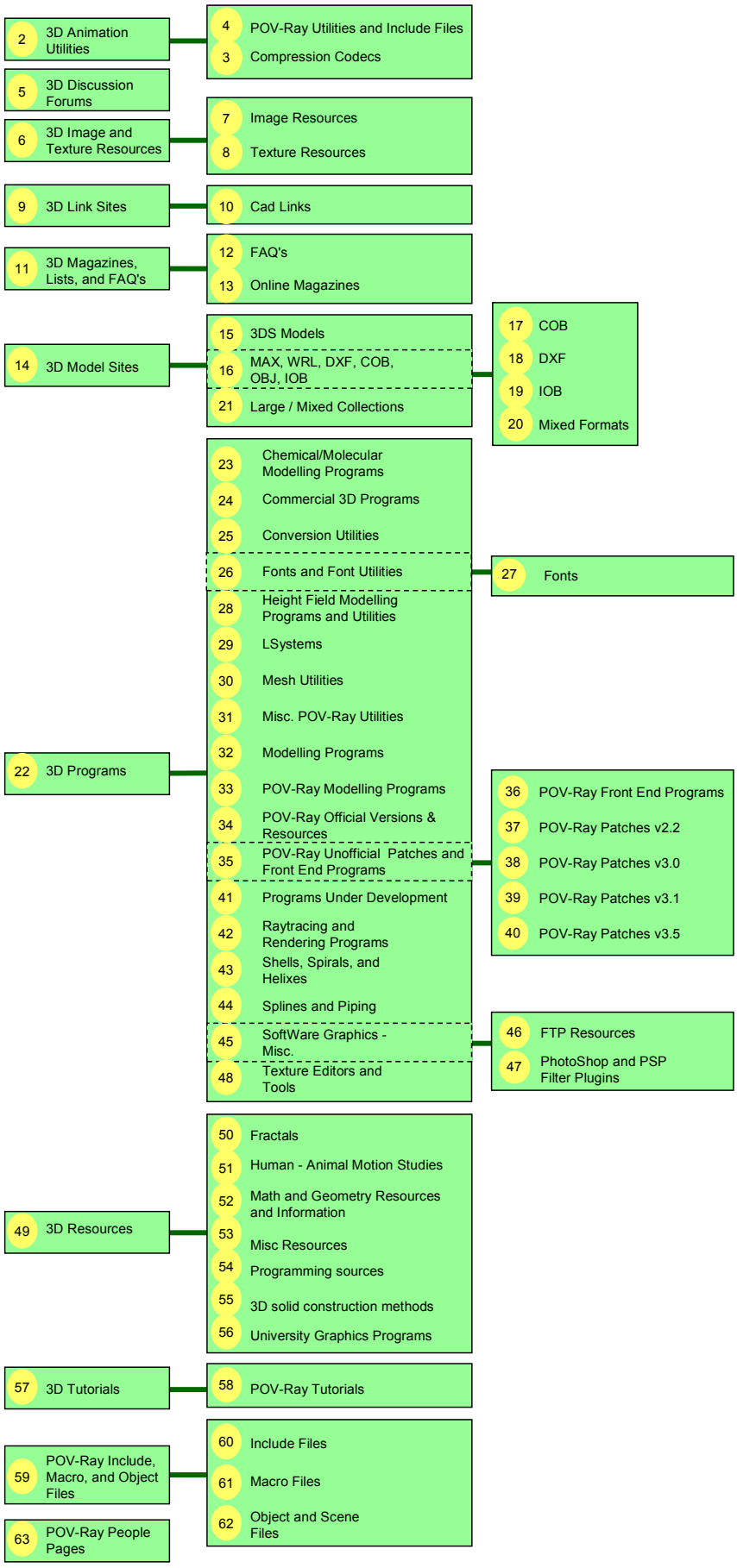
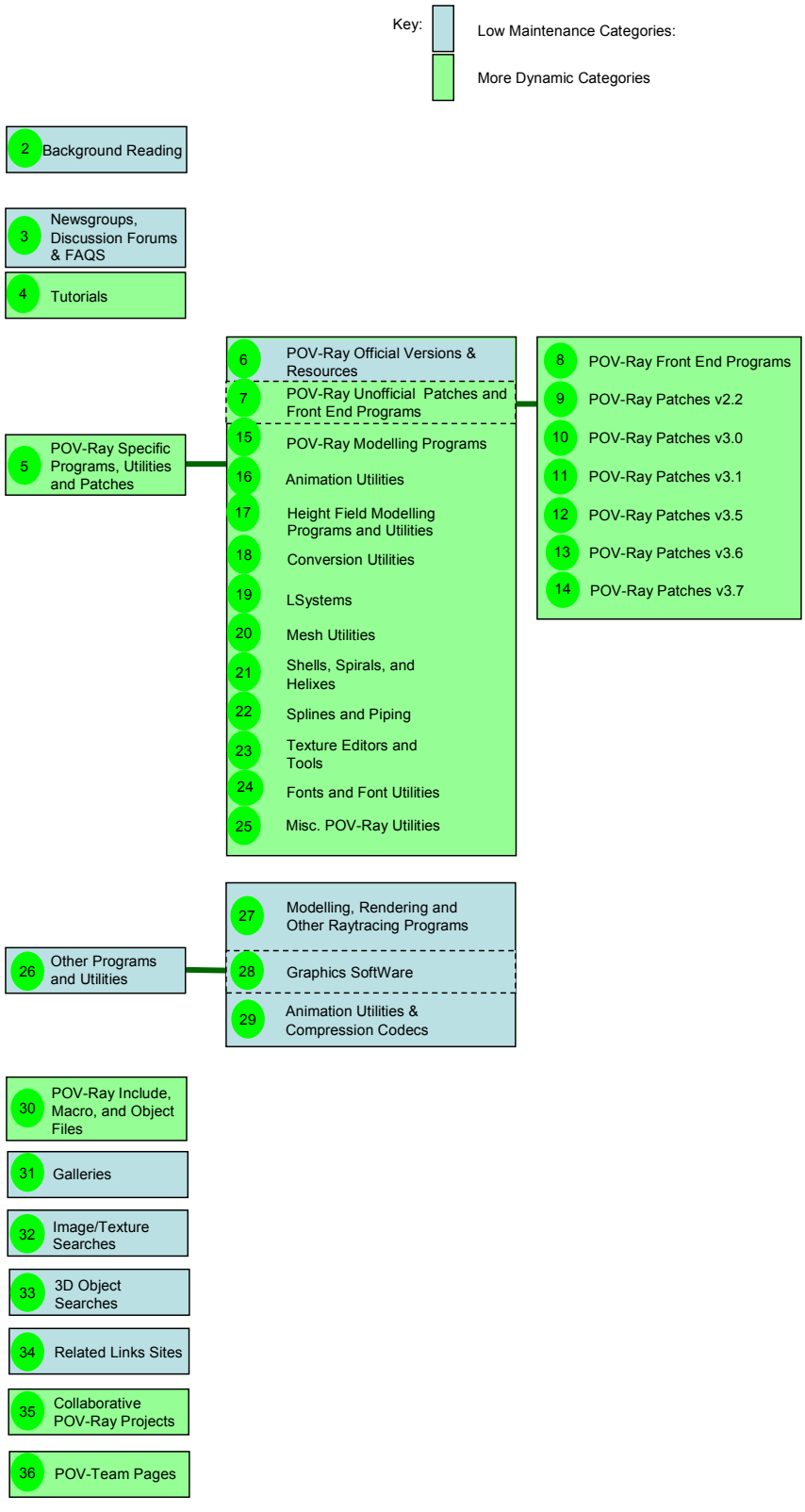
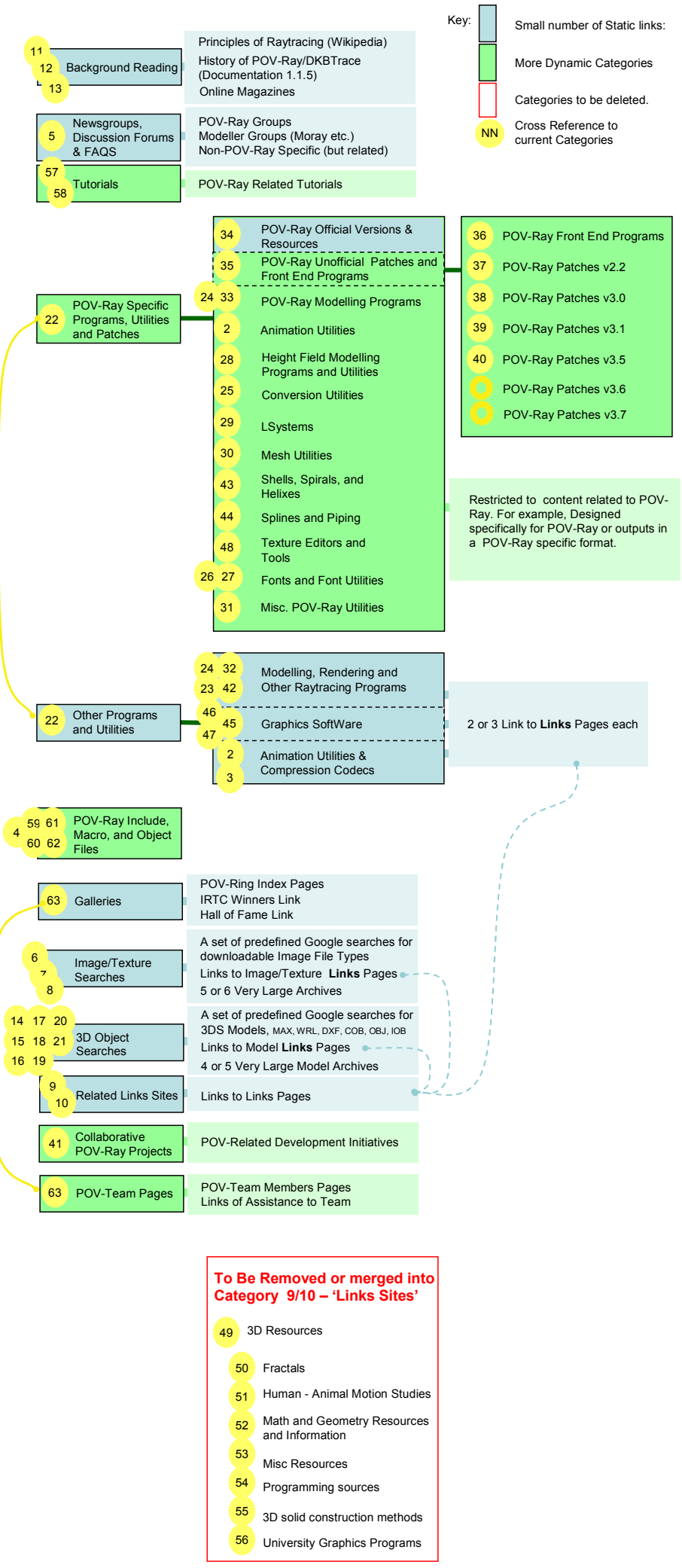
Current Hierarchy



Proposed Hierarchy



Mapping


Key:
Small number of Static links:
More Dynamic Categories
Categories to be deleted.
NN
Cross Reference to current Categories
11 12 13
Background Reading
Principles of Raytracing (Wikipedia)
History of POV-Ray/DKBTrace (Documentation 1.1.5)
Online Magazines
5
Newsgroups, Discussion Forums & FAQS
POV-Ray Groups
Modeller Groups (Moray etc.)
Non-POV-Ray Specific (but related)
57 58
Tutorials
POV-Ray Related Tutorials
22
POV-Ray Specific Programs, Utilities and Patches
34
POV-Ray Official Versions & Resources
35
POV-Ray Unofficial Patches and Front End Programs
24 33
POV-Ray Modelling Programs
2
Animation Utilities
28
Height Field Modelling Programs and Utilities
25
Conversion Utilities
29
LSystems
30
Mesh Utilities
43
Shells, Spirals, and Helixes
44
Splines and Piping
48
Texture Editors and Tools
26 27
Fonts and Font Utilities
31
Misc. POV-Ray Utilities
36
POV-Ray Front End Programs
37
POV-Ray Patches v2.2
38
POV-Ray Patches v3.0
39
POV-Ray Patches v3.5
40
POV-Ray Patches v3.6
POV-Ray Patches v3.7
Restricted to content related to POV-Ray. For example, Designed specifically for POV-Ray or outputs in a POV-Ray specific format.
22
Other Programs and Utilities
24 32
23 42
Modelling, Rendering and Other Raytracing Programs
46 45 47
Graphics SoftWare
2 3
Animation Utilities & Compression Codecs
2 or 3 Link to Links Pages each
4 59 61 60 62
POV-Ray Include, Macro, and Object Files
63
Galleries
POV-Ring Index Pages
IRTC Winners Link
Hall of Fame Link
6 7 8
Image/Texture Searches
A set of predefined Google searches for downloadable Image File Types
Links to Image/Texture Links Pages
5 or 6 Very Large Archives
14 17 20 15 18 21 16 19
3D Object Searches
A set of predefined Google searches for 3DS Models, MAX, WRL, DXF, COB, OBJ, IOB
Links to Model Links Pages
4 or 5 Very Large Model Archives
9 10
Related Links Sites
Links to Links Pages
41
Collaborative POV-Ray Projects
POV-Related Development Initiatives
63
POV-Team Pages
POV-Team Members Pages
Links of Assistance to Team
To Be Removed or merged into Category 9/10 – 'Links Sites'
49
3D Resources
50
Fractals
51
Human - Animal Motion Studies
52
Math and Geometry Resources and Information
53
Misc Resources
54
Programming sources
55
3D solid construction methods
56
University Graphics Programs

Notes

- Links within the categories shown in blue would be heavily trimmed. We would be highly selective, only targetting other major sites. E.g.:
  - Google
  - Wikipedia
  - a small number of major, well established repositories

- Those shown in green would be more dynamic, with contributions being accepted from the POV-Ray community (still filtered through an administrator). Anyone with appropriate materials could get their links added to these categories.