Babylon was originally conceived of in the late 1960s as a simulation of an Egyptian city. Of course, no serious work was undertaken on Babylon until the 1980s. The project was to be developed using advanced computer technology with simulated annealing, a technique used for exploring the growth of crystal surfaces in materials science. Software tools for this task came from the Simulated Annealing at Los Alamos Workshop (SAAL), where the shear complex of Los Alamos National Laboratory (LANL) and Los Alamos, New Mexico (USA) led by Robert L. Shlien. The SAAL development team included Lincoln Stein from Los Alamos National Laboratory (LANL), Nigel Findlay from CERN (Switzerland) and Clyde Elston from the University of New Mexico (UNM). The early-1980s release of the new programming language Java created additional interest in the project, and the first version of Babylon released in 1987 was by far the most popular among the users. With the release of the second version (called Babylon-II), the project gained independence from LANL, and was transferred to Xceede in December, 1987. For the most part, Xceede was formed by a group of people who were formerly associated with the User-Gnome (or UNIX-to-Gnome) project. It was in the early 1990s that the original Babylon project ran into a number of problems. The original Babylon software had been developed as a commercial product, but had to be shut down when it was not licensed by Xerox Corporation, the company who owned the rights to the Simulated Annealing at Los Alamos technology. The project tried to keep itself alive by tweaking the code and releasing regular updates for the product, but were never able to solve its stability and debugging problems. The application was therefore able to be run only on Mac OS, a situation that led to the development of BabylonX which was released in the early to mid-1990s. In the early 2000s, the Babylon project was rebooted in the form of Babylon 5, which was released as open source software. However, work on Babylon 4 was not formally abandoned until 2001, when Tim Norton and Phill Corby left the project, having been involved for many years. During this time, Babylon 4 was developed with the addition of further features, by a group of active contributors from a wide array of backgrounds. One of the first releases (version 6.4) of Babylon 4 was released



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