Abstract
This paper presents a virtual tour to The Palace of Fine Arts of Mexico. Three-dimensional modeling and online services were used to develop the virtual tour. The stages developed have texture making more interesting the tour. A server was used to mount the virtual tour, so it can be accessed via internet. The virtual tour user can move without restrictions through the museum galleries. The main tools used to make the virtual tour were Blender 2.49, Macromedia Flash 8, Macromedia Dreamweaver 8, Java 2EE y Python 2.6.5.

Keywords
Virtual reality, Blender, fine arts palace, 3D.