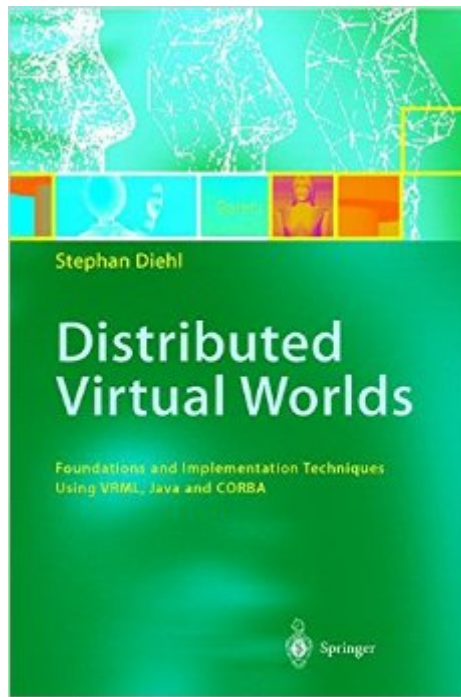**The book was found**

# Distributed Virtual Worlds

## Synopsis

Recently, with the success of Java and the existence of different interfaces beÂ- tween VRML and Java, it became possible to implement three-dimensional internet applications on standard VRML browsers (Plugins) using Java. With the widespread use of VRML-Browsers, e.g., as part of the Netscape ComÂ- municator and Microsoft's Internet Explorerstandard distributions, everyone connected to the internet via a PC ( and some other platforms) can directly enter a virtual world without installing a new kind of software. The VRML technology offers the basis for new forms of customer services, e.g., interactive three-dimensional product configuration, spare part ordering, or customer training. Also this technology can be used for CSCW in intranets. This book has a theoretical and a practical part. The theoretical part is intended more for teachers and researchers, while the practical part is inÂ- tended for web designers, programmers and students, who want to have both a hands-on approach to implementing Web 3D applications and a technically detailed overview of existing solutions for specific problems in this area.

## Book Information

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## Customer Reviews

The book is well written with a wide and broad view of this area. The book has a practical and a theoretical part. Inthe theoretical part it provides an overview of the methods and principles behind virtual worlds clearly presented with illustrations. The practical part introduces the Virutal Reality Modeling Language and gives examples of how to built virtual worlds using VRML and Java.

Though, it is a book published in 2001, right in the vortex of virtual worls, in other words, a quite long time ago. However excelent and clear as an historical perspective.

This book contains a lot about the history of VRML, but is pretty short on the actual subject of distriubuted virtual environments (and that is the title-so you would assume a little more information). The examples are kind of useful, but some don't work and in general you can find much better stuff on the web.This book is really only useful if you are desperate for a short introduction and not looking for any detail.

Distributed Virtual Worlds Distributed Virtual Worlds: Foundations and Implementation Techniques Using VRML, Java, and CORBA Virtual Law: Navigating the Legal Landscape of Virtual Worlds Fundamentals of Distributed Object Systems: The CORBA Perspective (Wiley Series on Parallel and Distributed Computing) Distributed Platforms: Proceedings of the IFIP/IEEE International Conference on Distributed Platforms: Client/Server and Beyond: DCE, CORBA, ODP and ... in Information and Communication Technology) ColonografÃƒÂ a por TC: Principios y prÃƒÂ¡ctica de la colonoscopia virtual: Principios y prÃƒÂ¡ctica de la colonoscopia virtual (Spanish Edition) Real Virtual en la estetica y la teoria de las artes/Real Virtual in the Esthetic and the Theory of the Arts (Paidos Estetica / Ethetics) (Spanish Edition) Making Virtual Worlds: Linden Lab and Second Life The State of Play: Law, Games, and Virtual Worlds (Ex Machina: Law, Technology, and Society) About Infinity, Universe and Worlds.: the philosophy of Giordano Bruno, Burned at Vatican 1600 for his belief in many worlds & denial of afterlife Norse Mythology: The Norse Gods And The Nine Worlds (Norse Mythology, Nine Worlds, Norse Gods) Time Travel and Our Parallel Worlds: Part 3 - All New In-Depth Real Life Stories In the News (Time Travel and Parallel Worlds Book 6) Security Engineering: A Guide to Building Dependable Distributed Systems 3D Printing: The Next Technology Gold Rush - Future Factories and How to Capitalize on Distributed Manufacturing Distributed Algorithms (The Morgan Kaufmann Series in Data Management Systems) Distributed Systems: Principles and Paradigms (2nd Edition) Distributed Systems: Principles and Paradigms Distributed Operating Systems The Practice of Cloud System Administration: Designing and Operating Large Distributed Systems, Volume 2 COM and DCOM: Micrsoft's Vision for Distributed Objects