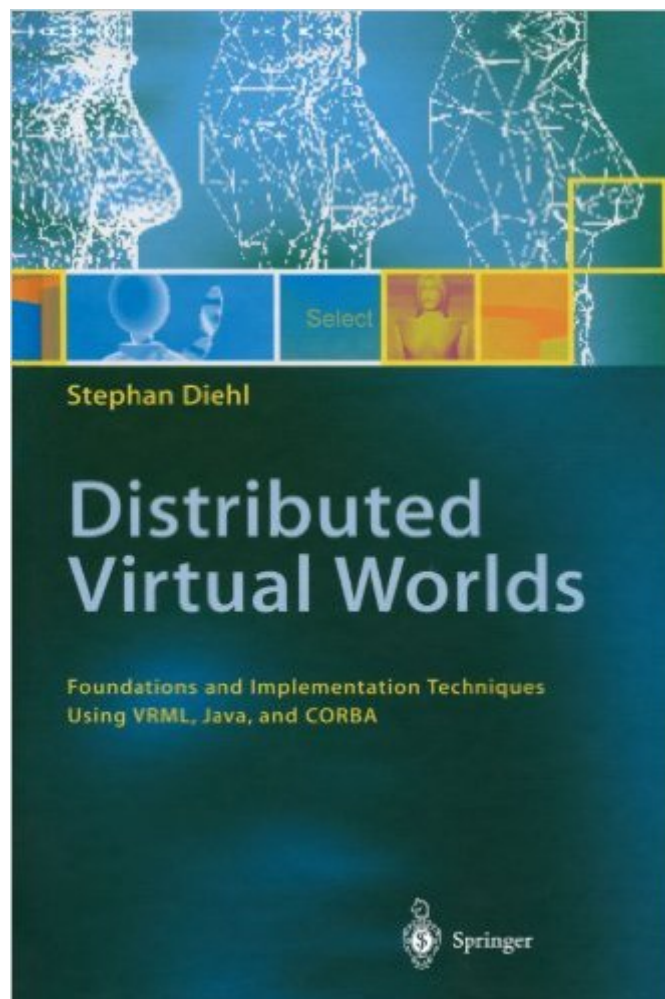


The book was found

Distributed Virtual Worlds: Foundations And Implementation Techniques Using VRML, Java, And CORBA



Synopsis

Recently, with the success of Java and the existence of different interfaces between 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 Communicator and Microsoft's Internet Explorer standard 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 intended 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. In the theoretical part it provides an overview of the methods and principles behind virtual worlds clearly presented with illustrations. The practical part introduces the Virtual Reality Modeling Language and gives examples of how to build virtual worlds using VRML and Java.

Though, it is a book published in 2001, right in the vortex of virtual worlds, in other words, a quite long time ago. However excellent 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 distributed 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.

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Fundamentals of Distributed Object Systems: The CORBA Perspective (Wiley Series on Parallel and Distributed Computing)
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