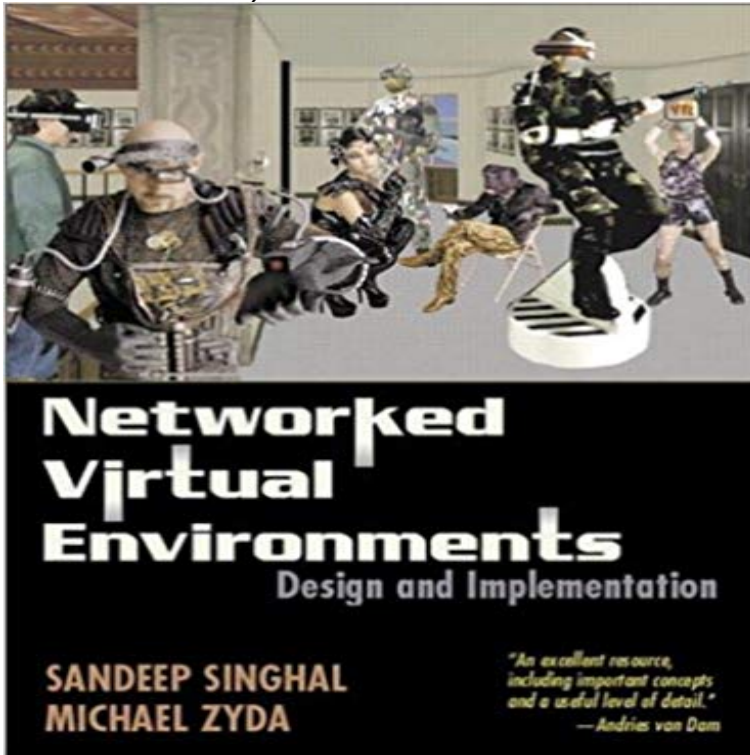


Networked Virtual Environments: Design and Implementation (ACM Press Books)



Networked virtual environments (net-VEs) offer a three-dimensional, virtual space in which users around the world can interact in real-time. Net-VE applications--already in use by the military and aerospace and entertainment industries--are used to enhance engineering design, scientific research, and electronic commerce. This emerging, rapidly proliferating field is propelled by globalization and increasingly sophisticated networking capabilities. Written by two of the fields leading pioneers, this book represents seminal work on networked virtual environments. Offering a comprehensive examination of net-VEs, the text covers the underlying technologies and provides a step-by-step roadmap for designing and building interactive 3D virtual environments. In particular, the authors focus on strategies for overcoming limitations that can impede real-time interactive system development and describe numerous practical techniques for creating successful, real-world net-VE applications. You will find in-depth coverage of important topics, such as:

- *Basic challenges in net-VE design
- *Relevant networking principles and Internet communication protocols
- *How to organize the communications infrastructure
- *How to manage dynamic shared states
- *System design for real-time, multiuser interaction
- *How to ensure real-time response and scalability by managing limited bandwidth and computational resources
- *Emerging techniques and standards for deploying net-VEs over the Internet

Moving beyond the state of the art, Networked Virtual Environments points to future developments that will make net-VEs a pervasive form of professional and personal telecommunications. Authoritative, technically detailed, and comprehensive, this book will help you understand and participate in this exciting field.

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