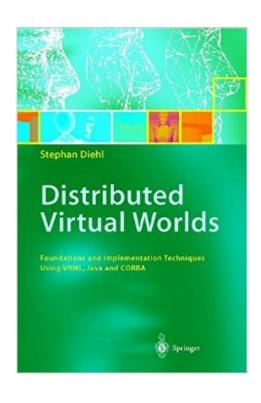
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Distributed Virtual Worlds





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

Hardcover: 166 pages Publisher: Springer; 2001 edition (March 23, 2001) Language: English ISBN-10: 3540676244 ISBN-13: 978-3540676249 Product Dimensions: 6.1 x 0.5 x 9.2 inches Shipping Weight: 12.8 ounces (View shipping rates and policies) Average Customer Review: 3.3 out of 5 stars Â See all reviews (3 customer reviews) Best Sellers Rank: #9,680,990 in Books (See Top 100 in Books) #53 in Books > Computers & Technology > Networking & Cloud Computing > Networks, Protocols & APIs > CORBA #1351 in Books > Computers & Technology > Graphics & Design > 3D Graphics #1425 in Books > Computers & Technology > Programming > Languages & Tools > Compilers

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 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.

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