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## Design of Networked Virtual Environment Manager Using Mobile Agent

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3 가  
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### 1.

Aglet[3], 3  
VRML EAI(Extenal Authoring Interface)

CSCW

### 2.

가  
peer-to-peer [4, 5, 6].

[1].

(awareness) 3

가 가

[2]. 3 Peer-to-peer 가 가 가 가

Peer-to-peer 가

Peer-to-peer 가

[5].

Peer-to-peer

가 가 [4, 6].

3 가 가

AVIARY, Co-CAD 가 , peer-to-peer

DIS, NPSNET 1

[4, 5, 6].

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[ 1]

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IBM



가  
가  
(interest)  
LOD(Level Of Detail)

Source Proxy	Target Proxy	Object Name	Event Type	Time Stamp	State Info.	Parameter
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5

### 3.3 가

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Object Name	Object Type	Source URL	Creator ID	Create Time	Behavior	State Info.	Authr_ ization	Partici_ pantID
						Location	Direction	Velocity

4 가  
가  
(private object)  
(private-shared object), (shared object)  
URL  
ID

dead-reckoning

### 3.3

가 가 가 가 가  
Reliable  
Multicast Protocol(RMP)

### 3.4

5

[ 2]

EventType	
AddObject	
RemoveObject	
MoveObject	
JoinAvatar	가
MoveAvatar	
AvatarBehavior	
LeaveAvatar	가
UserDef	

### 4.

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[1] , , , “ 가  
, 7 , 1 , 1998

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[3] D.B. Lange, Programming and Deploying Java Mobile Agents with Aglets, Addison-Welsley, 1998

[4] Macedonia, M.R., M. J. Zyda, D.R. Pratt, T.Barham, and S.Zeswitz, “NPSNET: A Network Software Architecture for Large-scale Virtual Environments,” PRESENCE, Vol. 3, No. 4, MIT press, Fall 1994.

[5] Gisi, M. A., Cristiano Sacchi, “Co-CAD: A Collaborative Mechanical CAD System,” PRESENCE, Vol. 3, No. 4, MIT press, Fall 1994.

[6] snowdon, D.N., Adrian J. West, “AVIARY: Design Issues for Future Large-Scale Virtual Environments,” PRESENCE, Vol. 3, No. 4, MIT press, 1994.

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