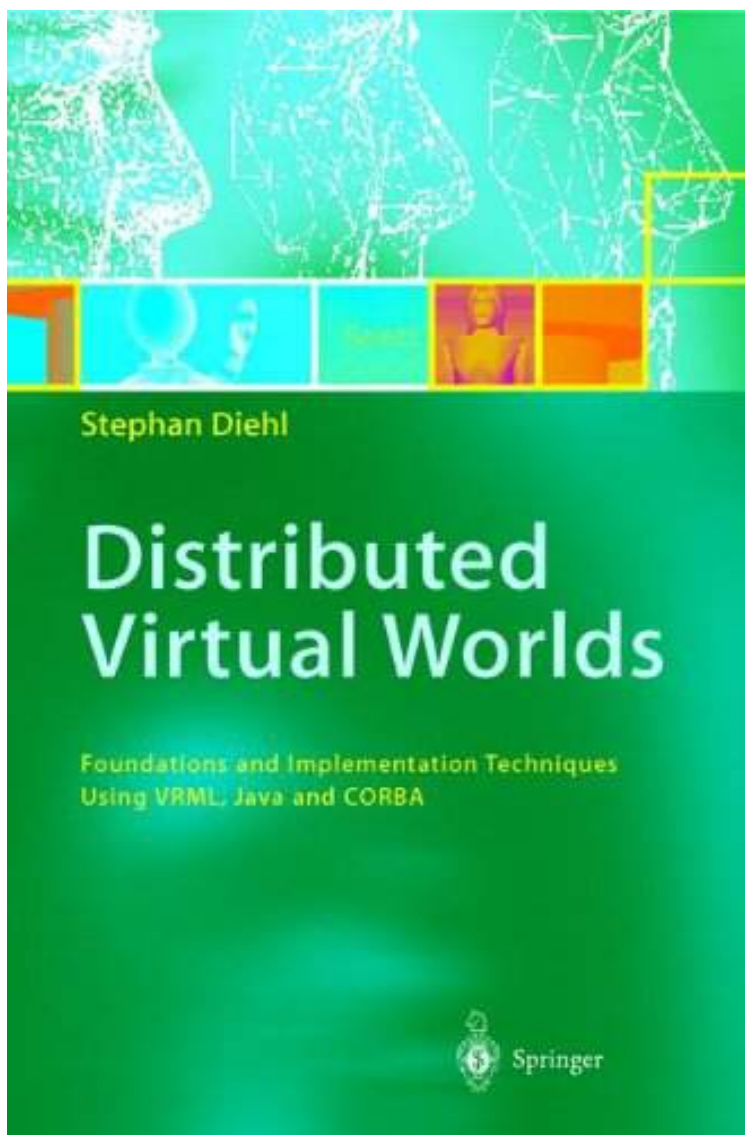


# Distributed Virtual Worlds: Foundations and Implementation Techniques Using VRML, Java, and CORBA

*By Stephan Diehl*



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