

vp-identity

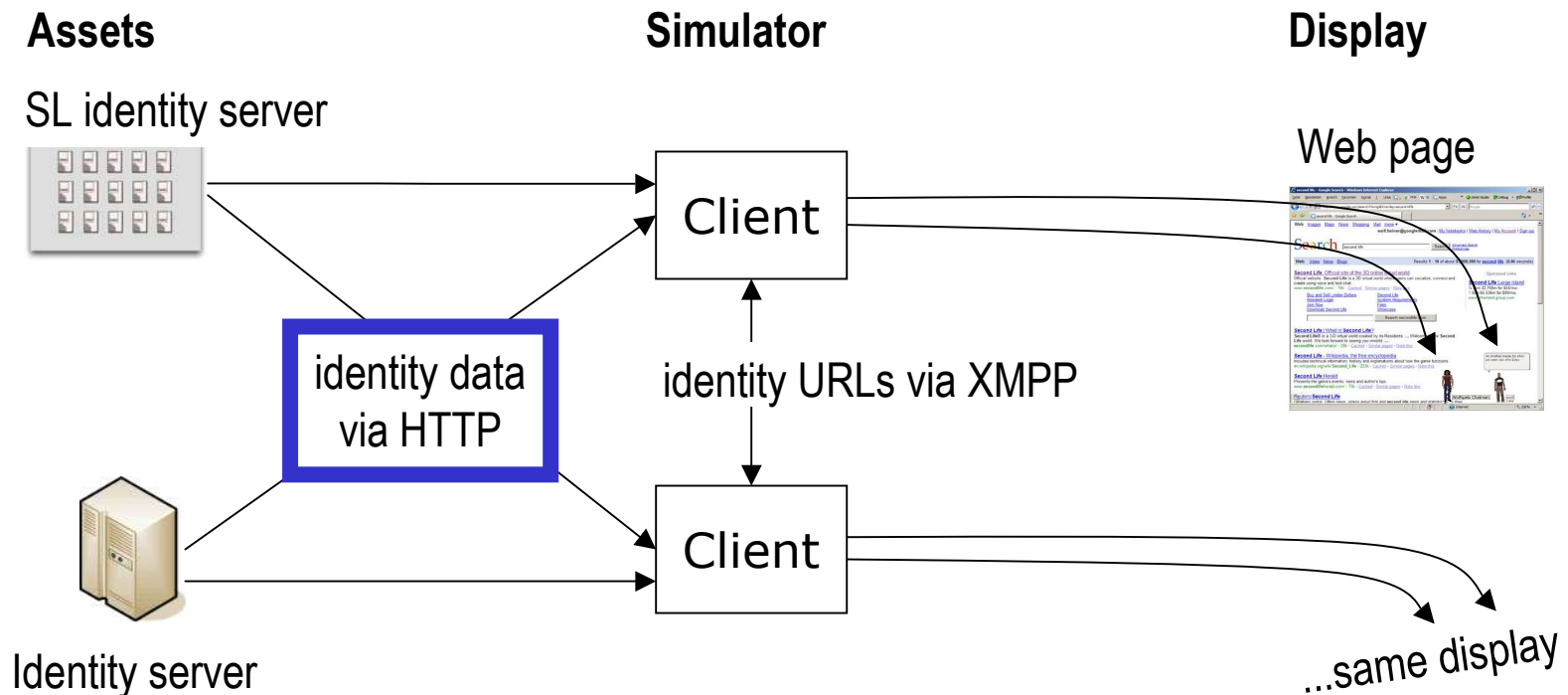
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What?

- instantiate avatars across platforms
 - use your SL avatar in weblin
 - walk around with WoW character in SL



How?

- URL, XML, REST, simplicity

<identity>

<item type=image src=



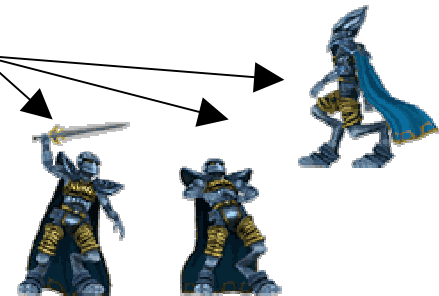
<item type=avatar order=1

avatar.x3d

texture.jpg
object.x3d

<item type=avatar order=2

avatar.xml



animations:

<item type=ebay

<Signature ...>

<http://reputation.ebay.com/...>

</identity>

id

src

mimetype

size

order

version

encoding

MMOX Goal

- Use an avatar from world A in world B
 - get experience with many avatar/world pairs
 - learn requirements of more worlds
 - give other worlds time to participate
 - give avatar providers time to participate
 - e.g. low fidelity WoW/weblin
- Later
 - interop can be extended
 - live remote simulation
 - seamless region transit
- Knowing how the BOF came about...

Different Assumptions

- Teleport (OGP)
 - client – server
 - switch grids
- Simulator Peering (LESS)
 - live remote simulation
 - server - server
 - simulator - simulator
- Instantiation (vp-identity)
 - import of remote avatars/objects
 - local simulation
 - updates: REST, OAuth
 - simulator - asset

