

Avatars and A*Maker for Unicon

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July, 2005

Project Report to fulfill the Degree of
Master of Science in Computer Science

Abstract

The Department of Computer Science of New Mexico State University (NMSU) is building a collaborative virtual environment named *Unicon* where users from different physical locations can accomplish common tasks in a networked 3D space. The users are represented by a human-like avatar as they interact with one another in the virtual world. This paper discusses an avatar class for Unicon; its design details, implementation, and also an avatar constructor, A*maker.

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