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**Leahy et al.**

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(54) **SYSTEM AND METHOD FOR ENABLING USERS TO INTERACT IN A VIRTUAL SPACE**

(75) Inventors: **Dave Leahy**, Oakland, CA (US); **Judith Challinger**, Santa Cruz, CA (US); **B. Thomas Adler**, San Francisco, CA (US); **S. Mitra Ardon**, San Francisco, CA (US)

(73) Assignee: **Worlds.com, Inc.**, Brookline, MA (US)

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***G06F 15/00*** (2006.01)
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See application file for complete search history.

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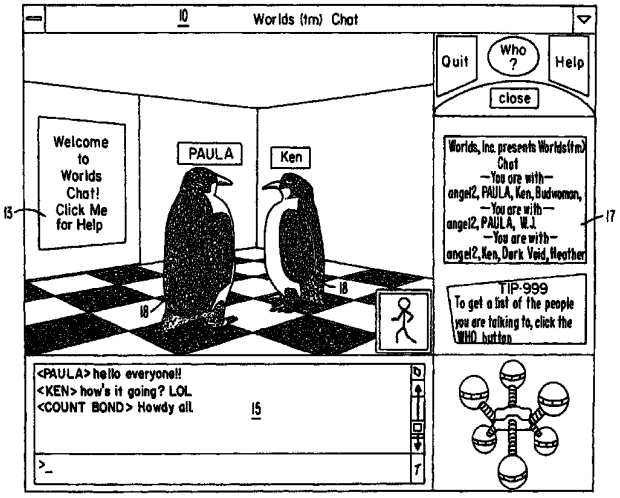
*Primary Examiner* — Cao Nguyen
(74) *Attorney, Agent, or Firm* — Anatoly S. Weiser, Esq.; Acuity Law Group

(57) **ABSTRACT**

The present invention provides a highly scalable architecture for a three-dimensional graphical, multi-user, interactive virtual world system. In a preferred embodiment a plurality of users interact in the three-dimensional, computer-generated graphical space where each user executes a client process to view a virtual world from the perspective of that user. The virtual world shows avatars representing the other users who are neighbors of the user viewing the virtual word. In order that the view can be updated to reflect the motion of the remote user's avatars, motion information is transmitted to a central server process which provides positions updates to client processes for neighbors of the user at that client process. The client process also uses an environment database to determine which background objects to render as well as to limit the movement of the user's avatar.

**17 Claims, 5 Drawing Sheets**



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