

Virtual World Survey

SecondLife (proprietary), OpenSim, RealXtend

All in the SecondLife family/code-base

What platforms and services

How large/active a community

What attractive technologies

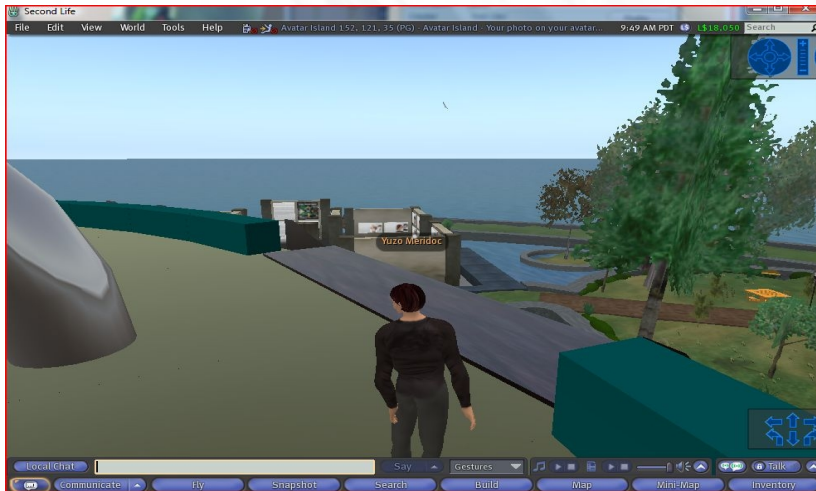
How to integrate media (flv, swf, etc.)

How to integrate sharing (browser, vnc, etc.)

SecondLife



- Very Large User Community (1,000's +)
- Many services/vendors
- Internal and pay html browsers
- Client-side Scripting
 - Linden Scripting Language (LSL)
- Linden hosted service
- Highly integrated Viewer
 - Multiple OS

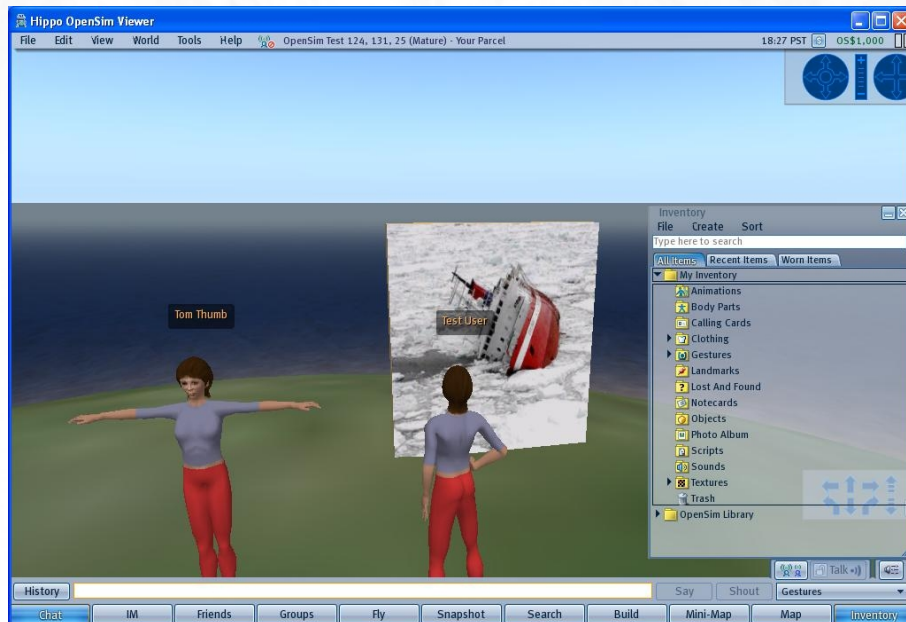


OpenSim



- Multiple Viewer support
 - SL, Hippo, etc
- Server based on SL
 - Runs on 32bit Windows and Linux
- ModRex in development
 - RealXtend viewer integration with OpenSim
- BSD license

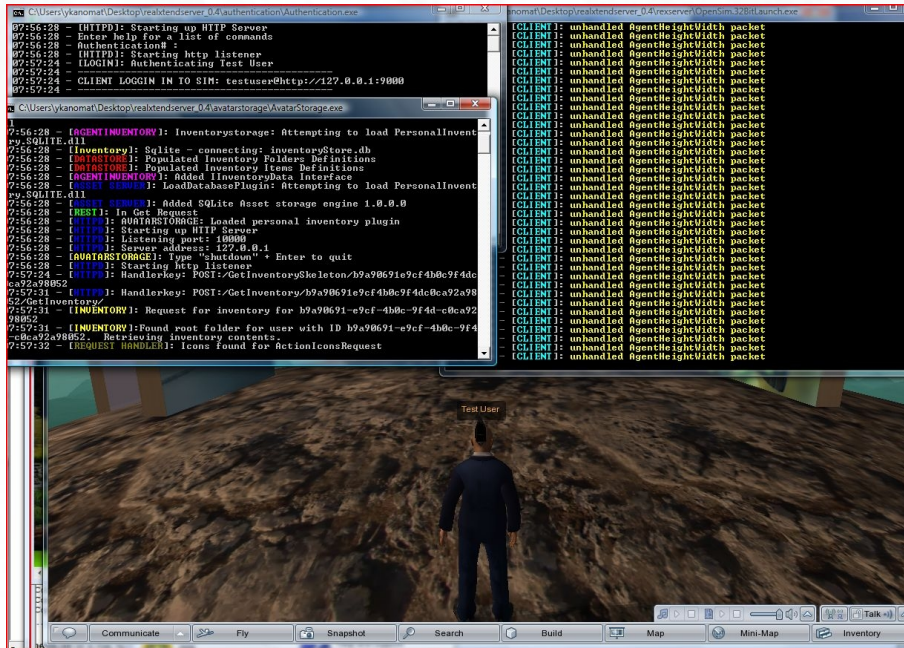
OpenSim



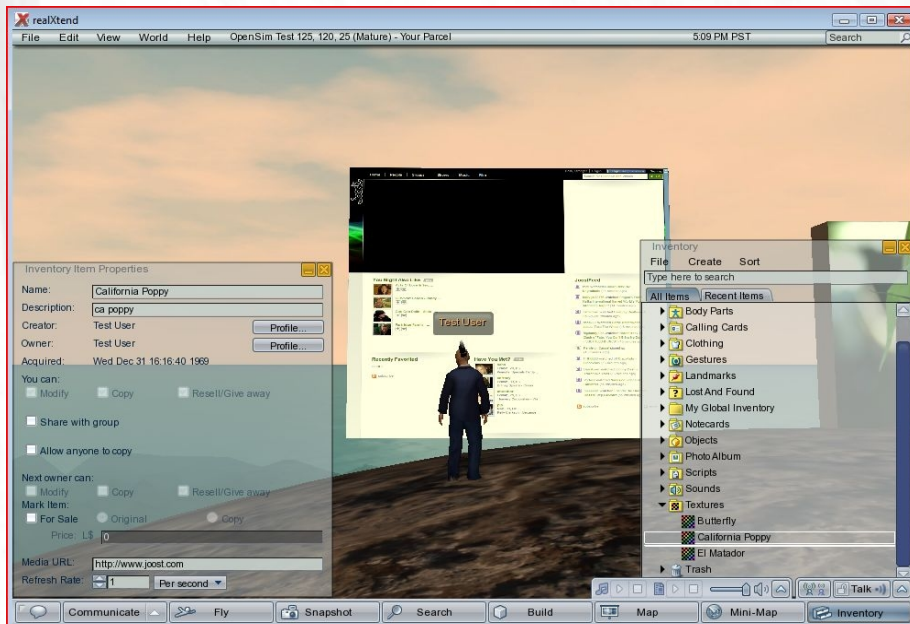
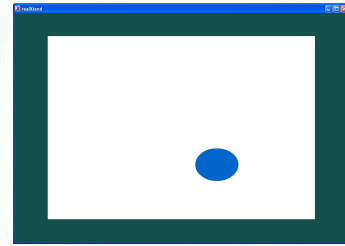
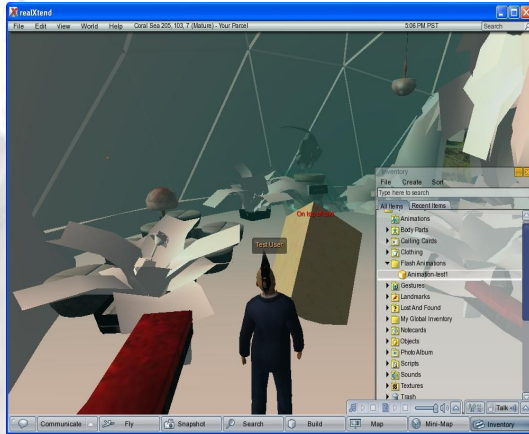
- Large Developer Community (100's to 1,000's)
- Scripting
 - Client-side LSL
- Collab Tools
 - HTML browser as surface texture
 - Skype

RealXtend Server

- Based on OpenSim
 - BSD License
- Small Dev Team (6) and Community (~200)
- Scripting
 - Server-side IronPython (allows swf and other media obj.)
 - Client-side LSL
- Windows centered Development

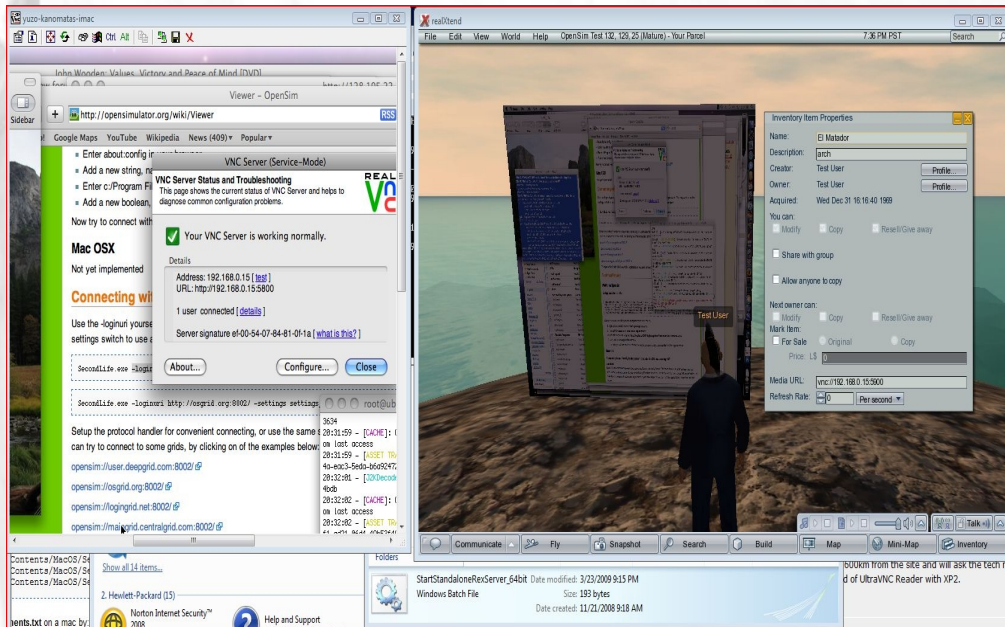


RealXtend viewer 0.4



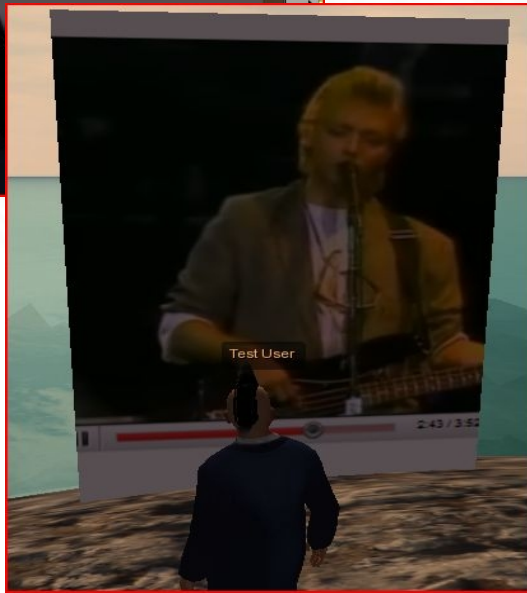
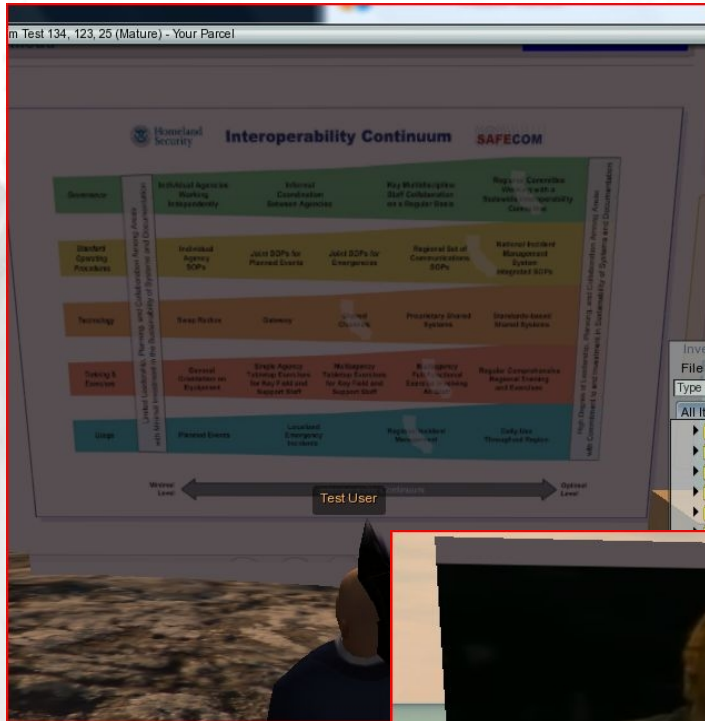
- Highly Integrated with Server
 - GPL License
 - Planned Mac and Linux versions (0.45 or 0.5)
- High Graphics Req.
 - 3D Ogre Mesh
- Viewer additions
 - Flash Animations
 - Access to VNC
- Client-side LSL Scripting

RealXtend viewer Collab



- Can share desktop via VNC connection
 - Uses embedded TightVNC client
 - Can connect to TightVNC or RealVNC Server
- User of VNC Client controls displayed items
- Direct support for Skype

RealXtend viewer Collab (in-world browser)



- Can apply browser as a Texture to a prim
 - Slide presentation mashup via slideshare.net
 - YouTube video work-around
- Co-browsing capable via external website using php

General Comparison

	Community	Collab Tools	Rendering	Add-ons/ Scripting	Viewer/Server Integration
SecondLife	Very Large	Commercial +free	High	Large, but most are commercial	High
OpenSim	Large	Lots of FOSS	Moderate	Large, most FOSS	Moderate
RealXtend	Small	OpenSim's base + additions	Highest	Open Sim's base + Server-side Python	High

Other Possible Candidates

- Croquet
 - VNC for collaboration
- EduSim/Cobalt
 - Import of Google 3D Warehouse models
 - Real World/Virtual World interfaces
- Note: SL and OpenSim may become interoperable, ModRex may become a plugin to OpenSim