

VirtualLife is a project co-funded by the European Commission within the Seventh Framework Programme – ICT – NETWORKED MEDIA. It aims at developing a virtual world platform mainly focusing on security, democracy and collaborative aspects.

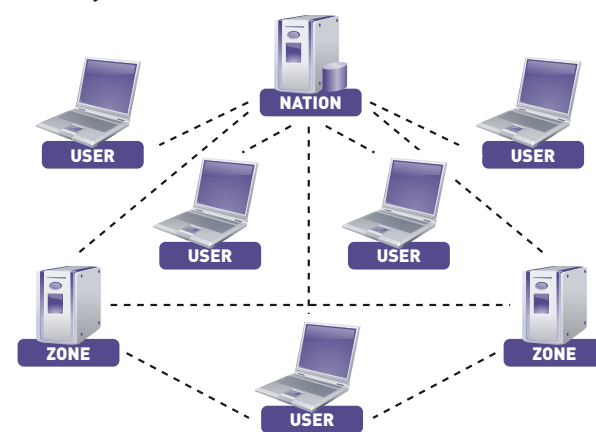
A VIRTUAL LEGAL FRAMEWORK TO ENSURE DEMOCRACY AND JUSTICE

VirtualLife contains a legal framework consisting of a Supreme Constitution, a Virtual Nation Constitution and sample contracts. Moreover the system provides an in-world dispute resolution mechanism, and a voting system.



A P2P SYSTEM ARCHITECTURE INSTEAD OF A STANDARD SERVER-CENTRIC STRUCTURE

An hybrid peer-to-peer system architecture provides load-balancing, modularity and scalability, while security, integrity and persistency are autonomously handled by each node.



A SECURE INFRASTRUCTURE TO ENSURE COMMUNICATION AND TRANSACTIONS

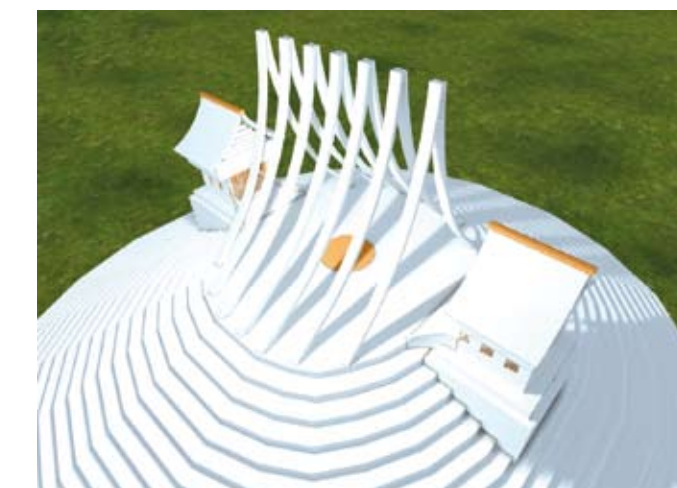
VirtualLife provides strong security for its users. Each avatar has an identity card that contains information about both the virtual identity and identity of the real life user controlling the avatar.

Moreover the system makes use of the well known PKI (Public Key Infrastructure) to enforce trust, privacy, security and non-repudiation, in fact, the use of a keypair allows the user to prove ones identity to other users, ensure private encrypted communication, and digitally sign documents.



TOOLS AND SCRIPTING FOR AN INTERACTIVE AND COLLABORATIVE PLATFORM

The VirtualLife platform allows a high level of interaction between avatars and between avatars and objects in the 3D environment; it contains ready-made virtual tools and also permits the creation of new tools using an internal editor or importing them. In particular, a powerful and intuitive scripting language allows for the creation of complex interactive tools.



VIRTUALIFE: THE EVOLUTION OF 3D VIRTUAL WORLDS.

VirtualLife combines a virtual legal system, a strong security infrastructure and a scalable peer-to-peer architecture, to provide a secure, massively multiuser and cross-platform 3D environment suitable for education, e-commerce, business and entertainment.



THE EVOLUTION OF 3D VIRTUAL WORLDS

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