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Sommario/riassunto	The term "avatar" is used to describe the way participants are graphically represented in virtual worlds. Networking links such virtual worlds together, and aims to develop a telepresence. This book explains the techniques for integrating Virtual Humans into Networked Virtual Environments (NVEs). It introduces the basic concepts of NVEs, their design and development, and discusses the challenges and problems of manipulating the graphics and handling the Virtual Human data across the network.