

## Visual Federation Control Mechanism

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### ABSTRACT

This paper introduces the main idea and architecture of Visual Federation, visual in network distribution environment. This paper introduces the main composition of visual Federation Object Model. This model reduces data redundancy and transmission, so it can solve the conflict between scene creation speed, data transmission and the limited bandwidth in a certain extent. The writer defines a kind of recursion enumeration language and realize the flexible describing of visual Federation Object Model. The result of this research is very important to directives about how to solve the problem of mutually operation in distributing interaction scene simulation control system.

**Keywords:** Visual Federation, Visual Federation Object Model, Mutually operation