

---

## Approach on Visual Federation Member Relationship

**Xu Dong-ping    Qin Juan**  
**Science and Technology of Computer, Wuhan University of Technology**  
**Wuhan 430063, China**  
**Email:** DPXU@public.wh.hb.cn    **Tel.:** +86(0) 27-86551167

### ABSTRACT

In network that has limited bandwidth, in order to get a fluent vision of motion, few parameters are transferred. Visual Federation is an effective method that can control the parameters. Industry design, a sham battle, and city plan simulation, virtual reality simulation train, and interactive entertainment simulation fields will use such technique. In this article, we define and introduce the approach on Visual Federation Members and it's relationship to solve the problem of interactive scene.

**Keywords :** Visual Federation, Member of Visual Federation, Relationship