

I am listed as a co-author on [US Patent # 6219045](#) that covers the first shared 3D virtual environment on the net. "Scalable Virtual World Chat Client-Server System".

Our team broke new ground at a time when shared 3D environments only worked on high-end machines, on big bandwidth pipes, and were not therefore available to average consumers.

Please note that this patent has been quite controversial, I am not claiming that the team invented all the material that the then-management of Worlds Inc claimed in the patent.