

# Virtual Reality (VR)

- Creates an environment simulated by multi-projected environments to generate realistic media
- Completely replaces the real world with a computer generated three dimensional one
- Virtual environment becomes interactive and digitally manipulatable

# VR - Working and Applications

- **Hardware:** HMD, Image and Sound generators, Motion and eye tracking sensors
- **Software:** Media rendering and motion tracking techniques
- **Applications:** Design, Architecture, Entertainment, Training and simulation