**Virtual Reality (V.R) Development Using Unity**

Unity is a game engine that allow game developers and his team to create a stunning game which looks exactly like real world

**Introduction to Virtual Reality (V.R)**

Virtual Reality (V.R) can be defined as technology that teleports you to an immersive 3D environment.

Virtual Reality is a simulated experience that uses tracking and 3D near-eye displays to provide an immersive feel of a virtual world.

**Why Unity is a Preferred Tool for Virtual Reality?**

* Unity is more preferrable than other game engine because of its compatibility and support with many devices like Console Devices, PCs and Mobile Phones.
* It also has many features for V.R development

**Types of Virtual Reality (V.R)**

* Immersive V.R System
* Non-Immersive/Desktop V.R System
* Semi-Immersive V.R System
* Collaborative V.R System
* Web-based V.R System e.g second life and Minecraft
* WebV.R System- It uses JavaScript API. It experimenting 3600 videos

**Best Devices for Virtual Reality Experience**

* V.R Headsets Samsung Gear V.R
* Meta Quest2
* Meta Quest Pro
* Play Station V.R
* Value Index
* HTC Vive Pro2
* HP Reverb G2

**Virtual Reality Libraries and Kits**

* Virtual Reality SDKs
* Google V.R SDKs
* Virtual Reality Toolkit (VRKT)
* Window Mixed Reality Toolkit (MRKT)
* XR Interaction Toolkit
* Oculus Interaction SDK

**How to Launch Virtual Reality in Unity?**

* Firstly, Meta Quest for your Headset
* Download Unity engine for your device
* After the download and installation of Unity click on “Add Project”
* Click on “VR Core”
* Click on “download” if this is your first time creating VR Project
* Rename your Project Folder
* Check Connect to Unity Cloud box
* Click “Create Project”

**Application of Virtual Reality**

Virtual Reality can be used and applied to the following industries

* Game industry. In fact, it is primarily used for gaming
* Health Care
* Entertainment Industry
* Automobile Industry
* Architecture
* Education
* Military
* Tourism
* Retail etc

**Importance/Advantages of Virtual Reality**

* It is beneficial for training purposes and for experiencing things that would otherwise be too dangerous or too risky
* It increased Productivity in training, work tasks and communication.
* It enables users to try more challenging tasks without risking their lives.
* It saves money and resources.

**Disadvantages of Virtual Reality**

* Health risk- Virtual Reality Headsets can cause health issues such as eyestrain, headache and nausea and motion sickness.
* Social Isolation
* Addiction

**Personal Insights**

Virtual Reality will soon be adopted in all facets of our lives simply because, of its importance and cost reduction if it was to be done in a real life.

**Summaries and Conclusion**

* Virtual Reality simply means designing game for human interaction for specific reasons in order to create experiences not otherwise possible
* Virtual Reality can also be applicable to other facet of life like health to handle risky task, education for better training, military, Tourism, architecture etc.
* Types of Virtual Reality include; Immersive, non-immersive, semi-immersive, Web-based etc
* Some of the best gadgets for V.R is also discussed like Meta Quests, HTC Vive Pro2, Play Station V.R
* Lastly, it is beneficial for training purpose, conduct virtual surgeries remotely in health care and for experiencing things that would be too dangerous or risky
* It should be noted that Unity Engine is recommended for better Virtual Reality (V.R) experience.
* Try it with the above step by step explanation towards the creation of virtual Reality games in unity, you won’t hesitate to give me thumb up and 5 stars.