TEXT № 1

Translate the text using a dictionary:

Virtual reality

Virtual reality is an artificial environment that is created with software and presented to the user in such a way that the user suspends belief and accepts it as a real environment. On a computer, virtual reality is primarily experienced through two of the five senses: sight and sound.

The simplest form of virtual reality is a 3-D image that can be explored interactively at a personal computer, usually by manipulating keys or mouse so that the content of the image moves in some direction or zooms in or out. More sophisticated efforts involve such approaches as wrap-around display screens, actual rooms augmented with wearable computers, and haptics devices that let you feel the display images. Virtual reality can be divided into:
The simulation of a real environment for training and education.
The development of an imagined environment for a game or interactive story.

Today, you are more likely to hear someone use the words virtual environment (VE) to refer to what the public knows as virtual reality (VR). Naming discrepancies aside, the concept remains the same – using computer technology to create a simulated, three-dimensional world that a user can manipulate and explore while feeling as if he were in that world. Scientists, theorists and engineers have designed dozens of devices and applications to achieve this goal. Opinions differ on what exactly constitutes a true VR experience, but in general it should include:
Three-dimensional images that appear to be life-sized from the perspective of the user. The ability to track a user's motions, particularly his head and eye movements, and correspondingly adjust the images on the user's display to reflect the change in perspective.

In a virtual reality environment, a user experiences immersion, or the feeling of being inside and a part of that world. He is also able to interact with his environment in meaningful ways. The combination of a sense of immersion and interactivity is called telepresence. Computer scientist Jonathan Steuer defined it as "the extent to which one feels present in the mediated environment, rather than in the immediate physical environment." In other words, an effective VR experience causes you to become unaware of your real surroundings and focus on your existence inside the virtual environment.

Haptics - "хептика" перспективная технология виртуальной реальности, ориентированная на осязание.
wearable (device) - носимое устройство (напр., микродисплей, вмонтированный в очки)