

Create a Virtual World



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NTS: Interference
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Image from Mozilla, Mixed Reality

Virtual Reality

How does VR work

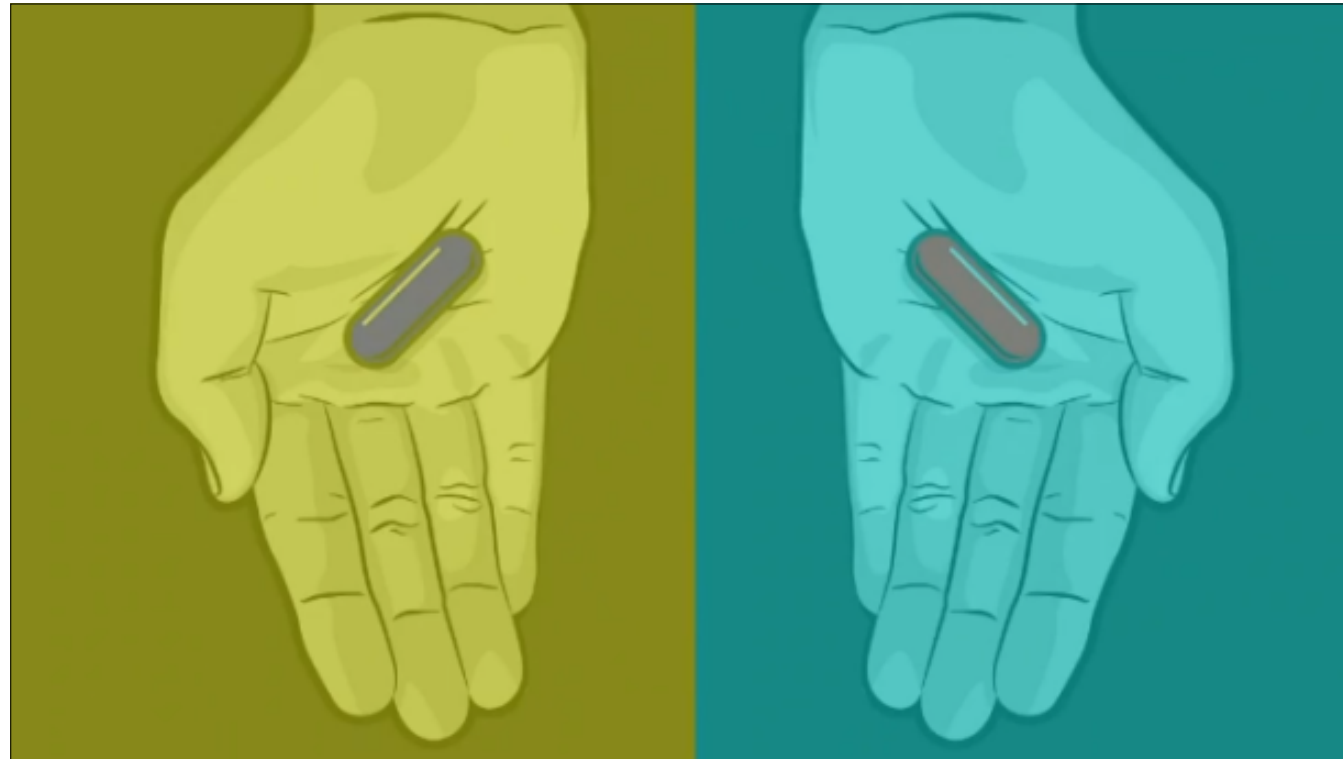
Code your own VR space

Pizza

Virtual Reality

What is “real”?

Virtual Reality technology allows the user to feel like they are in another world.



“What is real? How do you define 'real'? If you're talking about what you can feel, what you can smell, what you can taste and see, then 'real' is simply electrical signals interpreted by your brain.” - Morpheus

But we can trick our brains.

You take the blue pill—the story ends, you wake up in your bed and believe whatever you want to believe. You take the red pill—you stay in Wonderland, and I show you how deep the rabbit hole goes

Take the red pill or the blue pill?

What if I told you both pills are grey

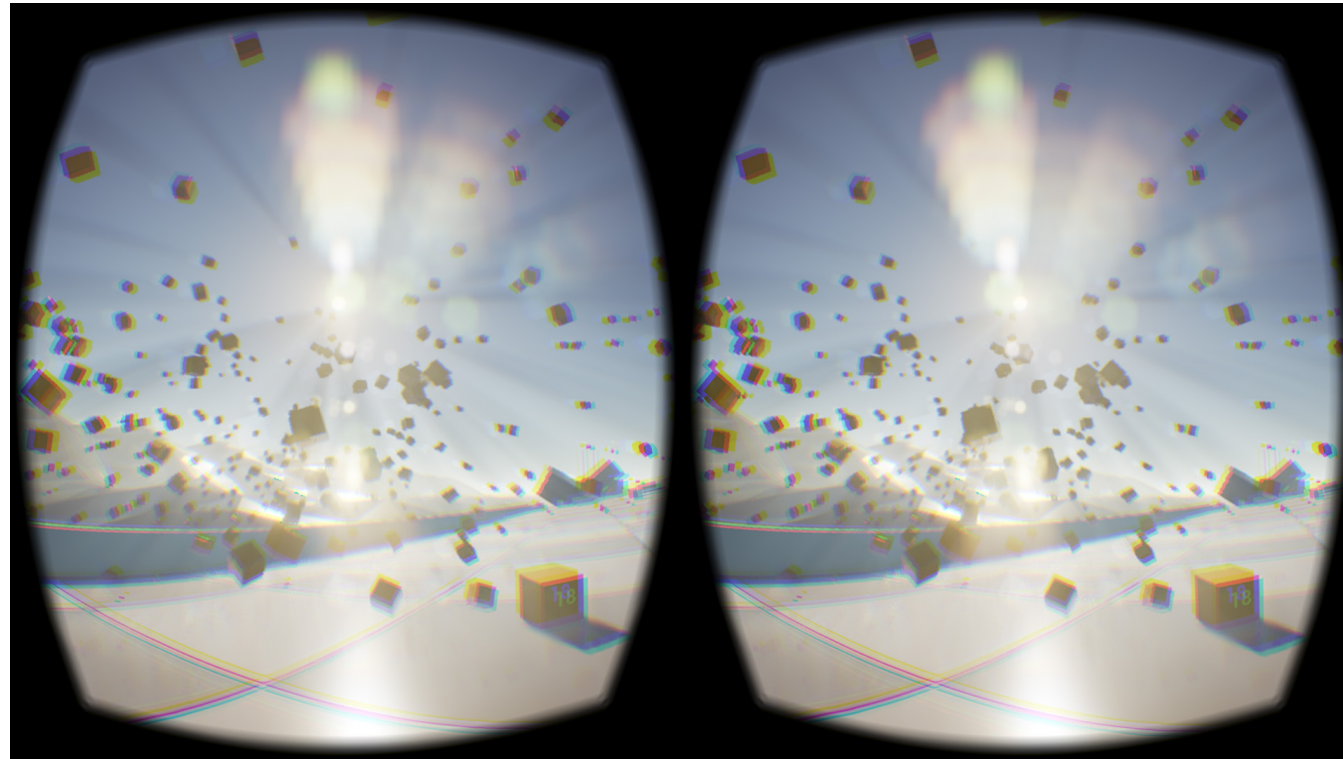
I’m going to be talking about how we can use technology to trick our brains into seeing something as real (using VR)



To trick us into thinking something is real.

Using technology to trick our
brains, to create the illusion of
another world

To trick us into thinking something is real.



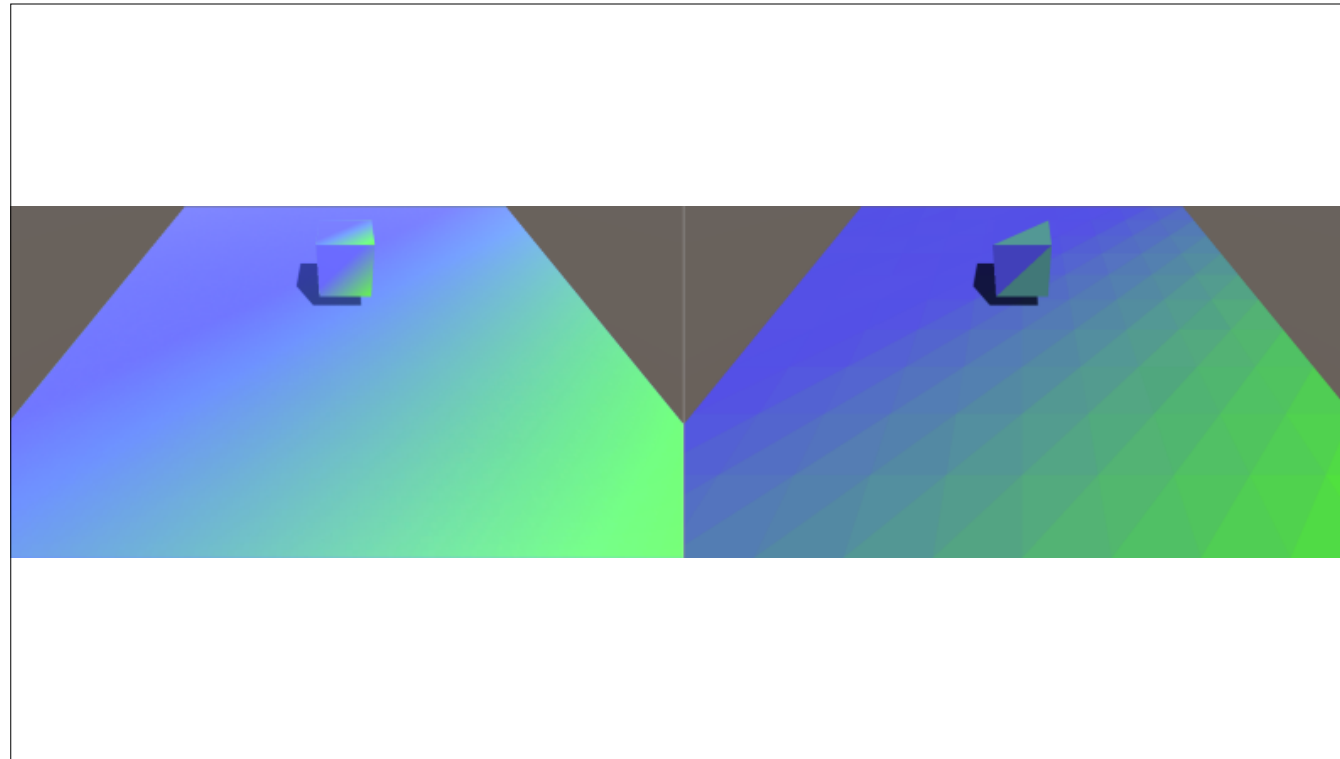
Virtual Reality technology allows the user to feel like they are in another world. It does this by using a stereoscopic display.

The VR displays two slightly different angles of the scene to each eye, which gives the illusion of depth. This mimics the way your eyes view the real world.

“The first thing to understand about stereoscopic displays is that we have two eyes, so we see objects in front of us from slightly but significantly different angles. This difference is called parallax. Disparity, particularly binocular disparity, without splitting hairs in this context, means the same thing.

As they relate to VR and AR, parallax and disparity vary with distance: when we look at things close up, parallax and disparity are more pronounced, and when we look at things far away, they fade to zero. Indeed, when we look out of an airplane from 35,000 feet at the ground, both eyes see exactly the same thing.

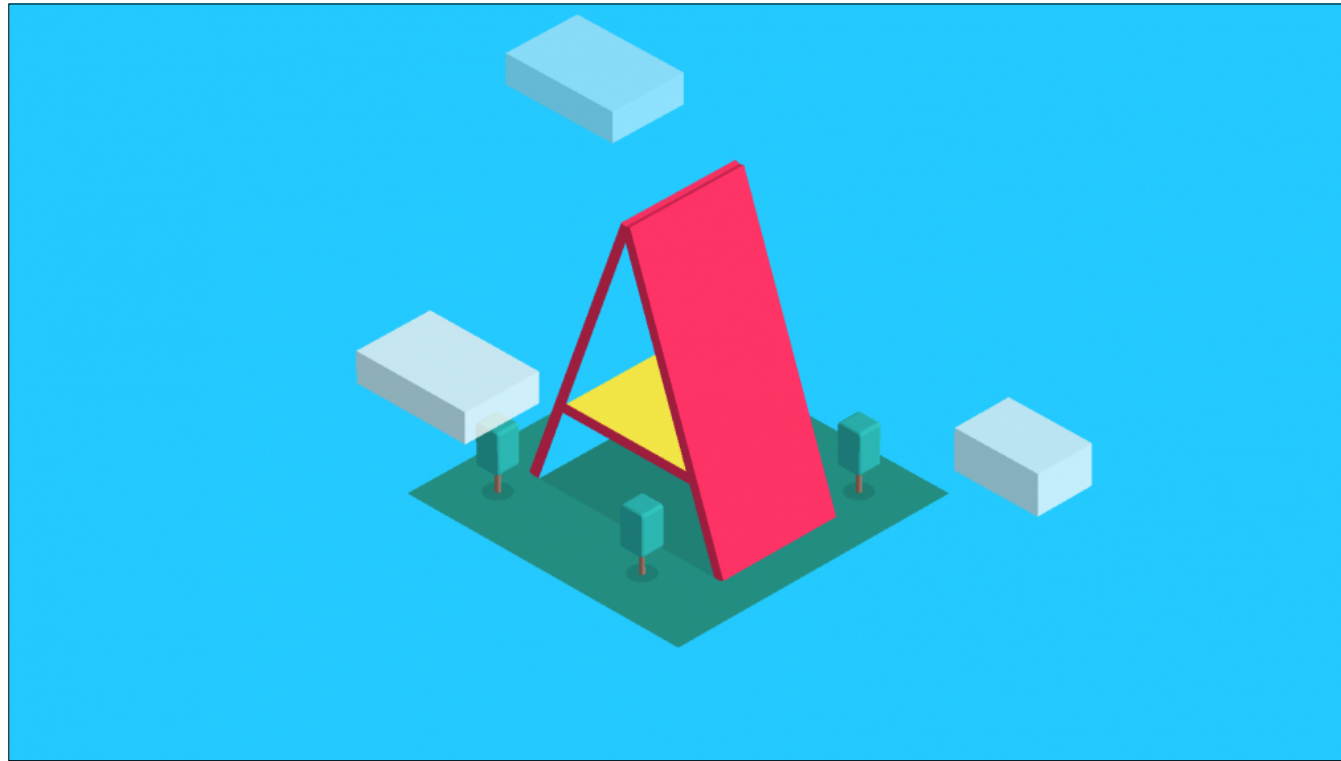
So if you’re making a VR travelogue consisting of far-off mountains, skylines, and helicopter shots, stereoscopy is unnecessary. For practically everything else, stereoscopy is essential, especially for anything “within arm’s reach” (one reason we have two eyes) or for anything intimate, like people close up.”



Light and shade effects are also used to create a 3D illusion.



Good use of lightning



A-Frame is a free tool for building virtual reality (VR) experiences.

Used by





To trick us into thinking something is real.

Easy to Get Started But Powerful

To trick us into thinking something is real.

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