01)

What is Virtual Reality?

Virtual Reality (VR) is the use of computer technology to create a simulated environment. Unlike traditional user interfaces, VR places the user inside an experience. Instead of viewing a screen in front of them, users are immersed and able to interact with 3D worlds. By simulating as many senses as possible, such as vision, hearing, touch, even smell, the computer is transformed into a gatekeeper to this artificial world.

02)

VR in Military

The military in the UK and the US have both embraced the utilization of augmented reality in their preparation as it permits them to attempt a colossal scope of recreations. VR is utilized in all parts of administration: the military, naval force, aviation based armed forces, marines and coast monitor. In our current reality where innovation is embraced since the beginning and youngsters are acquainted with computer games and PCs, VR demonstrates an impact technique for preparing. VR can move a learner into various circumstances, spots and conditions for a scope of preparing purposes. The military uses it for flight recreations, combat zone reenactments, doctor preparing, vehicle reproduction and virtual training camp, in addition to other things. VR is a totally vivid, visual and soundbased experience, which can securely imitate perilous preparing circumstances to get ready and train officers, without putting them in danger until they are prepared for battle. Moreover, it can likewise be utilized to show fighters some gentler abilities, incorporating correspondence with neighborhood regular people or universal partners when out in the field. Another of its uses incorporates rewarding Post-Traumatic Stress Disorder (PTSD) for troopers who have come back from battle and need assistance acclimating to ordinary life circumstances; this is known as Virtual Reality Exposure Therapy (VRET). A key advantage for utilizing computer generated reality innovation in the military is the decrease in costs for preparing.

VR in Sport

VR is reforming the games business for players, mentors and watchers. Computer generated reality can be utilized by mentors and players to prepare all the more effectively over a scope of sports, as they can watch and experience certain circumstances more than once and can improve each time. Basically, it's utilized as a preparation help to help measure athletic execution and examine strategy. Some state it can likewise be utilized to improve competitors' psychological capacities when harmed, as it permits them to encounter ongoing interaction situations for all intents and purposes. Likewise, VR has additionally been utilized to upgrade the watcher's understanding of a game. Telecasters are currently spilling live games in augmented reality and planning to one day offer virtual passes to live games with the goal that anybody from anyplace on the planet can 'join in' any game. Possibly, this could likewise take into consideration the individuals who can't bear to burn through cash on going to live games to feel included as they can appreciate a similar encounter distantly, either for nothing or at a lesser expense.

03)

Augmented reality (AR) is an experience where designers enhance parts of users’ physical world with computer-generated input. Designers create inputs—ranging from sound to video, to graphics to GPS

overlays and more—in digital content which responds in real time to changes in the user’s environment, typically movement.

04)

L’Oréal Makeup App

Similar to the idea behind IKEA’s app, beauty company L’Oréal has a mobile app that will allow users to try out various types of makeup.

Think of it like a Snapchat filter. The app identifies your face and then will virtually show you what you would look like with a certain shade or color of a specific product.

Weather Channel Studio Effects

Television news has been using special effects to enhance its program quality for years. For example, weathermen have been standing in front of green screens for years that appear as maps to viewers to deliver their weather forecasts.

The Weather Channel is now taking technology one step further to illustrate extreme weather and its effects. Over the past several years, the broadcast company has used augmented reality to display a 3D tornado on set, show the height of flooding during storm surge and hurricanes and just recently drove a virtual car through the studio to show how vehicles lose control on snowy or icy roads.

Expect news, weather and sports programming to continue experimenting with augmented reality as a way to improve the television experience for viewers.

05)

Computer generated Reality and Augmented Reality are two of a kind. You could consider Augmented Reality as VR with one foot in reality: Augmented Reality recreates counterfeit items in the genuine condition; Virtual Reality makes a fake domain to possess.

In Augmented Reality, the PC utilizes sensors and calculations to decide the position and direction of a camera. AR innovation at that point renders the 3D designs as they would show up from the perspective of the camera, superimposing the PC created pictures over a client's perspective on this present reality.

In Virtual Reality, the PC utilizes comparative sensors and math. Be that as it may, instead of finding a genuine camera inside a physical domain, the situation of the client's eyes are situated inside the reenacted condition. On the off chance that the client's head turns, the designs respond in like manner. As opposed to compositing virtual articles and a genuine scene, VR innovation makes a persuading, intuitive world for the client.