

Virtual Reality

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Chapter 1

Introduction

Virtual Reality is the attempt to use technology, such as head mounted display devices, and computer generated graphics, to allow the user to experience a sense of presence in a virtual environment. This is used in a wide variety of cases, including but not limited to, entertainment, education, medical therapy, research, and visualization.

1.1 Technology

The concept of Virtual Reality dates back to the 1980s (Citation Needed), and unlike some depiction of it in pop culture at the time, never archived the level of immersion and presence that recent technological advances enable us to. Due to a jump in interest hardware such as the Oculus Rift found funding in recent years. In the case of Oculus, it was via Crowdfunding. But as a result, commercial products from Google, Valve/HTC or Sony have been announced. At the time of writing, none of the mentioned companies have released a commercially available end user product. Oculus Rift has released and sold Developer Kits, which are most frequently used in modern Virtual Reality endeavours.



Chapter 2

Discussion

How helpful is it now? Will it be real reality soon? how soon? absolute presence is not possible with just a headmount set, so wtf Valve, where is my absolute-immersion-set that lets me LittlePip and shoot down some raiders, eh?

Chapter 3

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