



VR and AR

By: Josiah Wilcoski



Stereoscope

- The stereoscope was made in 1838
- It used two pictures placed a short distance from the lens and these two pictures were designed to mimic the way our eyes create depth
- Later in 1849 the lenticular stereoscope was created
- Very similar but was in a box which helped make it more effective



View-Master

- In 1939 the View-Master was made
- Similar to the lenticular stereoscope
- Used a reel of images you could rotate through and show you different scenes

Flight simulator

- In 1929 the first flight simulator was made
- No screen
- Instead used only mechanical parts to simulate movement.

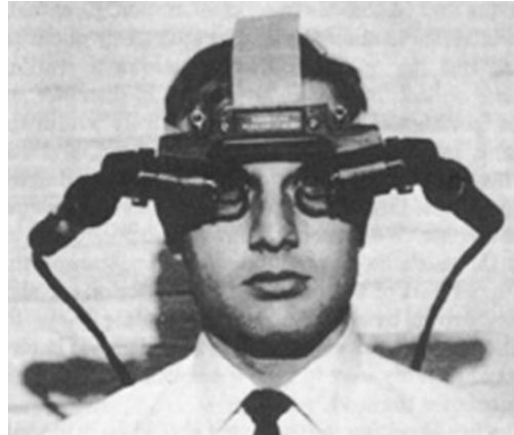


Sensorama

- In 1950 a filmmaker developed the Sensorama
- Was designed to stimulate all your senses while it played one of six different short films he made for it.

Head Mounted

- In 1960 the first head mounted display was made
 - Was called the Telesphere mask
- Was only video
- Later added motion tracking
 - Was often used for military training



AR

- First AR was made in 1968
 - Was called the Sword of Damocles
- Used a computer rather than a camera

Growth of VR

- In 1987 the term Virtual reality was made
- Many companies wanted to try it out
 - Many arcade machines
 - Home consoles
 - Sega's didn't get off the ground
 - Nintendo's flopped



Medical

- As the technology has improved it has been used in medical applications
- One example is therapy
 - Most notably for helping to combat fear
- More recently it has been being used for doing simulations of surgeries

Gaming

- What most people think of with VR
- Has advanced rapidly in the past decade
- A few innovations
 - Omnidirectional treadmills
 - Haptic gloves



<https://www.youtube.com/watch?v=OK2y4Z5lkZ0&t=320s>

Citations

- “History Of Virtual Reality.” *Virtual Reality Society*, <https://www.vrs.org.uk/virtual-reality/history.html>.
- Hsieh, Min Chai, and Jia Jin Lee. “Preliminary Study of VR and AR Applications in Medical and Healthcare Education.”

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