Module 6
Applying Virtual Reality

- **Virtual Reality : Medium**

- **Virtual Reality : Form**(HMD, Tracking System, Controllers systems, Room scale VR, Mobile VR, AR integration, 360 degree video , Spatial audio)

- **Virtual Reality : Genre**(VR gaming, VR Cinematics experiences, VR Horror, VR simulations and tracking, VR exploration and Adventure, VR social experiences, VR education and learning, VR art and creativity)

What makes an Application a good candidate for VR

- Immersion presences
- Spatial interaction and exploration
- Realistic visualization
- Physical and kinaesthetic experiences
- Empathy and social interaction
- Traning and skill development
- Unique perspectives and experiences

- **Demonstrated benefits of virtual reality**

- **Framework for VR application development**
  - -Define the scope and objective
  - -Choose the VR platform and technology
  - -Design the UI/UX experiences
  - -Develop the virtual environment
  - -Implement VR interaction and controls
  - -Optimize performance and user control
  - -test and iterate
  - -publish and distribute