

#### Parliament Charletin Canal

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	Peromising application fields.  Demonstrated benefits of Virtual reality  more recent trends in Virtual reality
	Demonstrated benefits of Virtual reality
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. Here.	application development
	A framework for VR application development.
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*	Sixtual reality: the medium, Found & genere.
>	Virtual Kelling is a medium that allows
	users to enjurience & interact with
	computer generaled environments in a
	simulated envisionment. VR provides a
	unique form of communication & expression
	by feveraging technology to transport
7 7 3 3	envis into virtual worlds
	As a medium, VR combines various elements
	to create a multisensory enperience,
	sometimes tactile senses.
	The main purpose of any medicy is to
his idi	communicate with the world the idean
	or what, on the mind.



#### Parlivants Christalis Gartis

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> The primary component of VR is the head
mounted display (HMD), a meaucable device
that usury put on their heads to view
the virtual environment. In addition to
visual immersion, VR offer incorporales
spatial audio, which further enhances
the sense of presence by providing
realistic & immersive soundspace
VR application often provide users with
input dences such as handheld controllers
haptic gloves etc. These input devices
allow using to interact with viretual
opicità
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torn and Genrie
Two terms that are frequently eved to
accurate & assess the rootent of
media live form & gener
to the same
frankle gener golies
its thematic elements & storytelling
Form
The forms involve the how sow & techniques
used to deliver immersive & interactive  VR content.



## Participation Chartesia Courses

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331	Tkey Forms in Virtual Reality
	1. Head-Mounted Display (HMD)
	2. Tracking System
A THE	3. Controllers & Input Devices
	74. Room-Scale VR
Bring	> 5. Mobile VR
Challes	G. Augumented Reality (AR) Integrati
	77.360-Degree Video & Panaramas
	78. Spatial Audio.
	figure. Trey Forms in VR
1)	Head mounted Display (HMD) is the primary hardware component of VR. It is a wearable device that usure put on this head, typically in the form of gogglez or helmet, to view the virtual en vironment.
	Prof. Kanchan Wankhede Department of Computer Science & Engineering-(AI&ML)



### Bachvanda Chailada Carres

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2) Tracking System:  VR relice on tracking system to manifez  the usur's movements & adjust the  virtual environment accordingly. This  ensures that the displayed visuals align  with the usur's position & orientation  with the usur's position & orientation  tracking system can use various technologies  including enternal sensors, infrared converses  or inside out tracking that utilizes builting  sensors in the HMD  3) Conhollers & Input Devices:  VR enquirences aften involve controllers or its  devices that allows users to interact with  the virtual world.  These devices can include handheld controller  with buttons, triggers & motion sensors  or more advanced its methods like  haptic gloves.  4) Room scale VR:  Room scale V		
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dedicated play area with soon-scale VR users can freely walk, arough or more		converas to track the usur position in a
ground enhancing the feeling of immercial		dedicated play week with room- scale VR
ground enhancing the feeling of immercial		users can freely walk, crouch, or more
110 100101	7.73	around enhancing the feeling of immersion.



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5/	Mobile VR:
	Mobile VR utilizer amount phonez or standalone
	VR headsels that have built-in processing
	power, senzorez & displayz.
	There devices provide a portable &
	accessible VR experience mithout the need
	for external how or a powerful computer
6)	Augmented Reality (AR) Integration:
	VR can integrate elements of augmented
	seculity, overlaying virtual content onto
	the real world. It also reffer to as
	mined reality (MR), allows were to see
	& interact with both virtual & real-world
	objects simultaneously.
7)	360- Degre Video Panoramas
	VR can also include 360 degre video &
	panoranic expuriences, which captures a
	full 360-degree view of a real or
	virtual environment, allowing users to look
	around & employe the surroundings by
	moving their head.
8)	Spatial Audio:
	spatial audio is an essential component of
	VR, providing realistic sound space that
	match the leser's position & orientation.
275-1	By simulating 3- D audio auez, VR can enhances
	the sense of prusence of immersion,



### Paradomina Charlende Canado

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Subject: User Experience Design With VR

thematic	zation of VR content based on its
l user	experience.
	Commo 1 genres in Virtual reality
	1. VR Carming
	2. VR Cinematic Enpuriences
	3. VR Horror
	4. VR Simulations & Training
	5. VR Exploration & Adventure
	6. VR social lemperiences
	7. VR Aducation & Jearning
	3. VR art & Creativity

Prof. Kanchan Wankhede

Department of Computer Science & Engineering-(AI&ML)



# A P STANTI ON SHIMMOND OF THE CONTROL OF A CAPPROVED BY AICTE New Delhi & Govt. of Maharashtra, Affiliated to University of Mumbail (Religious Jain Minority)

	VR Gaming:  VR gaming encompass a mide range of  genries, including action, adventure, sports,  puzzets puzzle. VR gaming focuses on  providing immersive game play experiences  where players can physically interact  with virtual world.
	It merge elements of traditional filmmaking with the interactive nature of VR.  They can include immersive films, 360° videos & interactive narratives. These sexperience ofter place usus within the story, allowing they to sexplore & interact with the virtual environment from a first-purser perspective.
	VR Horroy: The horror genre in vR aims to create intense & immersive experiences that evoke fear & suspense.
4)	VR Simulations & Training:  VR simulations & training applications are  disigned to scenticate head world scenarios  for educational or professional purposes.  These genres can include flight simulators,



### Parlazanto Carriento Garreo

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	medical traning, military training.
	VR Employation & Adventure'  VR employation & adventure genres allow  usure to embark on virtual journey,  discover new environments & engage in interactive storytelling.
	VR social Experiences:  VR social Experiences bring people together  in shared virtual space. These genres  con range from virtual hangents & social  games to virtual conferences, concerts &  collabrative work environments.  Ilsus can interact with each other in real  time, communicate through avtars.
	VR éducation & Learning: VR éducational emporiences can cover a nuide range of subjects, including history, pcience geography etc.
/	VR aut & Creativity:  VR provides autists & creators with a new medium for immersive & interactive autinotaliations. Artist can expuriment with spatial audio, 30 seulpting, painting & animation to create empuriences.