

# **EXPLORING THE WORLD OF VIRTUAL REALITY**

A woman with long brown hair is shown from the side and back, wearing a VR headset. Her eyes are closed, and she appears to be in a state of awe or wonder. The background is a vibrant, star-filled sky with glowing blue and yellow particles, suggesting a futuristic or dreamlike environment.

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# INTRODUCTION

01

Virtual Reality means feeling the imaginary(virtual) world, rather than the real one. The imaginary world is a simulation running in a computer.

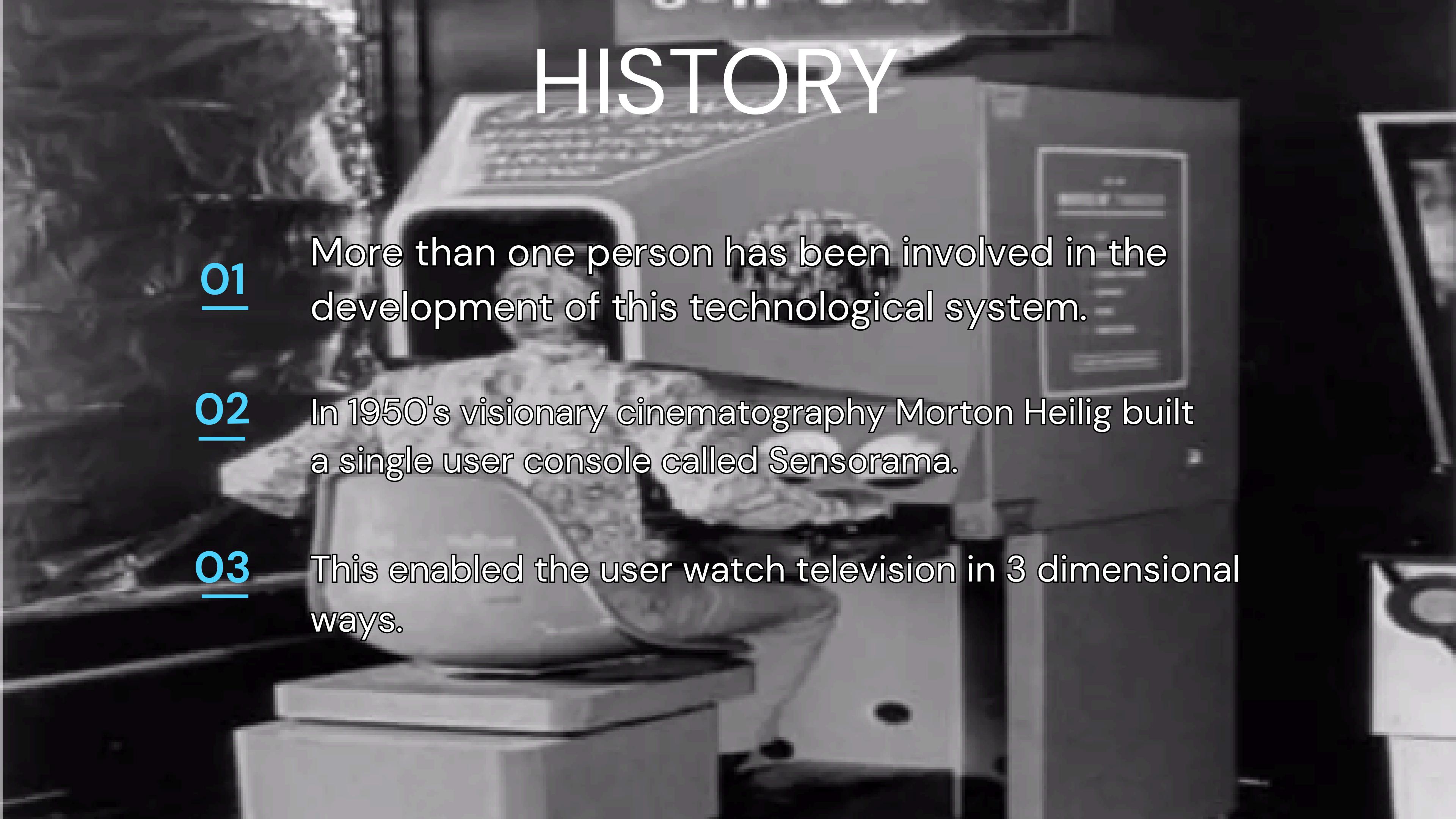
02

Virtual reality is the term used for computer generated 3D environments that allow the user to enter and interact with alternate realities.

03

The definition of 'virtual' is near and "reality" is what we experience as human beings.

# HISTORY



**01**

More than one person has been involved in the development of this technological system.

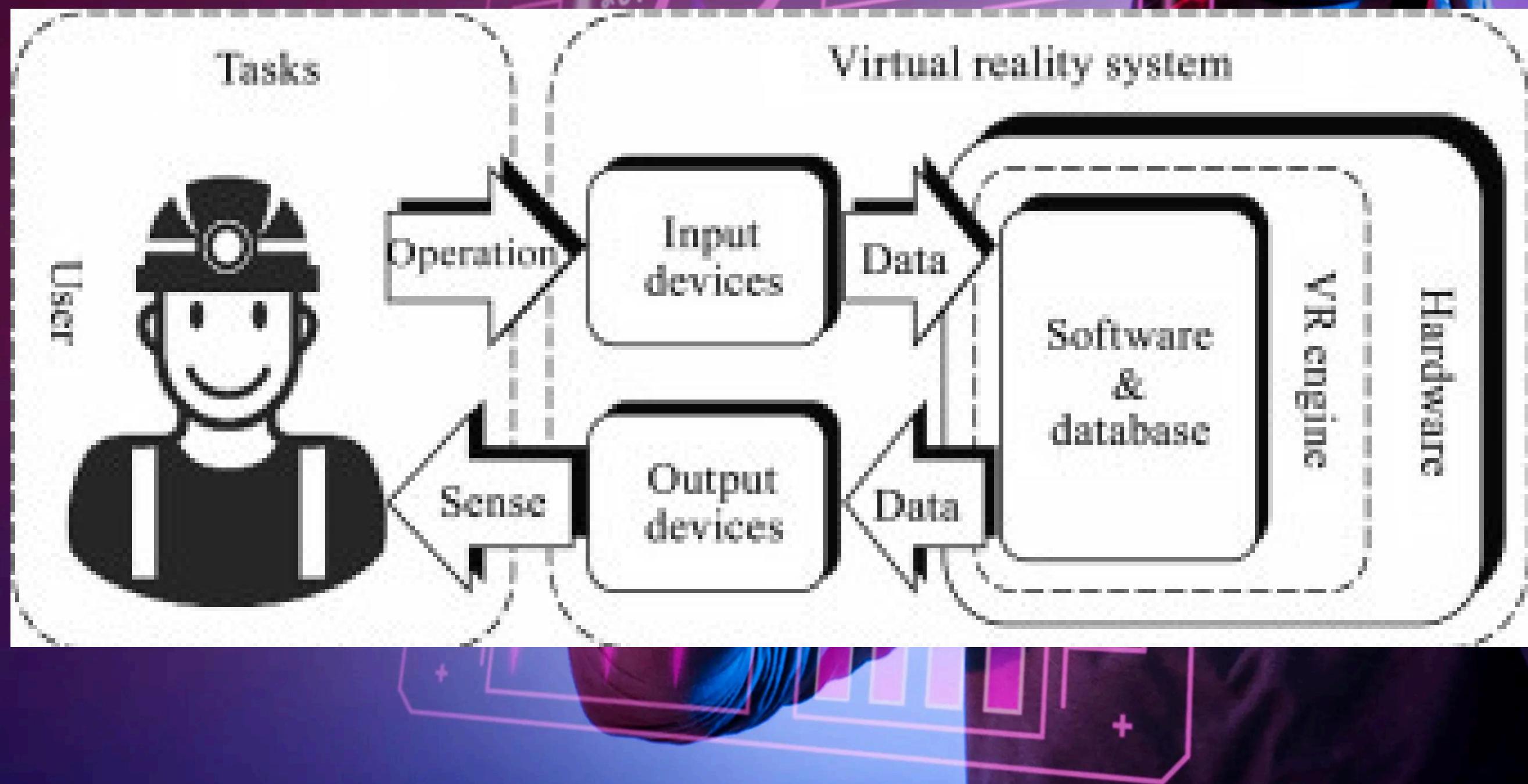
**02**

In 1950's visionary cinematography Morton Heilig built a single user console called Sensorama.

**03**

This enabled the user watch television in 3 dimensional ways.

# WORKING



# TYPES OF VR



Types of  
VR

Hardware

Software

The hardware typically includes a headset or display, motion controllers, and sensors that track the user's movements and gestures in real-time. The software involves creating a digital environment using computer-generated graphics, audio, and other sensory inputs to simulate a fully immersive experience.

# HARDWARE DEVICE



**STEM**

**INPUT DEVICES**



**Headset**

**OUTPUT DEVICES**

# APPLICATION



## 1. VIRTUAL REALITY IN MILITARY

A female doctor in a white lab coat and red lipstick is wearing a VR headset and holding a controller, interacting with a 3D projection of a human skeleton. The background features a circular pattern of medical icons in hexagonal shapes.

## 2. VIRTUAL REALITY IN HEALTHCARE



### 3. VIRTUAL REALITY IN EDUCATION



A collage of images illustrating the impact of VR on various industries. It includes a man in a VR headset riding a roller coaster, a woman in a VR headset holding a steering wheel, a smartphone displaying a VR spider, a VR spider on a car, a VR spider on a person's shirt, and a VR spider on a computer monitor.

## 4. VIRTUAL REALITY IN ENTERTAINMENT

## **ADVANTAGES**

**VIRTUAL REALITY CREATES A REALISTIC WORLD.**

**IT ENABLES USER TO EXPLORE PLACES.**

**THROUGH VIRTUAL REALITY USER CAN EXPERIMENT WITH AN ARTIFICIAL ENVIRONMENT.**

**VIRTUAL REALITY MAKE THE EDUCATION MORE EASILY AND COMFORT.**

## DISADVANTAGES

THE EQUIPMENTS USED IN VIRTUAL REALITY  
ARE VERY EXPENSIVE.

IT CONSISTS OF COMPLEX TECHNOLOGY.

IN VIRTUAL REALITY ENVIRONMENT WE  
CANT MOVE BY OUR OWN LIKE IN THE REAL  
WORLD.

# CONCLUSION

IN CONCLUSION, WITH THE ADVANCEMENTS IN MODERN MEDICINE, THE WORKPLACE AND EDUCATION VIRTUAL REALITY IS THE PERFECT MACHINE. USING VIRTUAL REALITY: YOU COULD BE ANYWHERE WHERE VIRTUAL REALITY IS A REALITY....



Thank you