Texte

What is VR all about???

The shortcut VR is a computer generated world. Virtual Reality simulates the presence in the virtual world. VR makes it possible to perceive the senses like smelling, looking, Sounds and touches. Because of the use of VR-Glasses you dont need a monitor anymore but u dive in up close in to the action. You have an 3D-Picture to disposal, can turn your head in every direction and so you can look around in the whole virtual world.

VR Equipment:

VR-Headset

gyroscop, acceleration sensor

two wireless Controller

two base stations

distributor

earphones

Vive gadgets

Game sections:

Simulation

Roleplay Games

Ego shooter

Adventure

Racing Game

Sport

others

VR-History:

The idea of VR was firstly seen 1987 in the Oxford English Dictionary.

But in the 1930’s the american science-fiction author Stanley G. Weinbaum in his history Pigmalions Glasses, within the owner can enter a virtual world with senses like the sense of touch. His description of VR is pretty similar to todays.

The first references to the more modern concept of virtual reality came from [science fiction](https://en.wikipedia.org/wiki/Science_fiction" \o "Science fiction). [Stanley G. Weinbaum](https://en.wikipedia.org/wiki/Stanley_G._Weinbaum" \o "Stanley G. Weinbaum)'s 1935 short story "Pygmalion's Spectacles"[[13]](https://en.wikipedia.org/wiki/Virtual_reality" \l "cite_note-gutenberg.org-13) describes a goggle-based virtual reality system with holographic recording of fictional experiences, including smell and touch.

1962: Morton Heiling created Sensorama

Sensorama, one of the earliest examples of multimodal technology, was a projection booth with a 3D display, stereo sound, and a vibrating seat. It released smells, and other sensations that carried you through a virtual journey.

1965:Ivan Sutherland created The Sword of Damocles

The Sword of Damocles was, and still is, considered to be the first virtual reality, and augmented reality, headset. This included head tracking attached to, and suspended from, the ceiling in order to properly track head movement, and match what was on the stereoscopic screens.

1988: Virtuality was created by Virtuality Group

Virtuality headsets were virtual reality gaming machines found in video arcades in the early 1990s. This virtual reality machines gave real time gaming, thanks to stereosopic visor, joysticks, and networked units for multi-player gaming.

1991: Sega announced „Sega VR and Console“ never made it to stores

Sega VR was a head-tracking virtual reality headset that was in process or being developed by Sega. Sadly, only the arcade version was released, the home version being cancelled. Besides that, Sega went on to make another arcade attraction in 1994, the Sega VR-1 Motion Simulator.

1993:Artari Corporation creates „Artari Jaguar VR“

Atari Jaguar is a a home video game console developed by the Atari Corporation. The Jaguar VR was the 6th, and last, console to be developed under atari, released in November, 1993. Despite the initial success, around 1995 the Jaguars sales severely dropped and soon after productions stopped.

1995: Nintendo creates and releases „Virtual Boy“

Virtual Boy was a 32-bit table-top game console developed by Nintendo. It was sold as the first portable video game console capable of 3D graphics. Sadly this device was taken off the market one year later due to low amounts of sales.

1995: Forte Technologies Inc. Create „VFX-1“

VFX-1 was a simple virtual reality headset made in the mid-1990s. It was comprised of a helmet, a handheld controller, and an ISA interface board. This was a big development in the time it was released because it offered head-tracking, stereoscopic 3D, and stereo audio.

1999: „Seos 120 / 40 HMD“ was released

This headset was mostly used for driving or flight simulations. It was very large and bulky, weighing 2.2lbs. It used two LCD screens, with an amazing field of view of 120 degrees, which most of the headsets out today can't compete with.

2011: Palmer Luckey creates the first prototype of the presently popular „Oculus Rift“.

2012: „Oculus VR“ launched a kick starter campaign

Oculus is a virtual reality headset developed and manufactured by Oculus VR, this is the first company to kick start virtual reality headsets designed for the public. After this, the project proved to be successful raising $2.5 million from the campaign to develop the product. 2 years later, March 2014, Facebook bought it for $2 billion dollars.

2013: Proteus VR Labs created and released „Freefly VR“

Freefly VR is one of the first smartphone adapters that allows virtual reality content to be experienced with most commercial smartphones. This headset is designed in a way that far excells in customizability, being able to change the length, width, and height of the cell phone holder, making it able to fit a large variety of phones. Not only this, but they came out with the largest Field of View (FOV) of their time, 120 degrees.

2014: Google announced „Google Cardboard“, a virtual reality headset made out of cardboard.

Google cardboard is the lowest costing virtual reality viewer with a mount for your smartphone. It was named for its fold out cardboard viewer, designed to be a low-cost device.