

Applications of Virtual Reality

INNOVATIVE USES FOR VIRTUAL REALITY



Dining

Now we can travel virtually to different places and immerse ourselves in certain environments while tasting the dishes from these locations.



Medicine

The Spanish National Research Council has succeeded in reducing the effects of Parkinson's in several patients by applying a treatment that uses VR.



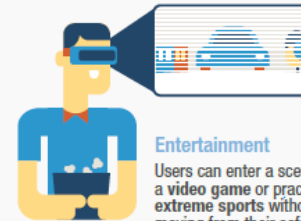
The media

Immersive journalism takes the user to the places where events have occurred with live streaming of 360° videos.



Education

In classrooms, the use of VR allows students to better retain knowledge and helps students with learning difficulties.



Entertainment

Users can enter a scene in a video game or practice extreme sports without moving from their sofa.



Architecture

RV helps architects to better envisage a space and present the project to their clients.



Industry

Digital Twins are exact digital copies of physical objects that factory workers can practice on and test in a virtual world.



Culture/Art

Some museums and galleries offer virtual visits or immersive experiences to help understand the history and culture associated with each work.



Military

The UK Ministry of Defence uses VR for training in simulated combat environments.

UNIT IV Application of VR in Digital Entertainment: VR Technology in Film & TV Production - VR Technology in Physical Exercises and Games - Demonstration of Digital Entertainment by VR.

Application of VR in

- Digital Entertainment
- Film & TV Production
- Physical Exercises
- Games

1	106119013	Ankit Kumar	106119015	Arakan Sangma	106119021	Benaiah Dkhar	106119072	Manmohan Prajapat	VR in Education
2	106119057	K Samuel Jacinth	106119059	Kiran Kumar Reddy	106119065	Dilip L	106119131	T Narasimha Reddy	VR in Education
3	106119036	Krupasamson G	106119051	Indraraj joshi	106119107	Rohan kumar	106119149	Yash	VR in Education
4	106119012	Anirudh VS	106119052	Indresh P	106119102	Rinish Sam I	106119108	Sakthi Prasath S	VR in Education
5	106119130	Tanu Gangrade	106119042	G subhasree	106119120	Sruthi p	106119110	Samiksha shekhawat	VR in Education
6	106119082	Mudavath Ushasree	106119008	Alli Lahari Priya	106119076	Metta Babitha			VR Technology in Film and TV Production
7	106119024	BOKAM PAVAN	106119092	poduri sri sai kesava	106119132	Tejavath Durga Nayak	106119136	THOTA PAVAN KUMAR	VR Technology in Film and TV Production
8	106119054	Ishwarya A	106119060	S Kiruthiga	106119098	Ragavi Vijayaragavan	106119116	Shruthi Kumaravel	VR Technology in Film and TV Production
9	106119068	Madhavan B	106119050	Kallash H	106119064	K Shreyas	106119124	Sundara Srinivasan G	VR Technology in Film and TV Production
10	106119016	Aravind	106119062	Srikanth	106119066	Pranay	106119126	Vamsi	VR Technology in Physical Exercises
11	106119020	Asif Mohaideen	106119028	Dharunsri S	106119030	Divakar P S	106119114	sameer s	VR Technology in Physical Exercises
12	106119147	V Yeshwanth	106119135	Arivan	106119101	Aravindh	106119097	Methulan	VR Technology in Physical Exercises
13	106119085	Nipun Goutham	106119125	Sunith Senthil K	106119079	Sanjiv Kumaran	106119063	Paarthiban K	VR Technology in Physical Exercises
14	106119038	Girish Kumar M P	106119078	Mohan Kumar G	106119080	M Shiram	106119138	T Shashwat	VR Technology in Games
15	106119106	Ritu Gain	106119150	Y Bhargavi	106119152	Y Pushpanjali			VR Technology in Games
16	106119009	A Lokesh	106119011	Anandakumar Arulanandam Anujan	106119067	L Suganda Prasad	106119121	Sailesh S	VR Technology in Games
17	106119049	Himanshu Dhanwanta	106119144	vishal jaiswal	106119143	virendra yadav	106119115	shivam pradhan	VR Technology in Games
18	106119142	Vignesh A S	106119046	Harihara Sudhan K S R	106119122	S Suseendhar	106119034	E Vidhyadharan	VR Technology in Games
19	106119083	Nandhakishore C S	106119033	Dominic John M	106119086	Niranjana D P	106119146	Sabari Srinivas	VR Technology in Games
20	106119041	G.Pavithra	106119043	Haemanth	106119087	Niranjani	106119095	Preksha	VR in Health care
21	106119093	Pradeep S	106119111	Saran Kaarthik B T	106119141	Gokulraaj V	106119077	Mohamed Mohideen Harish	VR in Health care
22	106119035	Evin Joju Xavier	106119104	Rishi Satish	106119053	Ishaan Kaushik			VR in Heritage and archaeology
23	106119089	Nitin Gupta	106119105	Ritik Mittal	106119103	Rishab Nahar	106119117	Sobhagya Singh Dewal	VR in Heritage and archaeology
24	106119128	Suraj Subramanyam	106119118	Sree Ganesh TN	106119055	Jeremiah Thomas			VR in vehicular applications
25	106119127	Supriya Prasad	106119007	Akash Kumar	106119071	Manav Mohata	106119003	Abhijith Roy	VR in vehicular applications
26	106119151	Yella Sindhu	106119027	Harinidevisri D	106119133	Mithusha Tharaneetharan	106119129	Surudhi S	VR in vehicular applications
27	106119010	Aman Anand	106119084	Nikhil Murari	106119100	Rajneesh Pandey	106119112	Satyarth Pandey	VR in tourism
28	106119023	Pavana Kumar	106119069	Gautham Sidart	106119005	Santhosh	106119061	Hemanth	VR in tourism
29	106119048	Harsh Khandelwal	106119006	Advai Vishwanathan Swamy	106119032	Satyamurti Doddini	106119029	Dipesh Kalle	VR in automotive industry
30	106119139	Udith Kumar V	106119073	Marmik Upadhyay	106119045	Hanan Abdul Jaleel	106119123	Subramanian V V	VR in automotive industry
31	106119145	Viswonathan Manoranjan	106119109	Saloni Gordhan Rakholiya	106119075	Meghdeepa Syamal	106119037	Ganta Sneha Rao	VR in Online shopping
32	106119091	Parvathi Prabhakaran	106119119	Sriya Nelluri					VR in Online shopping
33	106119018	Arunesh Saddish	106119140	Vasuu Gambhir	106119094	Pranav Somaiah	106119088	Nitin Dasiah	VR in Online shopping
34	106119113	Selva Karthik D	106119039	Gokul P	106119047	Hari Rahul V			VR in Real estate
35	106119014	Anurag Goyal	106119056	Kachhadia Dhruv Nikhilbhai	106119134	Tharun A			VR in Real estate

Reference

- Alan Craig, William Sherman, Jeffrey Will, “Developing Virtual Reality Applications, Foundations of Effective Design”, Morgan Kaufmann, 2009.