Virtual reality stands for the virtual world, generated with computer technology and translated into human’s brain through his feelings like vision, hearing and touching.

Nowadays VR is a very perspective field of technology, which is generously invested by large companies.

The development of VR started over 100 years ago when the first flight simulator was invented.

This device was represented by a fuselage layout with a seat, dashboard and a panel of drawn sky.

The machine’s main purpose was to implement a real plane conditions and cause feeling of a flight.

In 1956 professor Morton Heling got a patent on his revolutionary invention called Sensorama. This unit was equipped with 3D display, stereo sound system and air flow generator, which imitated flavors.

However, the device was met quite skeptically and his inventor failed to find founding for his creation.

The first virtual helmet is considered to be invented in 1961 by a group of engineers from Philco company.

Philco’s prototype was designed for showing images from a camera it was connected to. Inventors’ idea was to use this device for translating video from dangerous or remote places such as hot spots, nuclear reactors and so on

In the middle 80-s it became possible to combine a stack of technologies which could implement what we call “Virtual Reality” today.

One of the most successful project from this field is Cyberface VR helmet with integrated datagloves.

The device provided users with opportunity to view, touch and even move virtual objects!

Unfortunately, the cost of this product(100000$ for a basic complect) prevented it’s wide spread among the world

The history of modern VR started in 2013 when Palmer Lucky and John Carmack established Oculus company and started developing a new VR helmet.

Internet community appreciated their brainchild, and later their company was bought by facebook, which provided the engineers almost unlimited financial power.

Nowadays main VR companies are facebook(oculus), HTC and Sony.

Corporations like Google and Microsoft invest in VR as well, however fruits of their labor are not very popular with VR fans.

VR maintenance include lots of areas of life, such as entertainment, tourism, medicine, military and so on.

(\*) First and foremost, a lot of games are available for the helmets. Here are some of them:

* Half-Life: Alyx on VR
* Eve: Valkyre on VR
* Fallout
* Elder scrolls: skyrim
* Resident Evil

VR entertainment is also represented by films, including documentaries(Everest VR), horrors(The Conjuring VR, It VR), dramas(refugee crisis) and thrillers(The hunger Games).

(\*) Virtual tourism is very populsr as well. Online services like YouVisit, Google Expeditions, YouTube 360 etc. provide users with an opportunity to see a lot of museum, churches, university campuses, theatres and so on.

(\*) Education field uses virtual reality more and more. This helps students to soak knowledge in a playing form.

(\*) Training is another essential area of VR.

* Pilots use this technology to simulate a real flight
* Troopers learn how to deal with stressful situations which are very close to real battles
* Medics have recently started to conduct operations via VR technologies. This helps doctors to get a complete picture of a problem they are working with. Nonetheless, young surgeons now have a possibility to train in VR instead of real patients or lifeless mannequins