```
!pip install pygame

    Requirement already satisfied: pygame in c:\users\jaswa\anaconda3\envs\yolov4-
```

```python
import pygame

# Initialize Pygame
pygame.init()

# Create a window
screen = pygame.display.set_mode((800, 600))
pygame.display.set_caption("VR Experience")

# Main loop
running = True
while running:
    for event in pygame.event.get():
        if event.type == pygame.QUIT:
            running = False

# Quit Pygame
pygame.quit()
```

```python
import cv2
from cv2 import aruco

# Load the predefined dictionary
dictionary = aruco.getPredefinedDictionary(aruco.DICT_6X6_250)

# Generate an augmented reality marker
marker = aruco.drawMarker(dictionary, 23, 200)

# Display the marker
cv2.imshow('Marker', marker)
cv2.waitKey(0)
cv2.destroyAllWindows()
```

```python
import cv2
import numpy as np
import pygame
from pygame.locals import *

def main():
    cap = cv2.VideoCapture(1)
    pygame.init()
    screen = pygame.display.set_mode((640, 480), pygame.DOUBLEBUF | pygame.HWSURFA
    pygame.display.set_caption("AR with ArUco and Pygame")

    while True:
        ret, frame = cap.read()
        if not ret:
```

```python
            break

        gray = cv2.cvtColor(frame, cv2.COLOR_BGR2GRAY)
        aruco_dict = cv2.aruco.Dictionary_get(cv2.aruco.DICT_6X6_250)
        parameters = cv2.aruco.DetectorParameters_create()
        corners, ids, _ = cv2.aruco.detectMarkers(gray, aruco_dict, parameters=pa

        if ids is not None:
            cv2.aruco.drawDetectedMarkers(frame, corners, ids)

        for event in pygame.event.get():
            if event.type == QUIT:
                pygame.quit()
                return

        frame = cv2.cvtColor(frame, cv2.COLOR_BGR2RGB)
        frame = np.rot90(frame)
        frame = pygame.surfarray.make_surface(frame)
        screen.blit(frame, (0, 0))
        pygame.display.flip()

    cap.release()
    cv2.destroyAllWindows()

if _name_ == "_main_":
    main()


import pygame
from pygame.locals import *

def main():
    pygame.init()
    screen = pygame.display.set_mode((800, 600), pygame.DOUBLEBUF | pygame.HWSURFAC
    pygame.display.set_caption("Simple VR with Pygame")

    running = True
    while running:
        for event in pygame.event.get():
            if event.type == QUIT:
                running = False

        screen.fill((0, 0, 0))
        pygame.draw.circle(screen, (0, 0, 0), (200, 300), 50)
        pygame.display.flip()

    pygame.quit()

if _name_ == "_main_":
    main()
```