**Virtual Future**

Is virtual reality going to become the main source of entertainment? Some people believe that it is a thing of the foreseeable future.

As a matter of fact, processing ability of current processors is sufficient enough for implementation credible virtual worlds. Moreover, big software giants, for instance, Facebook, Sony and Microsoft have already incorporated development and even mass market production of virtual reality helmets/headsets and relevant software. You should hear about Oculus, HTC Vive or Playstation VR helmet during last years.

Needless to say, the main area of its use is entertainment. For instance, with Playstation VR you can totally dive into immersive experience of favorite video game. Secondly, with Oculus or HTC Vive you can explore any place of the Earth like pick of Everest or deepest part of Atlantic ocean, touch liens in African savans or go with friends to the cinema. Furthermore, you may go to Mars and feel almost the same as real astronauts. The most advanced Virtual Reality sets equipment encompass everything from 360 degree view to all haptic feelings.

At the same time, technical characteristics of modern headsets are not completely enough to make this experience totally phisically comfortable and safe.All current helmets can cause motion sickness, eye problem, headaches and nausea. When human being is in a virtual world, his or her brain is not able to understand the difference between real and imaginary.

In conclusion, virtual reality is a great way to entertainment even now not in future. However, it can be addictive and dangerous for your health. Just like in life, moderation is the key to enjoying VR.