Let's talk VR

Q. How do you really define Virtual Reality?

A. Virtual Reality is basically computer-generated immersive experiences, which can also be interacted with, by the use of concepts of Computer Graphics, Mathematics, and some high-performance hardware.

But don't settle for this definition, it is a very broad field of Computer Science. Some other "similar" technologies are

- Augmented Reality

- Mixed Reality

- Extended Reality

Q. Well then, when was it invented?

A. It all started in late 1960s, 1968 to be precise (well the concept of VR was there even before 1960s, but this year started it all. In 1968 FIRST HEAD-MOUNTED DISPLAY WAS BUILT). Yeah, VR is about 6 DECADES OLD.

At first it was mainly used for research purposes and it has travelled far to come to us in the way we know it, and now there's nothing but massive growth in the future. For more information on History of VR read [this blog](#).

Q. What are some applications of VR?

A. The list is huge, but some of the MOST COMMON applications are:

- Entertainment

- Simulation software

- Healthcare

- Education

- Design & Engineering

Q. Types of VR devices.