VIRTUAL REALITY

Virtual Reality is a computer-based technology which incorporates specialized input and output devices to allow the user to interact with and experience an artificial environment as if it were the real world. It is an environment that is simulated by a computer. Most virtual reality environments are primarily visual experiences, displayed either on a computer screen or through special stereoscopic displays, but some simulations include additional sensory information, such as sound through speakers or headphones,tactile or haptic responses  
A VR system permits the user to explore a three-dimensional virtual - or artificial - environment and to interact with lifelike and/or fantasy elements created by the designer.

This seminar is an attempt to provide an introduction to virtual reality and some of its basics.  
  
The technical paper provides a brief introduction to the new and emerging technologies in Virtual Reality,characteristics and applications of Virtual Reality.  
  
Finally this provides the importance of this emerging technology and attempts to give a brief look into how Virtual reality can affect the future.

. Users can interact with a virtual environment either through the use of standard input devices such as a keyboard and mouse, or through multimodal devices such as a wired glove, phloem’s boom arm, and/or omnidirectional treadmill. In practice, it is currently very difficult to create a high-fidelity virtual reality experience, due largely to technical limitations on processing power and image resolution. However, those limitations are expected to eventually be overcome as processor and imaging technologies become more powerful and cost effective over time.