**Aneesh Pavan Prodduturu**

**Q: What are the common types of reality?**

**A:**

Common types of reality include virtual reality (**VR**), augmented reality (**AR**), mixed reality (**MR**), and extended reality (**XR**).

**Virtual Reality (VR)** is a computer-generated simulation of a three-dimensional environment that can be accessed via a VR headset. It completely immerses the user in a digital environment, obstructing their view of the outside world. Virtual reality is the experience of the real world through interaction with a virtual environment, or CAVE (computer-aided virtual environment), which is a room filled with monitors and sensors. The hardware tools used in VR interaction are the head mount, hand glove, and waist belt, and the software tools include Houdini, Blender, Cinema 4D, Cloudpano, Maya, Sketchfab, Unity, Unreal, and many others. VR has a wide range of applications, including gaming, education, and training.

**Augmented Reality (AR)** is a technology that superimposes digital data on top of a user's view of the physical world. Unlike VR, AR augments the real world with digital information rather than replacing it. Text, images, or 3D models are all examples of this. AR can be used for various purposes, including navigation, product visualization, and education.

**Mixed Reality (MR)** is a hybrid of virtual reality and augmented reality in which digital information is superimposed on the real world, creating a hybrid environment that is both real and virtual. MR has a wide range of applications, including gaming, education, and training.

**Extended Reality (XR)** is an umbrella term that includes VR, AR, and MR, as well as any future forms of reality technology that may be developed. XR refers to any technology that broadens or alters our perception of the world, allowing us to interact with it and with one another in novel ways.

Here's an image from the internet that explains it better.

