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Summary

This article discusses the advances, breakthroughs, and limitations for virtual reality “flying” technology, with the idea of creating the most authentic and immersive video game experience possible for the user. Through interactive “wings,” attached to the user’s back and arms, the authors try to make the user the focal point of the entire operation, and do so without the usage of typical VR controllers. As impressive and life-like the graphics displayed to the user may be through these virtual reality (or non VR) video games, the true immersiveness and enjoyment of the product more often than not lives and dies by the gameplay. This is often why some people enjoy playing retro-style video games beyond nostalgic purposes. Through the many surveys and tests conducted, the overall feedback by those participating was that their product felt like a genuine flying experience. However, the group typically had issues with cybersickness, a form of motion sickness, after playing fifteen minutes or more of the game. Although they feel their mission was successful, the authors look to keep looking to help reduce such side effects in order to make the experience one can enjoy for hours on end.