WEB SITE DESIGN

Virtual Reality

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        <a class="click" href="#Tech">Tech</a>
        <a class="click" href="#Uses">Uses</a>
        <a class="click" href="#Equip">Equip</a>
        <a class="click" href="#Start">Get Started</a>
    </div>
    <div class="sm-icons">
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            <img class="icons fb" src="Images/Footer_FB.png">
        </a>
        <a class="icon" href="https://www.linkedin.com/">
            <img class="icons in" src="Images/Footer_IN.png">
        </a>
        <a class="icon" href="https://www.instagram.com/">
            <img class="icons ig" src="Images/Footer_IG.png">
        </a>
    </div>
    <div class="copyright">
        Conditions of Use | Privacy Notice | Copyright ©2020
        Virtual Reality
    </div>
```

```css
.start2{
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  position: absolute;
  max-width: 110%;
  max-height: 110%;
  opacity: 1;
  transition: 0.5s ease;
  backface-visibility: hidden;
}

.start-cit-2{
  transition: 0.5s ease;
  opacity: 0;
  position: absolute;
  left: 75%;
  bottom: 10%;
  text-align: center;
  font-size: 10px;
}

.start-image2:hover .start2{
  opacity: .5;
}

.start-image2:hover .start-cit-2{
  opacity: 1;
}
```

DESIGN STATEMENT

I want the audience to understand what exactly virtual reality is, as it will become more and more important and relevant to our daily lives in the future. This subject has been mentioned since very early and is only recently being brought to real life.

There are many uses for them such as: entertainment, “hands-on” education, training (medical students), Treatment for mental/ psychological disorders/defects(anxiety, autism, PTSD) and more.
I also will briefly go over the technical side in how it exactly works. There will be pictures of it being used, etc. For ‘Equipments,’ I will find the images and put it with the company, costs and links.

SWOT ANALYSIS

Strengths:

- Easy to navigate
- Interactive

Weakness:

- Not very adaptive

Opportunity:

- Make it more adaptive
- Lessen words
- Maybe input more animations, etc.

Threat:

- It will be difficult to read for some screen sizes

COMPETITOR / INSPIRATION ANALYSIS

Since there are already a lot of educational websites out there, I have quite a few to use for inspiration. When I look at a website, I look at their layouts, design choices, etc.

Having so many websites out there also means I have a lot of competitors as well. So, my goal was to stand out in visual performances as well as informational.

EXPLAINTHATSTUFF! Search

You are here: Home page > Computers > Virtual reality

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Virtual reality

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by Chris Woodford. *Last updated: March 23, 2019.*

You'll probably never go to Mars, swim with dolphins, run an Olympic 100 meters, or sing onstage with the Rolling Stones. But if **virtual reality** ever lives up to its promise, you might be able to do all these things—and many more—without even leaving your home. Unlike *real* reality (the actual world in which we live), virtual reality means simulating bits of our world (or completely imaginary worlds) using high-performance computers and sensory equipment, like headsets and gloves. Apart from games and entertainment, it's long been used for training airline pilots and surgeons and for helping scientists to figure out complex problems such as the structure of protein molecules. How does it work? Let's take a closer look!

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Photo: Virtual reality means blocking yourself off from the real world and substituting a computer-generated alternative. Often, it involves wearing a wraparound headset called a head-mounted display, clamping stereo headphones over your ears, and touching or feeling your way around your imaginary home using datagloves (gloves with built-in sensors). Picture by Wade Sisler courtesy of NASA Ames Research Center.

Contents

1. What is virtual reality?
2. Types of virtual reality
3. What equipment do we need for virtual reality?
4. Applications of virtual reality
5. Pros and cons of virtual reality
6. A brief history of virtual reality
7. Find out more

What is virtual reality?

Virtual reality (VR) means experiencing things through our computers that don't really exist. From that simple definition, the idea doesn't sound especially new. When you look at an amazing Canaletto painting, for example, you're experiencing the sites and sounds of Italy as it was about 250 years ago—so that's a kind of virtual reality. In the same way, if you listen to ambient instrumental or classical music with your eyes closed, and start dreaming about things, isn't that an example of virtual reality—an experience of a world that doesn't really exist? What about losing yourself in a book or a movie? Surely that's a kind of virtual reality?

If we're going to understand why books, movies, paintings, and pieces of music aren't the same thing as virtual reality, we need to define VR fairly clearly. For the purposes of this simple, introductory article, I'm going to define it as:

A believable, interactive 3D computer-created world that you can explore so you feel you really are there, both mentally and physically.

Putting it another way, virtual reality is essentially:

1. **Believable**: You really need to feel like you're in your virtual world (on Mars, or wherever) and to keep believing that, or the *illusion* of virtual reality will disappear.
2. **Interactive**: As you move around, the VR world needs to move with you. You can watch a 3D movie and be transported up to the Moon or down to the seabed—but it's not interactive in any sense.
3. **Computer-generated**: Why is that important? Because only powerful machines, with realistic 3D computer graphics, are fast enough to make believable, interactive, alternative worlds that change in real-time as we move around them.
4. **Explorable**: A VR world needs to be big and detailed enough for you to explore. However realistic a painting is, it shows only one scene, from one perspective. A book can describe a vast and complex "virtual world," but you can only really explore it in a linear way, exactly as the author describes it.
5. **Immersive**: To be both believable and interactive, VR needs to engage both your body and your mind. Paintings by war artists can give us glimpses of conflict, but they can never fully convey the sight, sound, smell, taste, and feel of battle. You can play a flight simulator game on your home PC and be lost in a very realistic, interactive experience for hours (the landscape will constantly change as your plane flies through it), but it's not like using a real flight simulator (where you sit in a hydraulically operated mockup of a real cockpit and feel actual forces as it tips and tilts), and even less like flying a plane.

I saw a lot of educational website such as the one to the left.

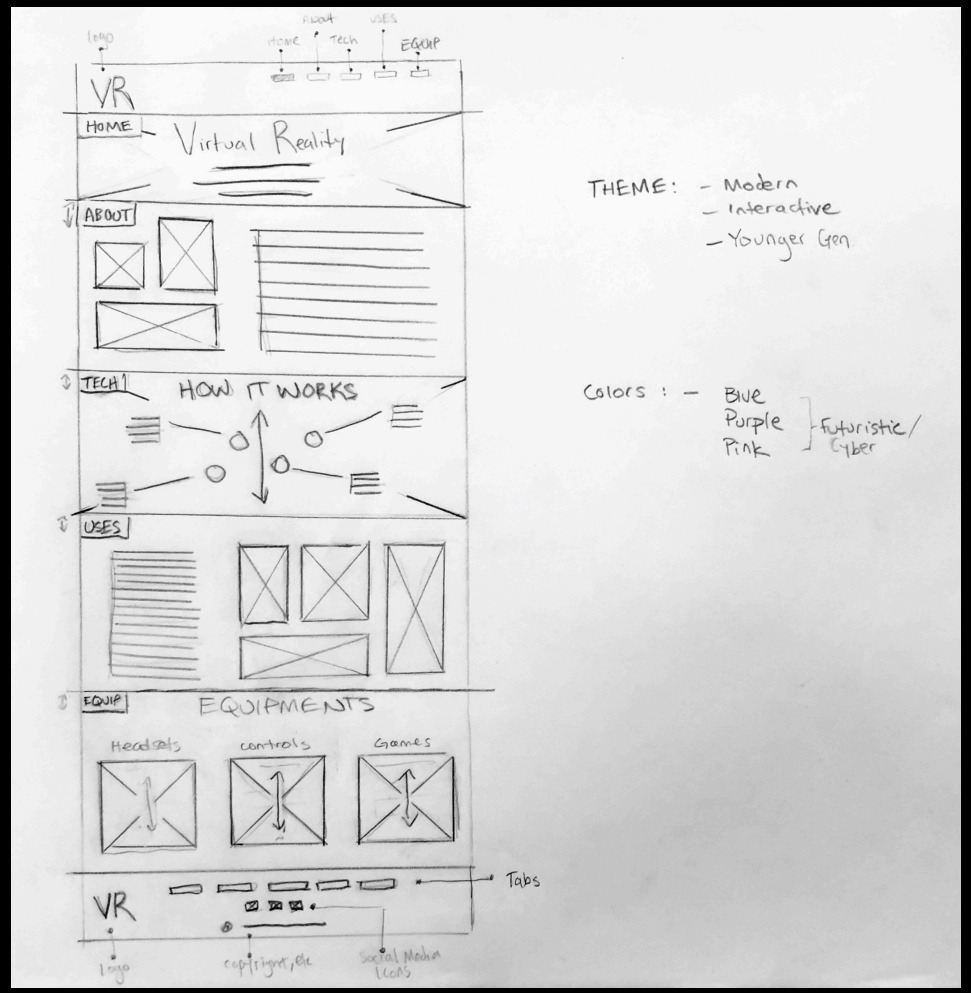
PROS:

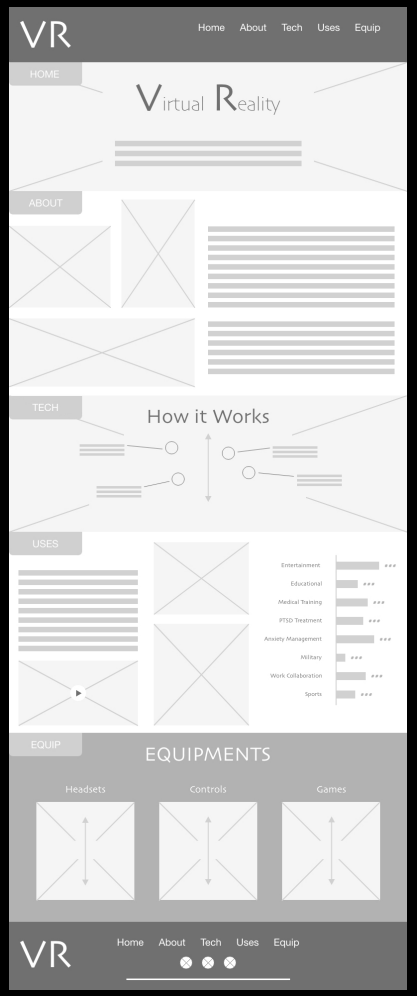
- It is indeed educational
- Adaptive for all screens

Cons:

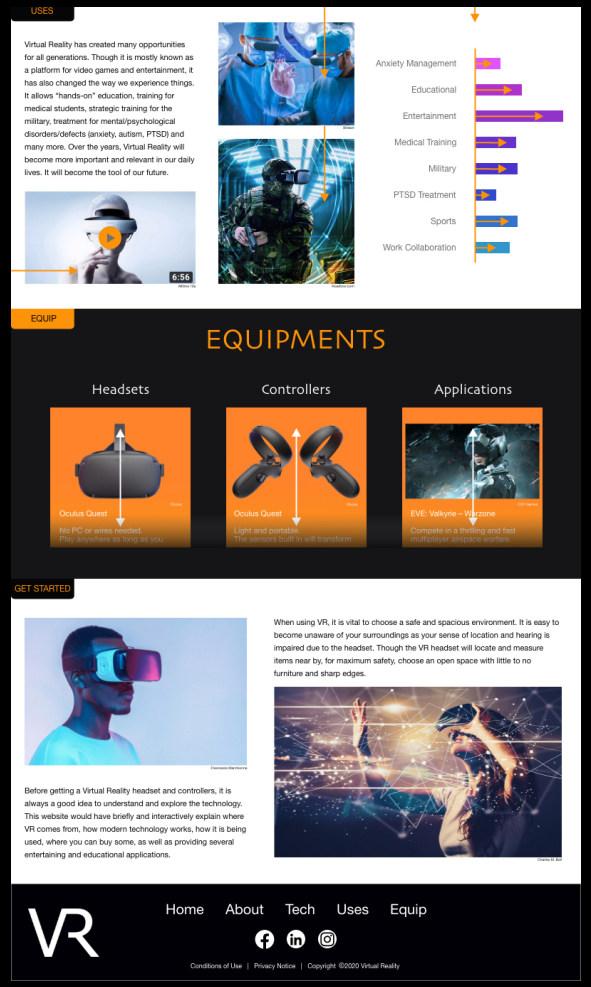
- Its boring to look at.
- It is not interactive

SKETCHES AND WIREFRAMES

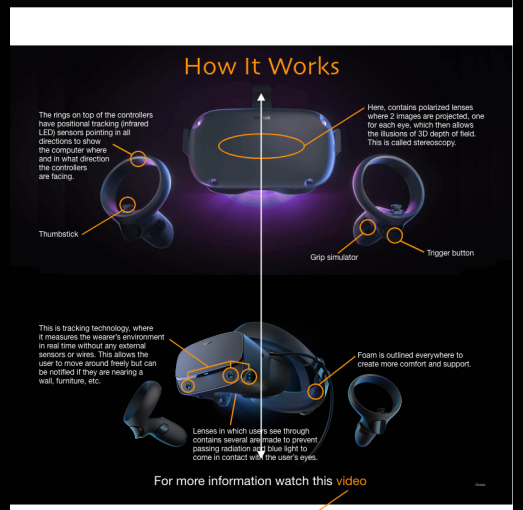




VISUAL DESIGN MOCKUP

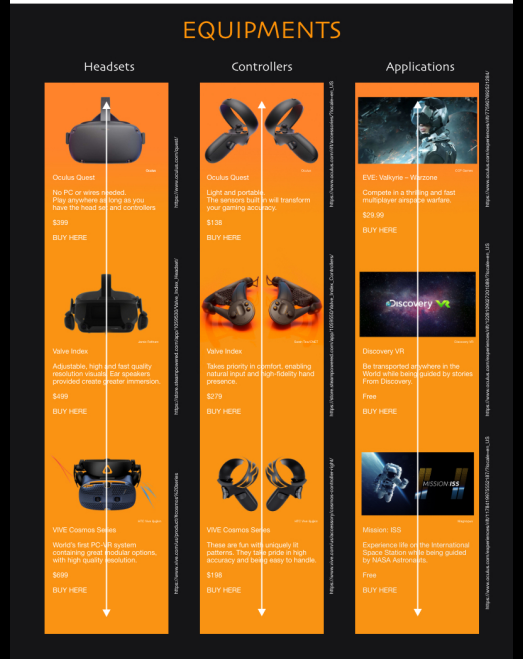


CSS Animation Pathways



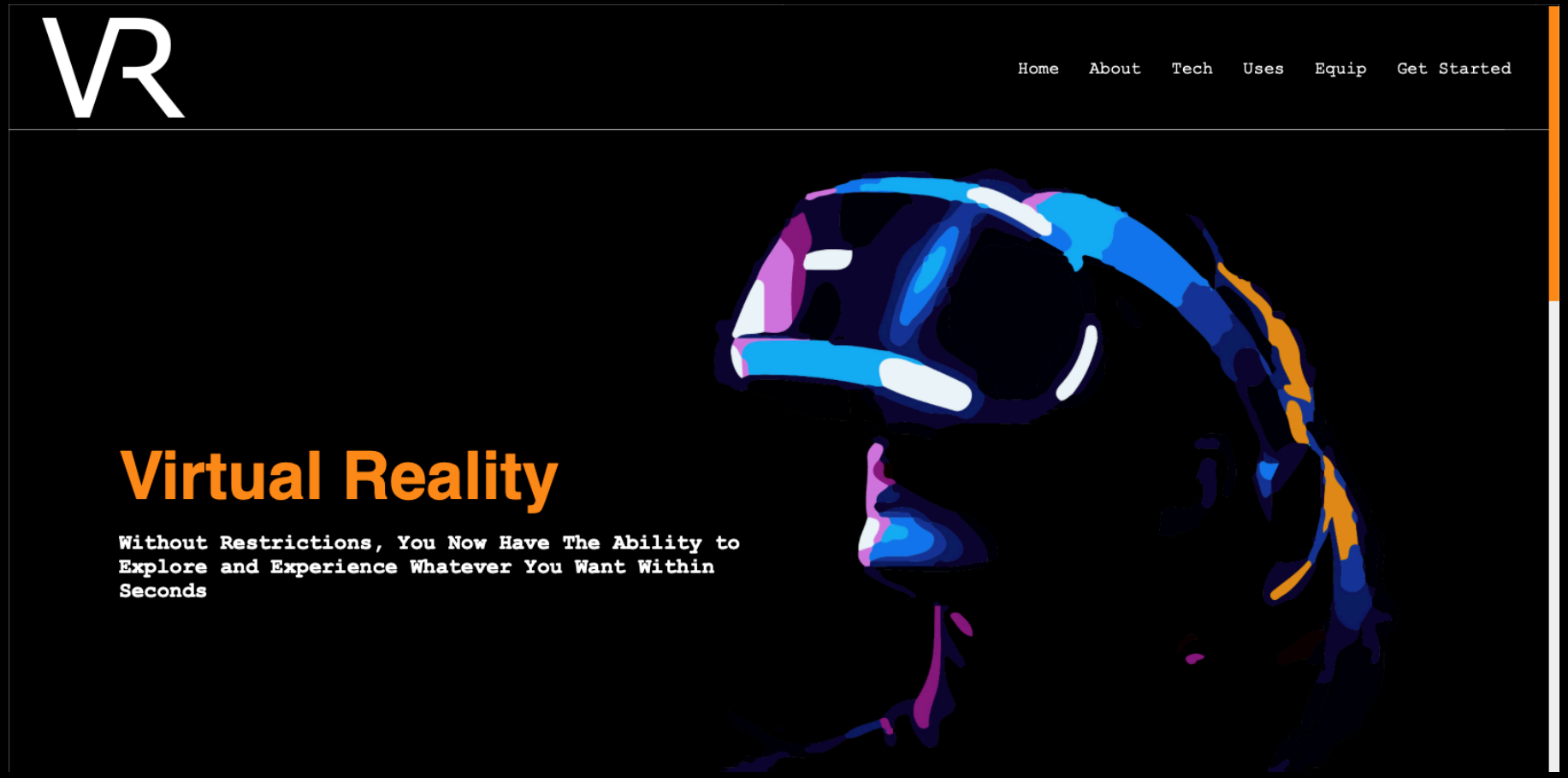
Link to: https://www.youtube.com/watch?v=2jY3B_F3GZk

The link to the video in USERS: https://www.youtube.com/watch?v=pDfu2j1XINE



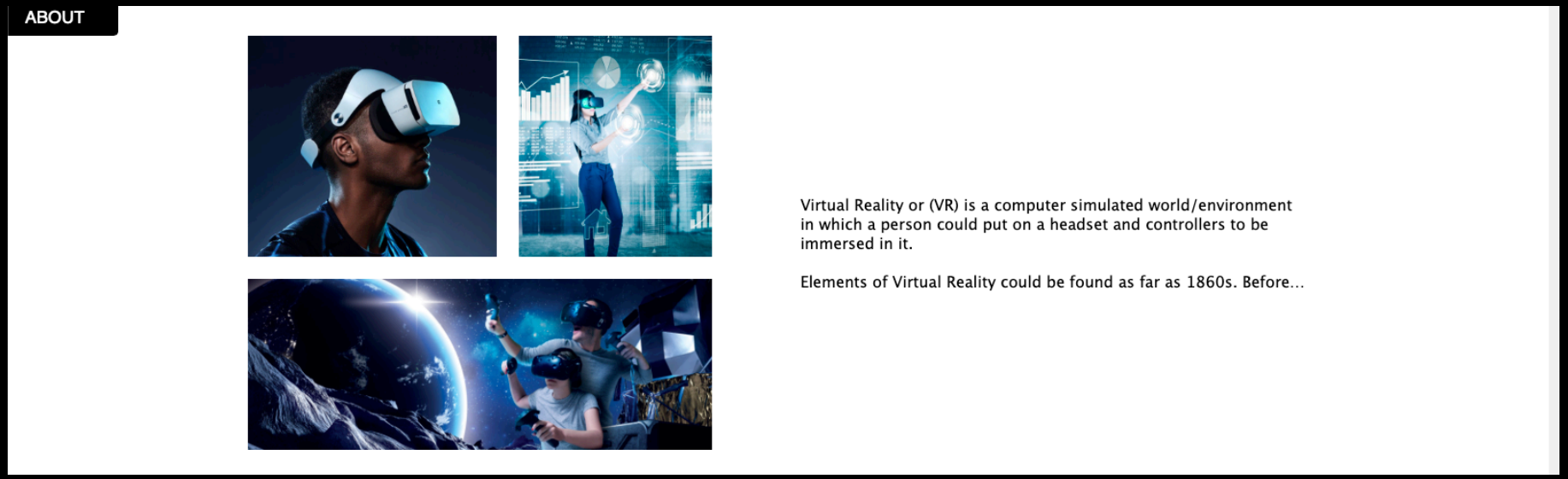
FINAL WEBSITE DESIGN

HOME PAGE



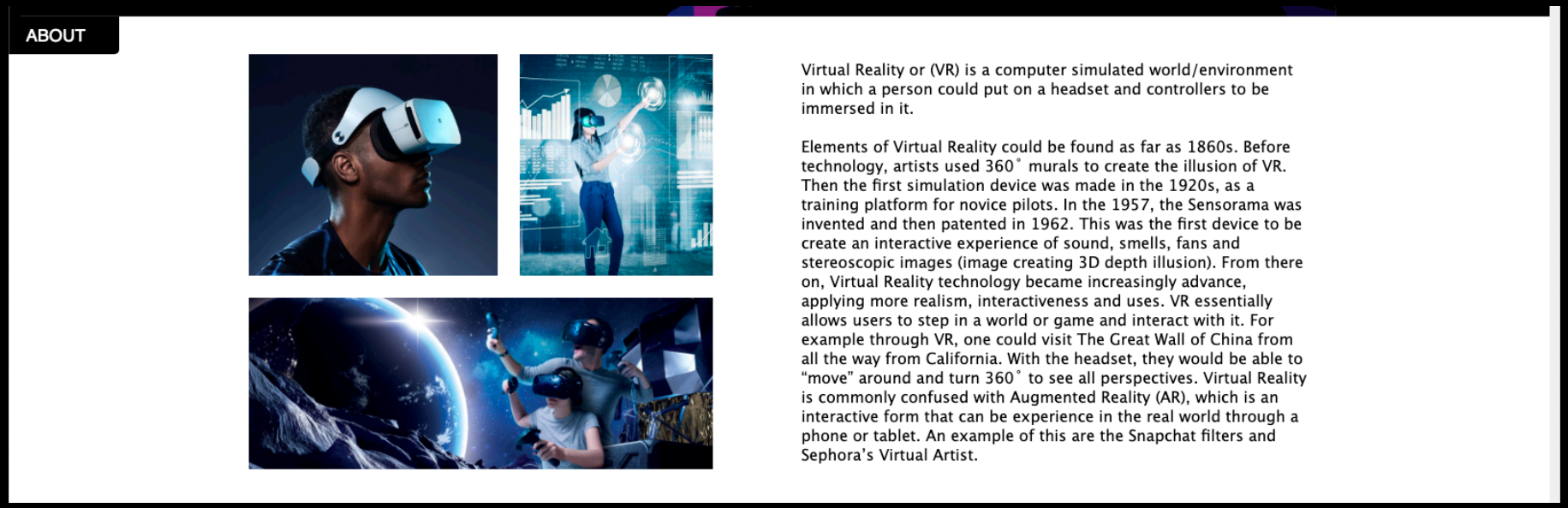
FINAL WEBSITE DESIGN

ABOUT PAGE



FINAL WEBSITE DESIGN

ABOUT EXPANDED PAGE



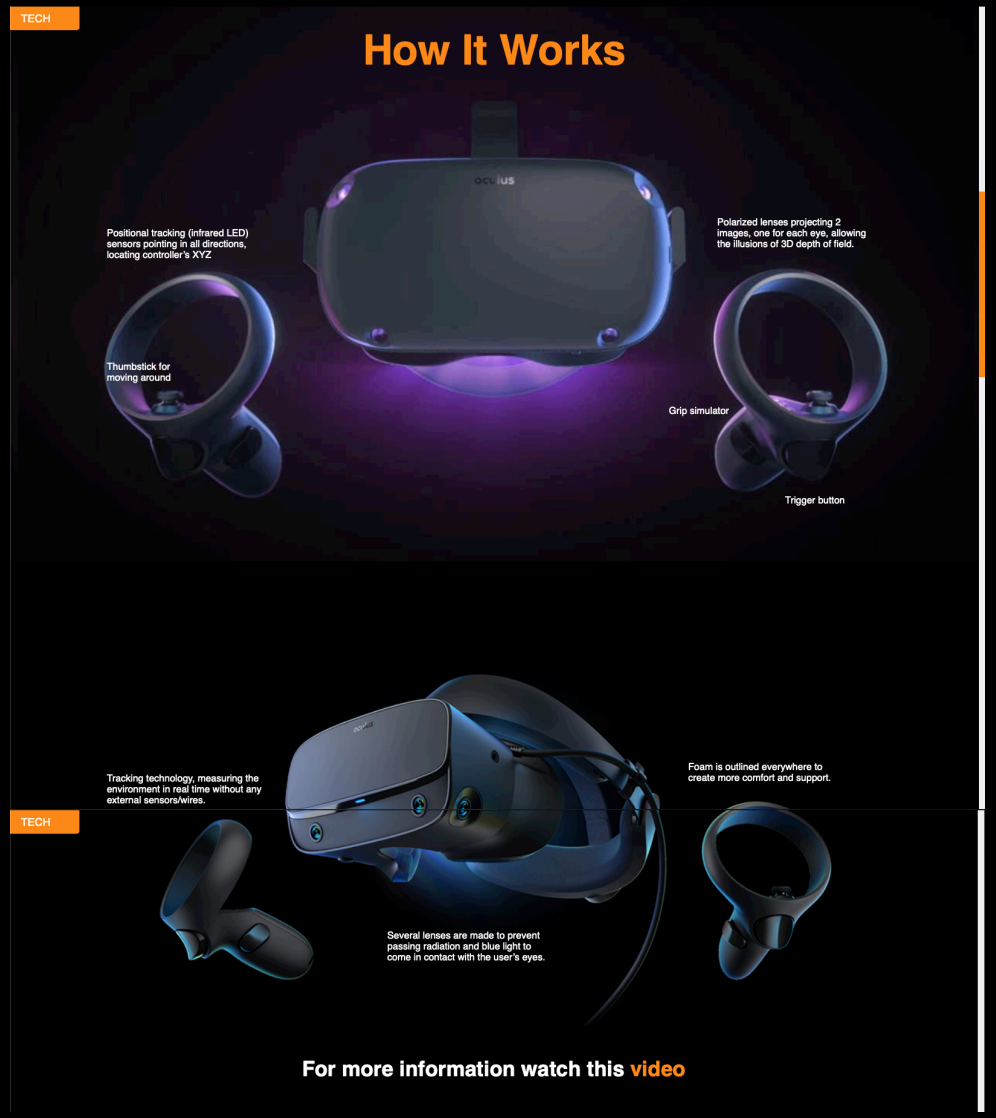
ABOUT

Virtual Reality or (VR) is a computer simulated world/environment in which a person could put on a headset and controllers to be immersed in it.

Elements of Virtual Reality could be found as far as 1860s. Before technology, artists used 360˚ murals to create the illusion of VR. Then the first simulation device was made in the 1920s, as a training platform for novice pilots. In the 1957, the Sensorama was invented and then patented in 1962. This was the first device to be create an interactive experience of sound, smells, fans and stereoscopic images (image creating 3D depth illusion). From there on, Virtual Reality technology became increasingly advance, applying more realism, interactiveness and uses. VR essentially allows users to step in a world or game and interact with it. For example through VR, one could visit The Great Wall of China from all the way from California. With the headset, they would be able to "move" around and turn 360˚ to see all perspectives. Virtual Reality is commonly confused with Augmented Reality (AR), which is an interactive form that can be experience in the real world through a phone or tablet. An example of this are the Snapchat filters and Sephora's Virtual Artist.

FINAL WEBSITE DESIGN

HOW PAGE



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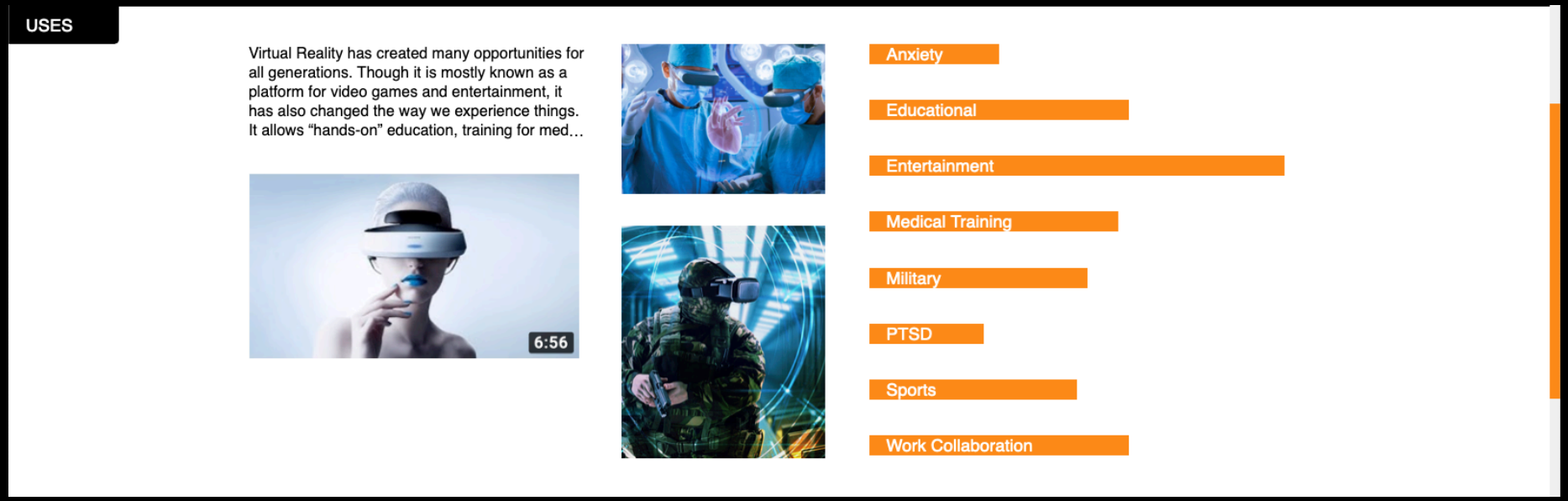
USES PAGE



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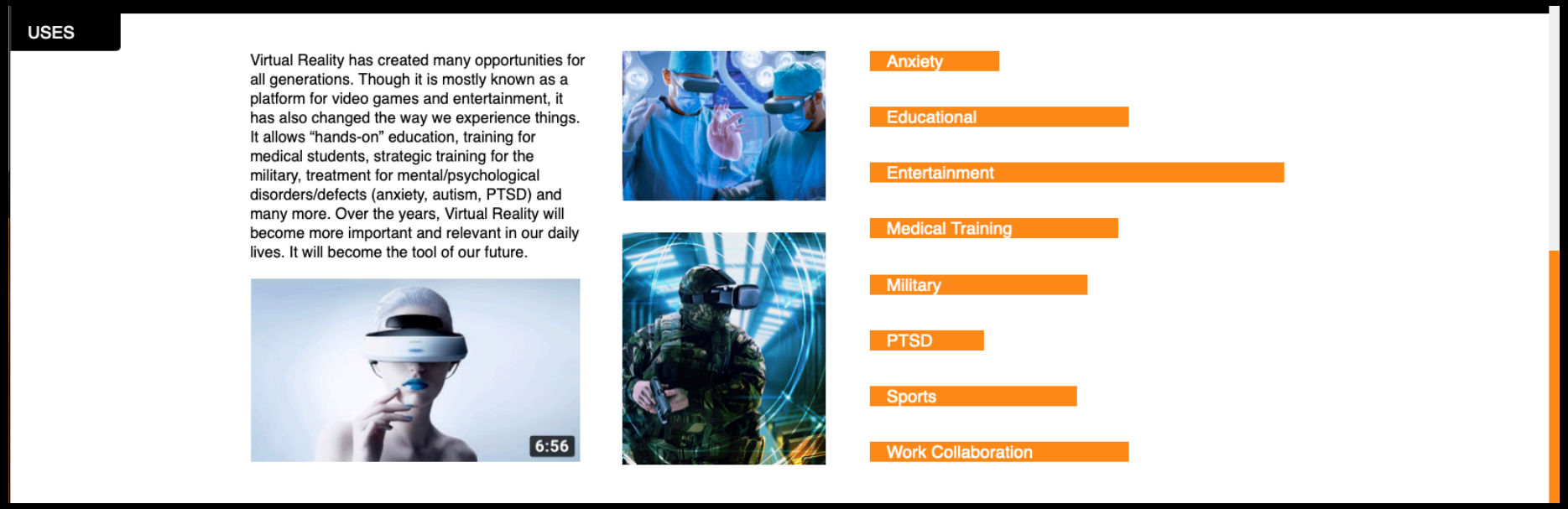
USES EXPANDED PAGE



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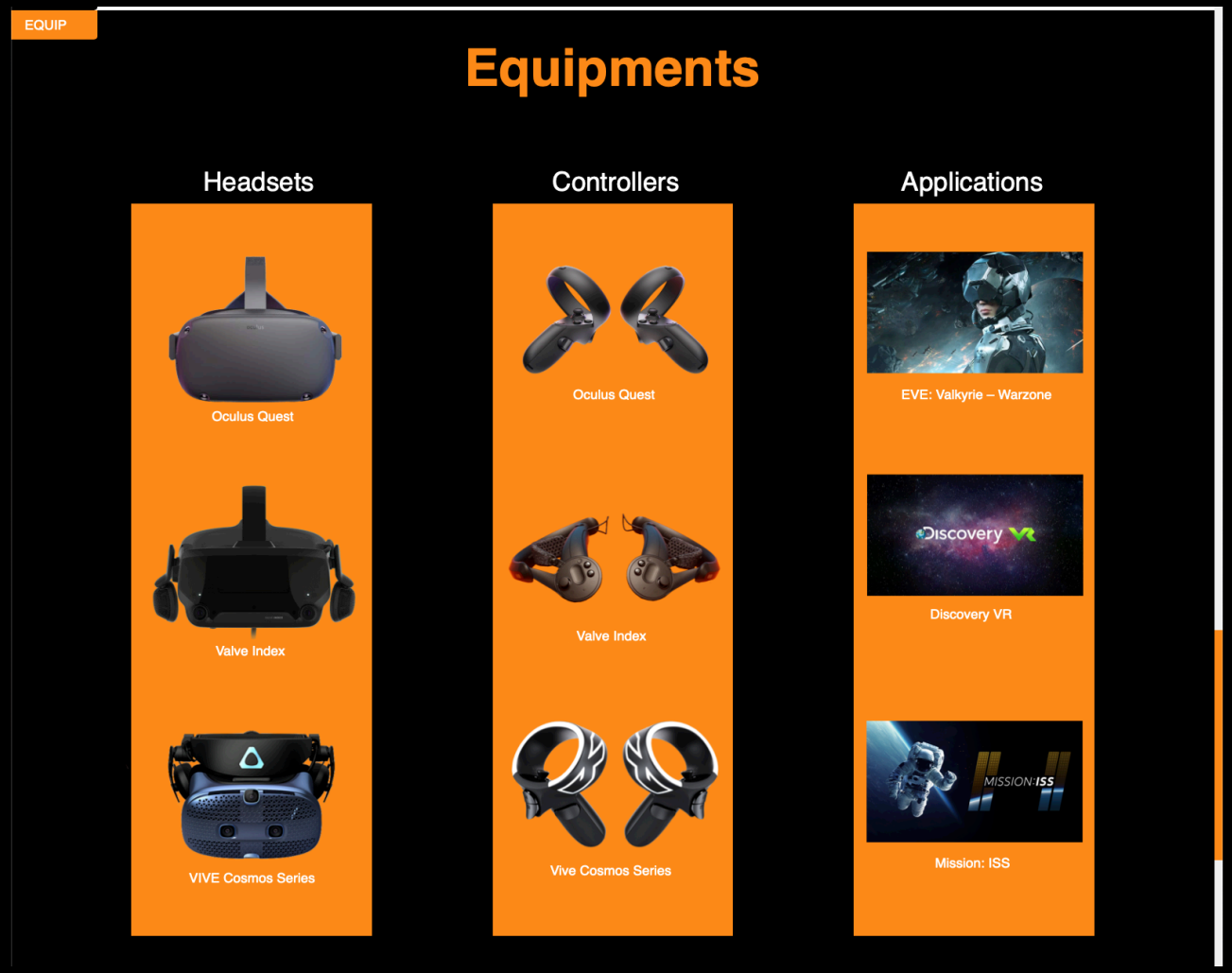

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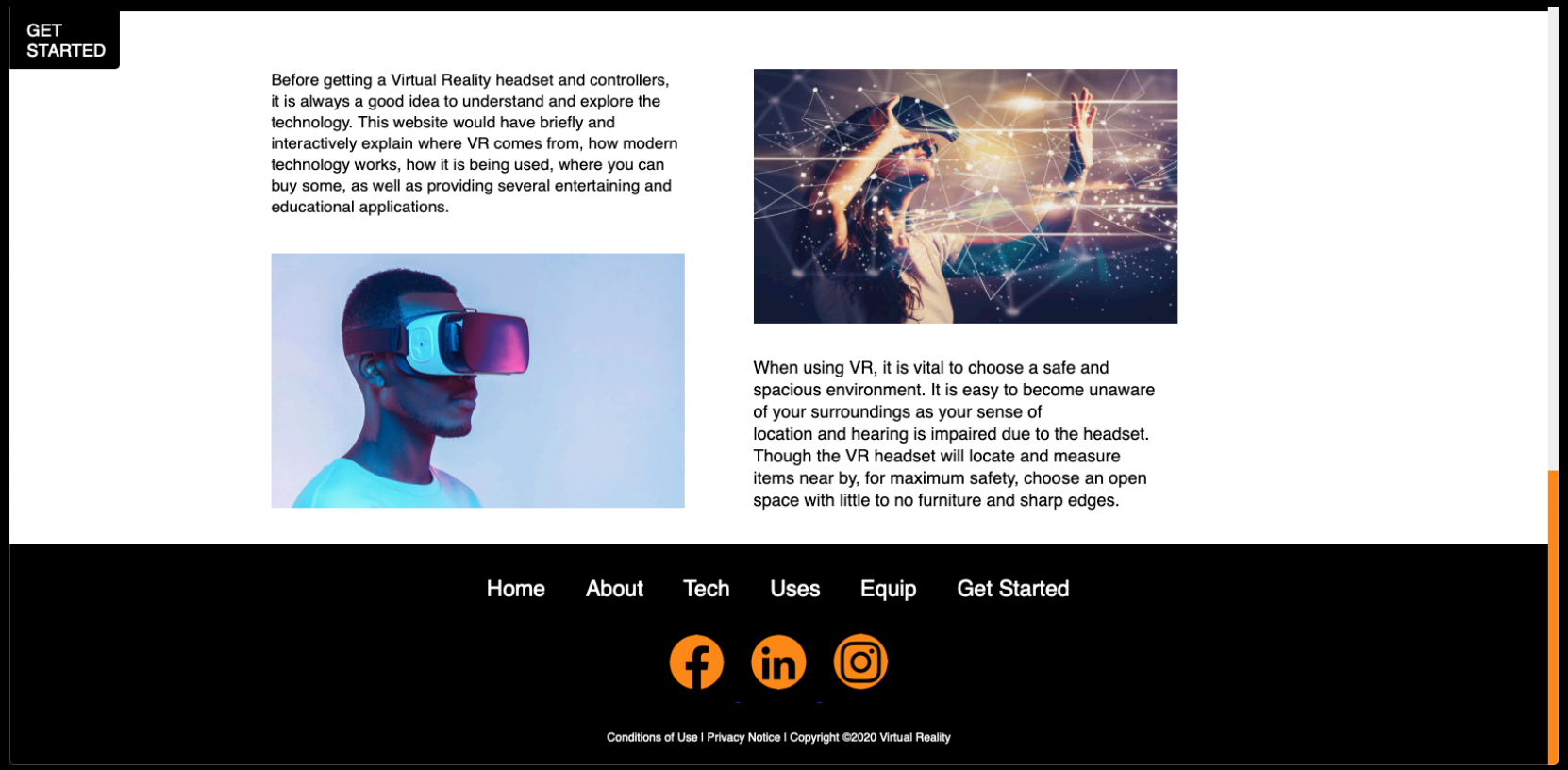
GET STARTED PAGE