VIRTUAL REALITY

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Introduction to virtual reality

- Virtual Reality means felling the imaginary world, rather than the real one.The imaginary world is a simulation running in a computer.

- Virtual reality is the use of computer technology to create simulated environments. Virtual reality places the user inside a three-dimensional experience. Instead of viewing a screen in front of them, users are immersed in and interact with 3D worlds.

Types of Virtual Reality

- Immersive virtual Reality
- Non-immersive Virtual Reality
- Window on World Virtual Reality

Immersive virtual Reality

Immersion into virtual reality is a perception of being physically present in a non-physical world.

Elements of virtual environments that increase the immersiveness of the experience:

1.continuity of surroundings

2.conformance to human vision

3 freedom of movement

4 physical feedback

Non- Immersive Reality

- Large display , but doesn't surround the user.

- It uses video cameras to track the image of the user in a virtual world where you can also pick up or move objects.

Window on world Virtual Reality

Desktop-based Virtual Reality involves displaying a 3-dimensional virtual on regular desktop display without use of any specialized movement tracking environment.

Hardware Devices

Input Devices

Output Devices

Input devices

Prio VR

Razer Hydra

Leap Motion

Magic Wand

Output Devices

- Headset
- 3 D Audio
- Sensing Gloves

Application of virtual Reality

- 1 Architecture and urban design.

- 2 Industrial design.

- 3 Restorative nature experiences.

- 4 Healthcare and medical.

- 5 Digital marketing.

- 6 Education and training.

- 7 Engineering and robotics.

- 8 Entertainment.

Advantages and Disadvantages

Advantages

Virtual reality creates a realistic world.

It enables user to explore places.

Virtual reality make the education more easy and comfortable.

Disadvantages

The equipments used in virtual reality are very expensive.

It consists of complex technology.

In virtual reality environment we cant move by our own like in the real world.