

ACKNOWLEDGEMENT

We express our sincere thanks to our project guide “**Mr. B.Shivasai Kumar**”, Bachelor of technology, Department of computer Science and Engineering for extending strategic support and encouragement in executing the task. Working under such an eminent guide was our privilege.

We report our heart full thanks and gratitude to “**Dr. L. Pratap Reddy**”, Chairman of the Swecha Organization and Professor in ECE Department, obtained his B.E. (Electronics and Communication Engineering) from Andhra University and M.Tech from Kakatiya University, and Ph.D. from JNT University Hyderabad for his cooperation and encouragement.

We would like to express our gratefulness to the Swecha Volunteers, for their cooperation and encouragement.

We are grateful to the Swecha Organization for providing Technical Sessions, Excellent Labs with internet facilities, Group Discussions, Impact Sessions, Seminars, Team Activities, Sports, Extra Curricular Activities, etc., in this Summer Camp of Summer of Data.

We would like to express our deepest gratitude to our parents for their love, care and moral support without which we would have not been able to execute this task. It has been a constant source of inspiration for all our academic endeavors.

We express our sincere thanks to all those who have guided us in successful completion of our project work.

| | |
|------------------------------|-------------------|
| NENAVATH SRIKANTH | (20180018) |
| SAIKUMAR GAJJALA | (20180008) |
| TMK. SHASHANK | (20180053) |
| NADIMPALLY SAI MAHESH | (20180054) |
| KANEKANTI SANDEEP | (20180026) |
| BURI HEMA | (20180078) |
| ANAKAPALLI VIDYADHARI | (20180055) |

ABSTRACT

Virtual reality (VR) is an interactive computer-generated experience taking place within a simulated environment that incorporates auditory, visual, haptic, and other types of sensory feedback. This immersive environment can be similar to the real world or it can be fantastical, creating an experience that is not possible in ordinary physical reality. Augmented reality systems may also be considered a form of VR that layers virtual information over a live camera feed into a headset or through a Smartphone or tablet device giving the user the ability to view three-dimensional images.

The existing system is completely VR game based. A person using virtual reality equipment is able to "look around" the artificial world, move around in it, and interact with virtual features or items. The effect is commonly created by VR headsets consisting of a head-mounted display with a small screen in front of the eyes, but can also be created through specially designed rooms with multiple large screens. It uses six infrared sensors per eye inside the headset to track the direction of a person's gaze, changing focus on objects within a scene with a high level of precision, creating immersive and natural interactions with virtual worlds and characters. By focusing where a user is looking, Fove is able to simulate greater depth of field and create a more natural image by blurring unfocused peripheral areas, all the while minimizing motion sickness by reducing the need for unnatural head movements.

In this programming exercise you can learn to create a JavaScript powered "Memory Game" that you can easily enhance and extend as your skills improve as a JavaScript programmer. We will use HTML and CSS for the looks and user interface. Fove is taking preorders for a very different kind of virtual reality headset, one that enables you to control games and other apps using your eye movements. I tried it out, playing a shooter game demo in VR by staring at targets. Rotates the entity when we rotate a VR head-mounted display (HMD). Rotates the entity when we move the mouse. Rotates the entity when we touch-drag the touch screen. The wasd-controls component controls an entity with the WASD or arrow keyboard keys. The wasd-controls component is commonly attached to an entity with the camera component. The cursor component provides hover and click states for interaction on top of the ray caster component.

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