Assignment on Virtual Reality and Physically-Based-Simulation - Sheet 1

Michael Cegielka
Marta Kwiatkowska
Dominik Veverka

1a)

Virtual Reality:
Using a device to fully immerse oneself into a Virtual Environment.

Virtual Environment:
A computer generated Environment which fully surrounds the player and which they often can interact with.

Immersion:
Stimulating the player in such a way that they forget that they inhabit a Virtual Environment.

Presence:
A subjective feeling of fully inhabiting a place.

Fidelity:
Quality of created Reality. Includes graphical realism, realistic behavior and/or interaction with virtual objects.

Suspension of Disbelief:
Disregarding any inconsistencies in fidelity in the Virtual Environment due to a high level of immersion.

1b)

Since the Skyscraper is a projection in the real Environment the person is not fully immersed into a Virtual one. Rather the real Environment was augmented with digital elements.