



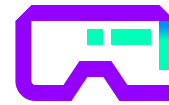
Virtual Reality (VR)

VR visually takes the user out of their real-world environment and into a virtual environment, typically using a headset for viewing coupled with hand-held controllers to navigate the virtual space.



Augmented Reality (AR)

AR overlays digital objects (information, graphics, sounds) on the real world, allowing the user to experience the relationship between digital and physical worlds.



Extended Reality (XR)

XR refers to the spectrum of experiences that blurs the line between the real world and the simulated world. The technology immerses the user through visuals, audio, and potentially olfactory and haptic cues. The two major types of XR are virtual reality and augmented reality.

