Today we are going to start with a quick brief about the technology which

is revolutionizing the present and the future that is none other than immersive

technologies.

immersive technologies are always portrayed as mimic of the future in literally everything science fiction from movies to games , everything involves AR & MR.

So immersive technologies comprising of virtual reality augmented

reality and mixed reality,

in a nutshell

immersive technologies create or extend

reality by immersing

the user in a digital environment having

applications in different domains

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first VR

device called sensorama in 1957 while engaging multiple senses such as

sight sound smell and touch

multimedia device the sensorama

is considered one of the earliest VR

systems however the term virtual reality

was coined in 1987

Facebook is

coming up with a new idea called

Facebook horizon which is an ever

expanding via community where you can explore play and create

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This is how quickly we have progressed

and how rapidly immersive technology is gaining will dominate in the future.

continuum is a continuous scale ranging between the completely virtual, and the completely real, it encompasses all possible variations and compositions of real and virtual objects. The area between the two extremes, where both the real and the virtual are mixed, is called mixed reality.

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VR create a simulator environment and helps an

individual to immerse into it to experience an entirely different reality VR - Headsets, pc connected and standalone - games.

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AR - IKEA, Pokemon Go

augmented reality is a

technology that projects

computer-generated augmentations on top

of reality helping us perform tasks better and efficiently

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mixed reality is all

about blending the real world with virtual reality

unlike augmented reality users can interact with virtual objects making it AR 2.0

MR - Holographic devices

These headsets have translucent glasses that allow you to perfectly see your surroundings. Virtual experiences are created with the help of holograms. That’s how Microsoft HoloLens 2 works.

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gaming is the major industry propelling

VR forward but there are other fields

beginning to incorporate virtual reality

such as education medical training and

healthcare in general the military etc.

This brings us to why we chose Interior design and architecture.

In the construction industry everything is expensive, having to move the foundation of a wall or even a staircase during construction costs boatloads of money and hence, doing and finalizing all of this virtually not only saves money but also TIME, energy, labor and material.