What comes to your mind when you think of Virtual Reality? I bet you relate it to computer-generated graphical representations of the real or fantasy world, but it’s more than just that. We'll discuss it in the subsequent blogs.

For now, let’s see the most recent definition by Fred Brooks in 1999. He defined Virtual Reality as the experience in which the user is effectively immersed in a responsive virtual world.

So how is immersive VR different from other types of media, for instance, TV, movie, 3D movie and 5D experiences?

Essentially, three things make VR more immersive than other types of media

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To understand the difference between VR and other media, we'll use Oculus Rift as the reference.

So first of all, with these devices we get two displays, one in front of each eye, and the image on each display is slightly different from the other. Just like how we perceive the real world with both eyes, this gives us 3D stereo vision.

Secondly, these devices give the user dynamic control of their viewpoint.

As we mentioned in the VR definition by Fred Brooks, this means that the experience is more real than in a 3D movie. In a 3D movie, you can have hundreds of viewers looking at one big screen. But here, the display is updated according to the exact viewpoint of one specific user. This is achieved through a built-in head-tracking device in the head-mounted display, or HMD.

Finally, with these devices your full visual perception is surrounded by the device.