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

**3D Stereovision**

**User dynamic control of viewpoint**

**Surrounding experience**