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RESEARCH OF ORGANIZATION OF USER INTERACTION WITH VIRTUAL ENVIRONMENT

User interaction with virtual environment involves designing and developing interfaces that allow interact with virtual reality (VR) in a natural and intuitive way, often using various input devices such as controllers, gesture recognition.

One of aspects of user interaction in VR is the design of user interfaces (UIs) that are optimized for virtual environments. This includes considerations such as the placement and layout of UI elements, the use of color and

contrast, and the use of animations and other visual cues to guide user interactions. Researchers also explore the use of natural language processing and voice recognition technologies to enable users to interact with virtual environments through speech.

In recent years, there has been a growing interest in the use of haptic feedback and other forms of sensory feedback to enhance user interactions in virtual environments. Haptic feedback can help create a more realistic sense of touch and can be used to simulate physical interactions with virtual objects.

Also important thing of user interaction in VR is the concept of presence, which refers to the feeling of being fully immersed in a virtual environment. Achieving presence is critical for creating a sense of immersion and enhancing the user experience. To achieve presence, researchers often explore the use of advanced technologies such as 3D modeling, graphics rendering, and spatial audio.

Overall, the research on the organization of user interaction with virtual environments is an important and rapidly evolving area that is critical to the development of high-quality virtual reality experiences. As technology continues to advance, it's likely that researchers will continue to explore new approaches and techniques for designing and developing interfaces that enable more immersive and intuitive interactions with virtual environments.