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VR AND AR TECHNOLOGIES

Virtual reality is a world created by technical means, transmitted to a person through his sensations: sight, hearing, smell, touch, and others. Virtual reality imitates both impact and reaction to impact.

Unlike VR, in which we deliberately isolate ourselves from the environment, augmented reality allows us to create an overlay of the virtual world on the real in the user's field of perception.

The first virtual reality system appeared in 1962, when Morton Heilig introduced the first prototype of a multisensory simulator, which he called "Sensorama".

Why do we need virtual reality? - of course. Not only games, but also films that give an opportunity to immerse in what is happening on the screen. But virtual reality can develop beyond the multi-million entertainment industry. For example: Architecture and interior design, sport, the medicine, art, training.

VR equipment is all devices that we use to dive into the virtual world. It can be: VR glasses, Gloves, VR room

Glasses or a virtual reality helmet is a device that allows you not only to view a picture (video), but also to immerse yourself in what is happening by getting a 3D picture.

Google Glass is a headset for Android-based smartphones developed by Google. Glass interacts with the user through voice commands (the “Ok, Glass” command is followed by a request to perform a function; in addition, texts can be dictated through the headset), gestures recognized by the touchpad located on the handle behind the display , and a sound transmission system using bone conduction.

Cardboard VR is the helmet, the main part of which is a regular smartphone. The simplest version of the virtual reality helmet.

Virtual reality gloves are most popular with fans of virtual games. They can read hand movements and simulate them on the screen using the game engine.

The most interesting devices include the development of the Chinese company Dextra Robotics. Dexmo gloves are capable of transmitting physical sensations from human interaction with virtual objects.

VR-room (or CAVE system, cave) gives the most complete effect of immersion in the virtual world. VR-rooms give a very high quality immersion in virtual reality.