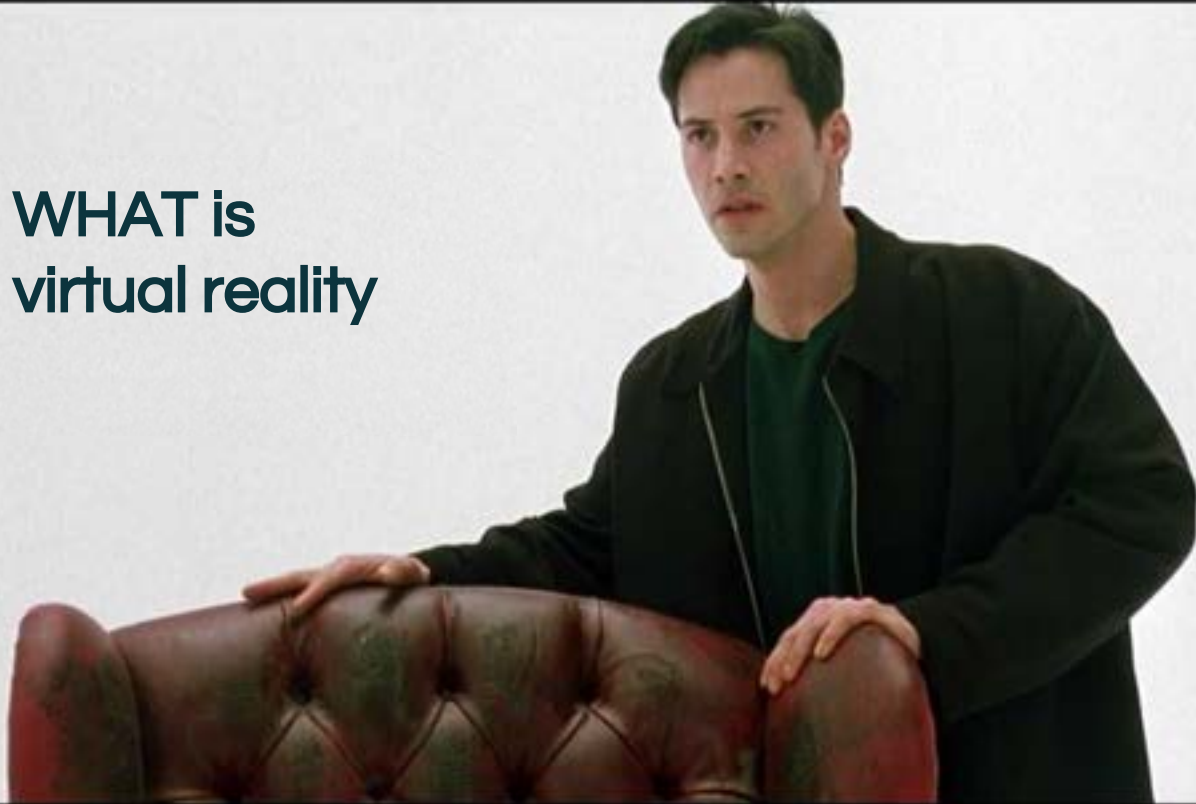


VIRTUAL REALITY

what, why, and how



**WHAT is
virtual reality**



This isn't real?

Virtual Reality is the term used to describe a three-dimensional, computer generated environment which can be explored and interacted with by a person.

That person becomes part of this virtual world or is immersed within this environment and whilst there, is able to manipulate objects or perform a series of actions.

Virtual Reality is the term used to describe a three-dimensional, **computer** generated environment which can be explored and interacted with by a **person**.

That person becomes part of this virtual world or is **immersed** within this environment and whilst there, is able to manipulate objects or perform a series of actions.






WHY
virtual reality

...Are you listen to me Neo?
Or you are looking at that woman in red dress

The Concepts behind virtual reality are based upon theories about a long held human desire — to escape the boundaries of the 'real world' by embracing cyberspace.

Once there, we can interact with the virtual environment in a more naturalistic manner which will generate new forms of human-machine interaction (HMI).

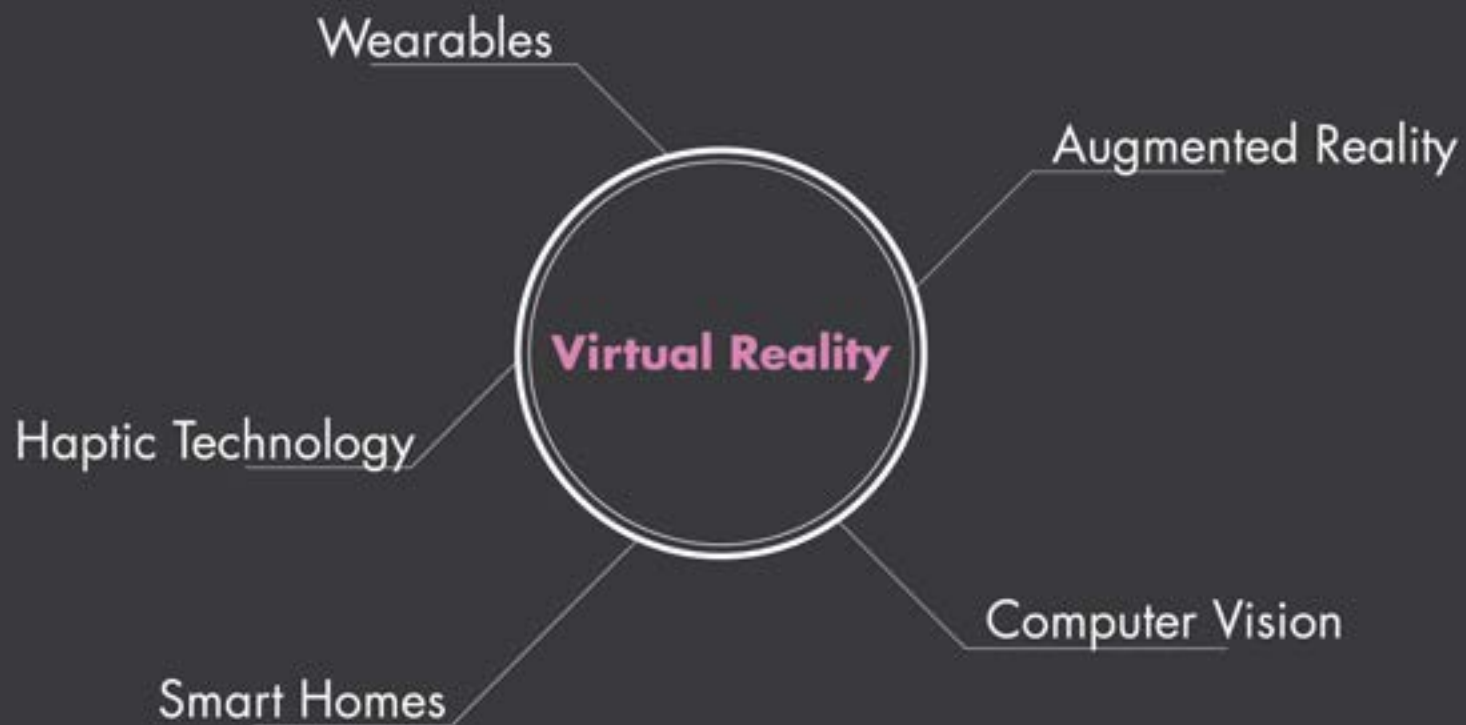
Beyond the keyboard and mouse,
a form of immersive interaction



HOW
is it applied

Is this real?

Metaphorically,
virtual reality is like an aircraft carrier



Wearables



Augmented Reality

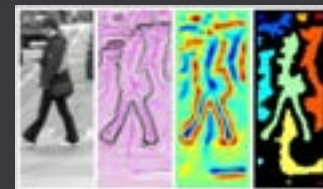


Virtual Reality

Haptic Technology



Computer Vision



Smart Homes



or, a tool for
Prototyping

Construction

Engineering

Fashion

Programming

Scientific

Visualization

or, a tool for

Prototyping

||

Training

Construction

Engineering

Fashion

Programming

Scientific

Visualization

Business

Education

Health Care

Heritage

Military

Scientific

Sport

or, a tool for

Prototyping

||

Training

||

Entertaining

Construction
Engineering
Fashion
Programming
Scientific
Visualization

Business
Education
Health Care
Heritage
Military
Scientific
Sport

Gaming
Film
Media
Sport
Telecommunication



**Threats &
Opportunities**

Ethical Affections

- Desensitisation
- Cyber-Addiction
- Virtual Criminality

Ethical Affections

- Desensitisation
- Cyber-Addiction
- Virtual Criminality

Physical Affections

Ethical Affections

- Desensitisation
- Cyber-Addiction
- Virtual Criminality

Physical Affections

Time Constraints

Thank you