



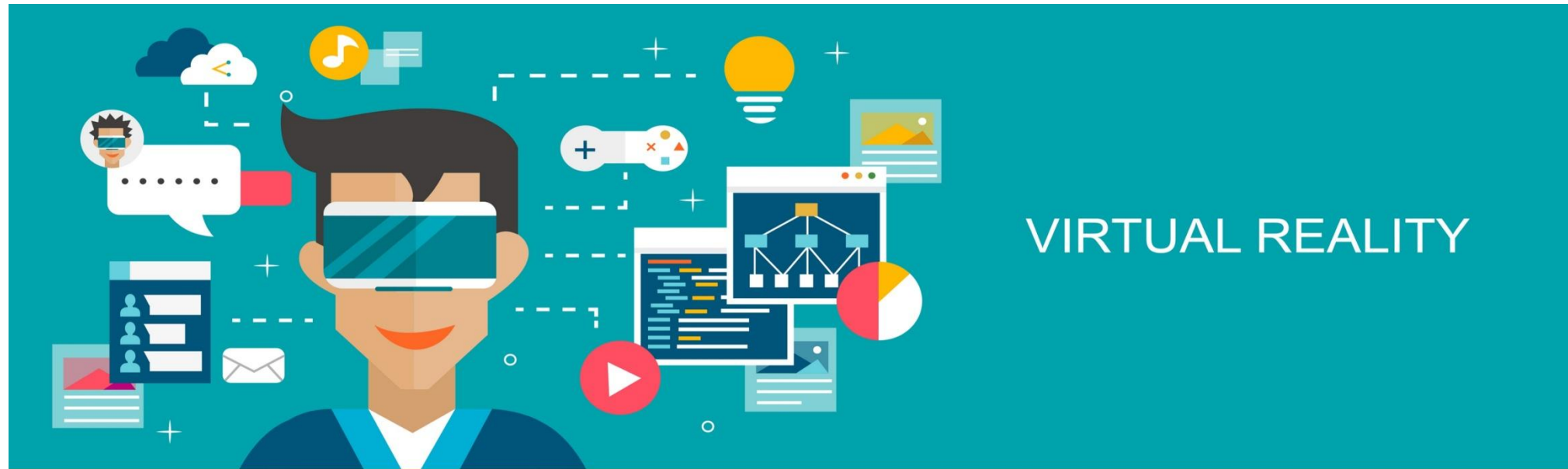
**M. KOZYBAYEV  
NORTH KAZAKHSTAN  
STATE UNIVERSITY**

**Essay on topic  
New technologies**

Prepared by student Temirtassov Zhanbolat  
Faculty FMNS  
Group B(o)-18p  
The supervisor \_\_\_\_\_

Petropavlovsk  
2018

# VR and AR





- Virtual reality – the world transmitted by the technical means by the person through the sensations: vision, hearing, smell, touch, and others. Virtual reality simulates both influences and reactions to impact. Augmented reality (English Augmented reality, AR – Extended reality) – technologies that complement the real world by adding any sensory data..



Virtual (VR) and augmented (AR) reality projects can not only create conceptually new markets, but also expand existing ones. We'll take a closer look at 9 potential areas of VR and AR technology: video games, live events, movies and TV shows, sales, education, healthcare, the military, real estate sales and design.



# AR application on engineering





# In education and medicine





**NAV**VIDUU

система видеомаркетинга

Used source:

<https://www.youtube.com/watch?v=fZw8eCBakk>

Google