

VIRTUAL REALITY - IS

- three-dimensional computer environment interacting with a person: a person is immersed in this environment using various devices (helmets, glasses, etc.), is part of the virtual world, manages virtual objects.



The idea of human immersion arose as early as the Middle Ages in the field of art.

Then concave frescoes were created in order to draw a person into what is

happening in the image.



THE FIRST STEREOSCOPES WERE CREATED IN THE 1830S



 After stereoscopes in the 1920s, the first flight simulators were invented, special devices that allow you to work out all the actions when controlling an aircraft.
 Such imitators were mainly used by the military for training and advanced training of military personnel.



During the first decade of the 21st century, virtual reality did not gain distribution, but since 2012, VR devices have been actively gaining popularity in the entertainment sector. In 2012, kickstarter introduced a virtual reality glasses startup - oculus VR, subsequently bought by facebook



WHERE IS VIRTUAL REALITY USED?

- Entertainment (Virtual slot machines, video games also use VR elements, including PlayStation VR, PlayStation Eye, Microsoft Kinect, Oculus Rift headsets, and HTC Vive.)
 - Medicine (in psychology to analyze the patient's perception, emotions, mental state. As a therapy, VR is used to reduce pain by distracting patients.)
- Education (For learning new skills, for example, conducting operations for future doctors, training in driving vehicles (cars, motorcycles, trains, helicopters, airplanes, etc.), the so-called virtual simulators.)
- Military sphere (For military training of candidates). Similarly in the space sphere
 to prepare astronauts for flights)
- Art (To create virtual reality in museums, exhibition halls, multimedia exhibitions.)

THANKS FOR ATTENTION



