

VIRTUAL REALITY AND ITS DEVELOPMENT PROSPECTS

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Virtual reality or VR is a computer technology that creates a virtual environment for immersion in a new world. With the help of VR, the user can be moved to another place, interact with objects, people and the environment. This technology is used in many areas, such as education, business, entertainment and science. In this paper, we will look at the prospects for the development of virtual reality and its prospects for development.

Virtual reality technology was developed in the 1960s for the use of technical means for military and medical purposes. In the course of further development, VR technologies began to be used in various industrial entertainment and scientific areas.

With the development of GPUs and the increased power of computers in the 1990s, VR became available for use in the gaming industry and entertainment. Now VR is used in medicine to train the skills of surgeons, to develop new technologies in architecture, automotive chemical and military industries.

Now on the market we can find many devices that support the technology. The following types of technology are most common: HTC Vive, Google Daydream View, Samsung Gear VR, PlayStation VR.

VR is becoming more popular in education. With VR, students can learn more interactively effective and exciting. VR helps to create training and simulation environments that provide a realistic experience, while the use of paper books and boring lectures minimizes participation in active knowledge

acquisition. VR also helps students visualize and understand complex concepts, as it is much easier than reading about it in a textbook.

Business: VR can help create more realistic simulations for internships of new employees, as well as help with the development and design of new products. Medicine: VR can be used to train medical professionals, diagnose diseases and psychotherapy. Entertainment: VR can create a whole new gaming experience and entertainment for users.

Virtual Reality is a technology that is changes our lives. Every year it becomes more frequently used in various fields and corporations. Not many people want to change their habits, but there are more and more people who want to experience new experiences. This can help to declare the uniqueness of your company. In the future, VR will become more and more accessible and useful for users around the world.

References

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