



SRI KANYAKA PARAMESWARI ARTS & SCIENCE COLLEGE FOR WOMEN

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“Linguistic (Telugu) Minority Institution
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VIRTUAL REALITY TECHNOLOGY

Virtual reality is an artificial environment that is created with software and presented to the user in such a way that the user suspends belief and accepts it as a real environment. The definition of ‘virtual’ is near and ‘reality’ is what we experience as human beings. In human–environment communication, we recognize our environment via our five senses: feeling, touch, taste, vision, and smell. In human–computer communication, we interact with a computer by means of a mouse, a touch pad, ora keyboard. VR style technology include augmented reality and mixed reality.

DEPARTMENT OF
COMPUTER
APPLICATIONS &
COMPUTER SCIENCE



8 areas of using Virtual Reality in current world.

Education
and learning
new skills

Military

Real Estate

Automotive

Adult
entertain-
ment

Healthcare

Gaming

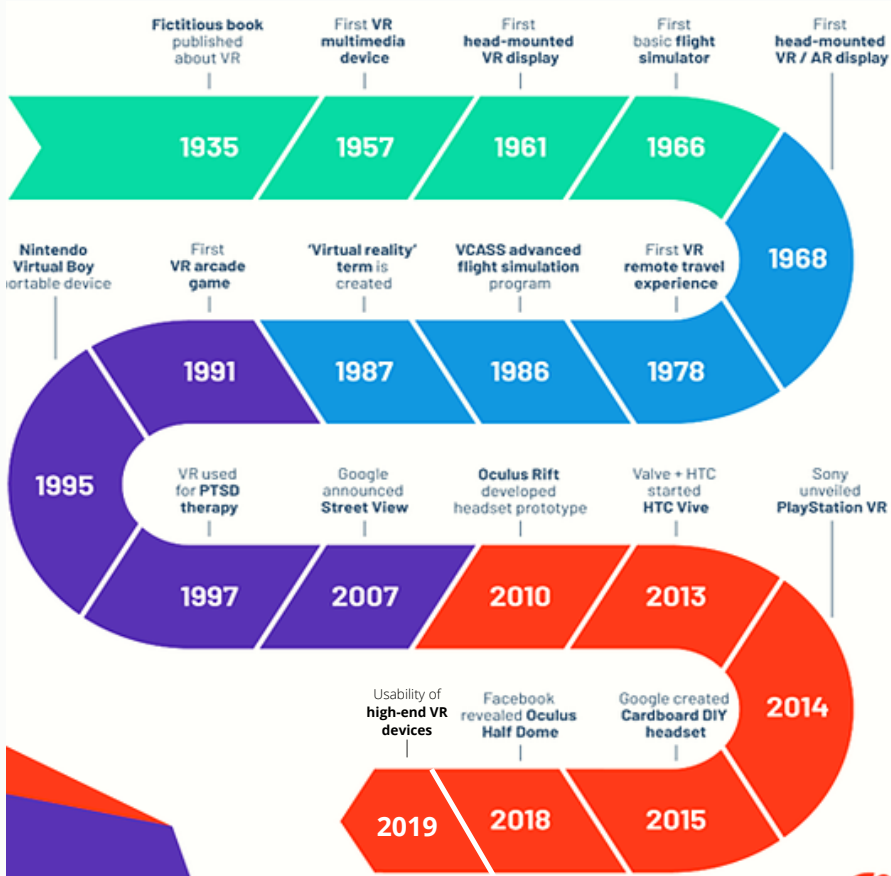
Tourism

It uses a host of technologies to achieve this goal and is a technically complex feat that has to account for our perception and cognition. The technology is becoming cheaper and more widespread.

L.SHANMUGAPRIYA, III BCA

Virtual reality systems use either virtual reality headsets or multi-projected environments to generate realistic images, sounds and other sensations that simulate a user's physical presence in a virtual environment. If an implementation of virtual reality manages to get the combination of hardware, software and sensory synchronicity just right it achieves something known as a sense of presence. A person using virtual reality equipment is able to look around the artificial world, move around in it, and interact with virtual features or items. The effect is commonly created by VR headsets consisting of a head-mounted display with a small screen in front of the eyes, but can also be created through specially designed rooms with multiple large screens. Virtual reality typically incorporates auditory and video feedback, but may also allow other type of sensory and force feedback through haptic technology.

HISTORY OF VIRTUAL REALITY



TOP 5 INDUSTRIES IN VIRTUAL REALITY

- Film & entertainment
- Marketing & advertising
- Automotive
- Construction & real estate
- Sports



VR can take gaming into whole new level. If you combine VR goggles with additional equipment enhancing gamer's experience, it will allow you to dive into completely new world. Gaming used projector rooms or multiple screens. VR gaming control may involve a standard keyboard and mouse, game controllers or motion capture methods.

Virtual Reality is really a new communication platform. By feeling truly present, you can share unbounded spaces and experiences with the people in your life. Imagine sharing not just moments with your friends online, but entire experiences and adventures.

-MARK ZUCKERBERG



THE FUTURE OF VIRTUAL REALITY:

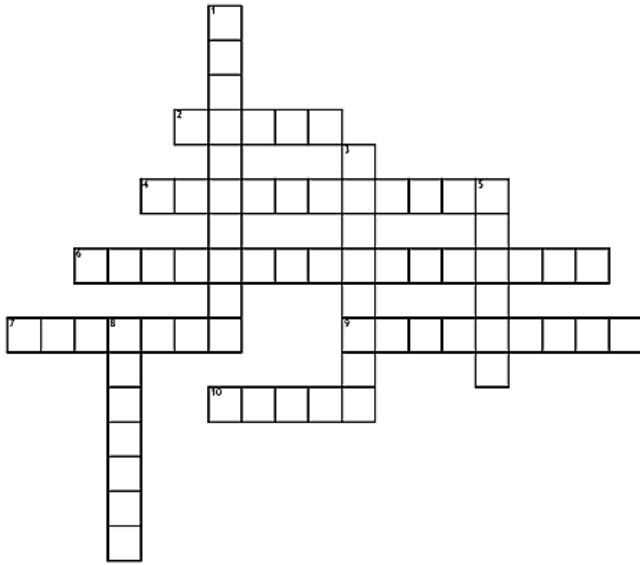
Virtual Reality is one of the technologies with the highest projected potential for growth. According to the latest forecasts from IDC Research (2018), investment in VR and AR will multiply 21-fold over the next four years, reaching 15.5 billion euros by 2022.

THE CURRENT AND FUTURE WORK:

Cyber sickness / simulator sickness Low-fidelity Expensive Lack of integration between application packages High-fidelity system Cost-saving Collaborative High-level contact between participants in distributed VR.

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CROSSWORD



Answers page no:4

ACROSS:

2. You use _____ to experience VR.
4. What makes virtual reality?
6. In virtual reality you are put in a _____ world.
7. You usually use a _____ to experience Virtual reality.
9. Virtual reality does this
10. You use _____ to also experience VR

DOWN:

1. It simulates a virtual _____
3. You feel this while in VR
5. _____ Cardboard
8. In VR you look at a _____

INFLUENTIAL PEOPLE IN VR



John Carmack



Palmer Luckey

Chief Technology Officer of Oculus, John Carmack. Considered by many to be the "Godfather of Gaming", Carmack has been credited with pioneering 3D-game-design as we know it today with his work on games such as Doom, Quake, and Wolfenstein.

The founder of Oculus VR and designer of the Oculus Rift, Palmer Luckey is an American entrepreneur who is credited with bringing VR from science-fiction to real life.

VR APPLICATION IN HEALTHCARE:

One of the biggest advantages of using VR in healthcare is possibility to learn new or strengthen existing skills without any risk of hurting someone. It's not only about training itself. VR might be also used for diagnostics which decreases level of destructive procedures and risky operations. VR is very helpful in various human simulation techniques and enables doctors, physicians, nurses, and other medical professionals to interact with others. This is an immersive experience which determines the emotions of the participant using a series of sensors.

Applications have been developed in a variety of domains, such as education, architectural and urban design, digital marketing and activism, engineering and robotics, entertainment, fine arts, healthcare and clinical therapies, heritage and archaeology, occupational safety, social science and psychology.



WORD SEARCH

L F W Z B R G T E F I N A N C I A L H E A L T H
Q S W Z B E V H O U Q E U S S T H V B Y V P Y Y
R X Y D A M E R C H A N T S E R V I C E Z J A B
K Y S D R A C T I D E R C P U Q N S X R J Y P G
C R H A T M D R T Q Z I C M P M J Y G W H K L J
O F A J J X S X B V O E B L P X O U S Q O R L K
P U P A G U I Y Z Z H O L O O M S V C N E H I L
A R T X W C M X M S Q C B L F P F Q O E V Z B S
M O B I L E W A L L E T S Q E D S O Q M U Q G E
P P B P V O P D G D F V O X Q K S Q Z R C Y O V
G N S T Z C M S K T C O B G T X X B M P U L W W
B P Q P M J S T U D E N T L O A N S X V V N Z K
J Z Y K N W V J A G I G S R O O U U D C A V U U
E N I H G D U Z C L O N E T U O M J R T B H U W
E T T F P W I U S O B I H U C O O S N X H D Y V
T J L Y E B Z F O O L K C V F X X Z A K E L F D
C U X D O K Y N A R G C S T R E L A Z V P W A M
R O U A E K R X Z F K E R L Y B M K M K I R F Y
O C D N B M H Q C G B H S J C P F Q S Z H N U R
Y W J N Z M U U C D C C K Z T Y C K R D W O G G
A G J Z U N X L P A V E T V P S X X T V F Q W O
A A R H R E T N E C Y T I R U C E S I S E G O L
K U P G T K K C B T T M R V G J O X I C H J E S
J X J V G N I K N A B E N I L N O D V C Z R U N

checking	student loans	mobile wallet	financial health
credit cards	merchant service	saving	security center
bill pay	zelle	online banking	alerts

TYPES OF VIRTUAL REALITY

There are five types:

1. Non-immersive reality
2. Fully immersive reality
3. Augmented reality
4. Collaborative
5. Web-based

CROSSWORD ANSWERS

ACROSS:

- 2.Sight
- 4.Programming
- 6.Threedimensional
- 7.Headset
- 9.Simulates
- 10.Sound

DOWN:

- 1.Environment
- 3.Immersed
- 5.Google
- 8.Display

MERITS

- *Provides Outstanding Visualizations that aren't possible In The Traditional Classroom.Virtual reality is great because it lets us explore different realities and alternate our experiences.
- *Increases Students engagement-Nowadays, teachers find it real hard to create a productive engagement within the class.
- *Improves the Quality Of Education in different field-Take medicine for example. In 2016, innovative doctors are taking advantage of the VR technology in order to explore new aspects of medicine and teach others better.

DEMERITS

- *Deteriorates Human Connections. -While virtual reality can be a great asset for most of the existent fields of activity, it can also be a huge disadvantage.
- *Lack Of Flexibility - If in class you can be flexible, ask questions,receive answers, using a virtual reality headset is a different experience.
- *Addiction To The Virtual World.- The possibility of students getting addicted to their virtual world is also big.

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