

Virtual reality essay

[Life](#), [Emotions](#)



Who has been our constant source of inspiration, for supporting and encouraging us every step of the way. For giving us the drive and discipline to tackle any task with enthusiasm and determination. Without their love and support this research paper would not have been made possible. Some of today's most commonly used technologies started out as mere science fiction fantasies.

Microwaves, cell phones, 3D printers. The imagination of the past becomes a commonplace technology of the present, and virtual reality is a prime example of that happening, right now. The Oculus Rift is the current pinnacle of virtual reality headsets to date.

It was created with the intention of being a high-definition head-tracking full-3D virtual reality headset available for the mass market at an affordable price.

OBJECTIVE The purpose of creating this research paper was to determine how effective the Oculus Rift will be in our everyday lives. We have gathered sufficient information about the new innovative technology for the people to know more about the product that is currently placed in the market today.

Our objective is to know how immersed a virtual reality technology is and how the Oculus Rift is wearable and affordable. **METHODOLOGY** To better understand what our research is all about, we have gathered information through the use of the internet. We have used the following websites to better know about the Oculus Rift: www.Academia.Deed.com

www.Technological.Com www.Calculus.Com www.Wisped.Com www.Dodecahedra.Com www.watermill.com

Com We have collected information from the following websites to better explain what the Culls Rift is all about. Culls Rift is a new virtual reality (IVR) headset designed specifically for video Ames that will change the way you think about gaming forever. With an incredibly wide field of view, high resolution display, and ultra-low latency head tracking, the Rift provides a truly immersed experience that allows you to step inside your favorite game and explore new worlds like never before. The founder of Culls Rift, Palmer Lucky (21 years old) began Culls when he was just 15 years old, working on prototypes in his parent's garage. He started developing his own head-mounted IVR displays when he was still in high school, and was in college when he created the first prototype of a nonuser-priced IVR headset called the Culls Rift – although he eventually left to work on the project full time.

The Culls Rift was recently bought by Faceable for \$2 billion, is set to release its first consumer headset next year and it has been revealed it could cost as little as \$200. The gadget is expected to be used primarily for gaming although Mark Seersucker claims its will change the way we communicate.

The 21 year old co-founder of the firm promised the headset is going to be as cheap as possible. The Culls Rift works by immersion and it involves a participant into the name to such a degree that it will not only have a greater impact on their emotions, but that the player feels less like an outsider controlling a character and more like the character him/her.

It uses a seven-inch LCD display screen with a resolution of 1 280 by 800 pixels. The screen is divided into 640 by 800 pixels per eye, with a fixed distance between lens centers. The user can view the screen through two

lens cups like a goggle. A control box is used to hook the headset up to the computer, and then the control box includes an HDMI (High-Definition Multimedia Interface) port, a mini USB (Universal Serial Bus) port, a DVI (Digital Visual Interface) port and a DC power connection port. The control box also contains five buttons for controlling contrast, brightness and power.

The advantages of the Oculus Rift are, it has full immersion, it is AR, and you can feel virtual reality and doesn't take up the space of a television or a monitor. And the disadvantages of the product is that it has no spatial awareness around you (can't see what's happening in the space you're in cause 100% of your vision is occupied by the Oculus,) you have a large device strapped to your face which would probably be a comfort issue for prolonged periods.