

Immersive of multimedia. essay

[Art & Culture](#), [Artists](#)



IMMERSIVE OF MULTIMEDIA. Definition: These terms refer to computer-generated simulation of reality with physical, spatial and visual dimensions. This interactive technology is used by architects, science and engineering researchers, and the arts, entertainment and video games industry. Virtual reality systems can simulate everything from a walk-through of a building prior to construction to simulations of aircraft flight and three dimensional computer games. Immersive technologies and virtual reality are powerful and compelling computer applications by which humans can interface and interact with computer generated environments in a way that mimics real life sense engagement. Although mostly known for its application in the entertainment industry the real promise lies in such fields as medicine, science, engineering, oil exploration, data visualization and the military to name just a few. As 3D and immersive technology becomes more integrated and available for a wide range of applications.

It requires well-designed user interfaces and innovative content for the next generation of computer games and integrated technology like mobile devices, distributed web systems and desktop applications. IMMERSIVE OF MULTIMEDIA IN EDUCATION The world in which we live is changing rapidly and the field of education is experiencing these changes in particular as it applies to Media Services. The old days of an educational institution having an isolated audio-visual department are long gone! The growth in use of multimedia within the education sector has accelerated in recent years, and looks set for continued expansion in the future. Teachers primarily require access to learning resources, which can support concept development by learners in a variety of ways to meet individual learning needs. The

development of multimedia technologies for learning offers new ways in which learning can take place in schools and the home. Enabling teachers to have access to multimedia learning resources, which support constructive concept development, allows the teacher to focus more on being a facilitator of learning while working with individual students. Extending the use of multimedia learning resources to the home represents an educational opportunity. (<http://www.>

[eunetwork.org/index.php](http://www.eunetwork.org/index.php) page)28. 6. 2012 IMMERSIVE OF MULTIMEDIA IN BUSINESS: These terms refer to computer-generated simulation of reality with physical, spatial and visual dimensions. This interactive technology is used by architects, science and engineering researchers, and the arts, entertainment and video games industry.

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6. 2012 Immersive Multimedia In Entertainment The history of Immersive Multimedia began with the concept of Virtual Reality. In the late 1960s, the desire of computer scientists and artists was to create, digitally-made ‘near-to-reality’ experiences through Interactive Multimedia. This became known as Virtual Reality. Virtual Reality, today, is a computer-created environment that a user can experience through the senses of sight, hearing and touch.

Immersive Multimedia is a combination of multimedia elements and interactivity in Virtual Reality. Immersive refer to computer generated simulation of reality with physical, spatial and visual dimension. This interactive technology is used by architects, science and engineering research and the arts, entertainment, and video games industry. Virtual Reality system can simulate every thing from walk through of a building prior to construction to simulations of aircraft flight and three dimension computer games. Immersive technologies and virtual reality are powerful and compelling computer application by which humans can interact.

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