

# CSE 191: Virtual Reality Technology

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LECTURE #2: WHAT IS VR?

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*“I hear and I forget.  
I see and I remember.  
I do and I understand.”*

Confucius?, 551-479 BC

# Virtual Reality: Definition

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Definition of **virtual reality** on Merriam-Webster:

An **artificial environment** which is experienced through **sensory stimuli** (such as sights and sounds) provided by a **computer** and in which one's **actions** partially determine what happens in the environment.

# Related Terms

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Virtual environment

Artificial reality

Computer generated environment

Computer simulated environment

Synthetic environment

Spatial immersion

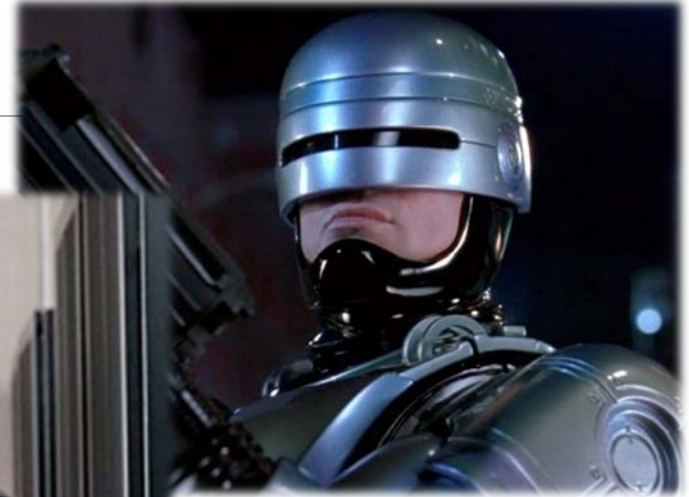
Cyberspace

Virtual worlds

Virtual presence

# VR in Movies

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# Oculus

August 2012: Palmer Luckey revives VR with Oculus Kickstarter

March 2014: Facebook acquires Oculus for \$2B

Funded! This project was successfully funded on Sep 1, 2012.



23 OF 3 KICKSTARTER

**9,522**  
backers

**\$2,437,42**  
pledged of \$250,000 goal

**0**  
seconds to go

**PLAY**

**Oculus**  
Project by  
Oculus  
Long Beach, CA  
[Contact me](#)

**K** First created - 24 backed

**f** Has not connected Facebook

[oculusvr.com](#)

[See full bio](#)

318 Tweet Embed



# Application Domains

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Gaming

Entertainment

Training

Architecture

Medicine

Simulators

Scientific visualization





# The VR Spectrum

## The VR Spectrum

There is a wide umbrella of experiences that people call Virtual Reality.



Source: Wired

360° Video  
monoscopic



Source: GreenBot

360° Video  
stereoscopic (cardboard viewer)



Source: Pocket-Lint

VR Application



Source: Sam Yash AF/Getty Images

Hyper Reality  
Mixed Reality



passive  
experience

interactive experience

physical  
fully immersive experience



# The Mixed Reality Spectrum

