360-DEGREE VIRTUALREALITY

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ABSTRACT

Virtual Reality (VR) is a technology that enables users to experience a computer-generated environment as if it were real. This is achieved by using head-mounted displays, tracking systems, and other input devices to create an immersive, three-dimensional world that users can interact with. VR is being used in industries, like gaming, entertainment, education, healthcare etc,... In gaming, VR provides a new level of immersion and interactivity, allowing players to experience new worlds and adventures in a way that was previously impossible Virtual reality (VR) technology has rapidly evolved in recent years, with significant advancements in hardware, software, and content development. VR offers users an immersive experience that can simulate real-world scenarios, environments, and interactions. This technology has been applied to a wide range of fields, including entertainment, education, healthcare, and training. In the entertainment industry, VR provides users with a unique and interactive way to consume media, from gaming and movies to virtual tourism and social experiences. In education, VR allows

students to experience immersive learning environments that can enhance their understanding of complex concepts. In healthcare, VR is used for therapy and rehabilitation, allowing patients to simulate real-life scenarios in a safe and controlled environment. Finally, in the field of training, VR provides a cost-effective and efficient way to train employees in various industries, such as aviation, military, and manufacturing despite its potential, there are still challenges to overcome, such as high costs, technical limitations, and the need for more compelling and engaging content. Nonetheless, the future of VR looks promising, with further advancements and new applications yet to be discovered.