

Introduction to Virtual and Augmented Reality

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Welcome

Today's Class

- What is virtual reality?
- What is augmented reality?
- How are these technologies being experienced and used?





Virtual Reality (VR)

- Replaces real world
- Immersive multimedia/computer-simulated
- Replicates environment
- Simulates physical presence
- Allows interaction
- First introduced in the 1950s
- Push in gaming world in 1990s
- Headset consumer market today



VR Explained

https://www.youtube.com/watch?v=HBNH8tzsfVM



VR Has a Multitude of Uses for Education and Entertainment



- Virtual travel, field trips
 - Places, spaces, and SPACE
- Immersive training
 - Military
 - Driving
 - Other Simulations
- Storytelling
- Gaming
- Therapy
- Marketing
- Fitness



Fitness Meets VR Gaming

http://mashable.com/2017/01/12/fitness-vr-gaming-flying/



VR in Healthcare and Therapy

http://mashable.com/2017/04/25/heal-pain-vr/#QTs8ddSX3Zq1





Augmented Reality (AR)

- Augments or adds to real world
- Blends digital with physical world
- Upcoming technology, using glasses or headsets with smart devices (phones, tablets)



AR Explained

https://www.youtube.com/watch?v=XX993jgeQ0M



Headsets, Glasses and Devices



HTC Vive \$799.00



Oculus Rift \$499.99





Samsung Gear \$139.99



Google Cardboard \$15.00





Google Daydream View \$79.00





Zeiss VR One and Zeiss VR One GX













Microsoft Hololens \$3,000.00





Exploration Time



Devices and Apps to Try

- Mattel View-Master
 ® VR Viewer (4) to use with 2 library devices and personal devices
- Google Cardboard (original) to use with personal devices
- iPads with Pokemon Go, inkHunter
- zSpace



More AR and VR videos to watch

Step Inside a Painting with Virtual Reality https://youtu.be/wtlAQKT3qVg AR 101: The Basics of Augmented Reality https://youtu.be/HprQbTlYHuQ



Thank you!

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