

Beat: Miscellaneous

## **VIRTUAL REALITY RECIEVES LOTS OF ATTENTION FROM ENTERTAINEMENT INDUSTRY**

### **FROM EXPERIENCE FROM REAL WORLD**

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**USPA NEWS** - It isn't the first time that Virtual Reality receives plenty of attention, even if there is a lot of development to be done. There are some more research to be done regarding how VR can help people to interact in a mixed reality environment...

When discussions carry on how useful and progressive is the VR, voices come out saying that VR has already failed. This argument goes back to what we know from the past 80s and 90s. Even if we cannot compare with now. It is still an invaluable tool in fields of simulation, research, design and many other industries outside the consumer landscape. By referring to Nintendo's console from 90s, that wasn't Virtual Reality system by any measure that we recognize today.

The 3D Television failed and VR is 3D, so it will fail too. This argument comes also in mind. 3D Television failed because people don't like to wear something on their head while enjoying entertainment. And since VR headsets are like a bigger and heavier version of 3D glasses, VR will fail. But the size is clearly not a limitation as large headphones are becoming very popular. The fact is that there is an inverse relationship between how much someone cares about how they look and the experience they are getting.

As long as the experience provided by the VR headset is good enough, people will be willing to wear one. 3D TV didn't fail because people didn't want to wear glasses but only because the added benefit of 3D TV compared to normal TV did not justify wearing glasses.

The 3D effect is ultimately limited by the size of the frame. A 3D TV may be able to make an object in the center of the screen appear floating towards you, but as soon as that object moves to the edge of the screen, it cannot go beyond it out into space as its stereoscopic distance suggests.

#### **Article online:**

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#### **Editorial program service of General News Agency:**

United Press Association, Inc.  
3651 Lindell Road, Suite D168  
Las Vegas, NV 89103, USA  
(702) 943.0321 Local

(702) 943.0233 Facsimile

[info@unitedpressassociation.org](mailto:info@unitedpressassociation.org)

[info@gna24.com](mailto:info@gna24.com)

[www.gna24.com](http://www.gna24.com)