Abstract

This paper provides an overview of the Virtual Reality with emphasis on current trends of hardware and software technology, the processing and application issues. The first section of the paper presents a background of Virtual reality followed by the description and classification of the technology and the way the processing of those technologies takes place. Based on the observations from the current practice, the technologies are overviewed with an attempt to focus on areas it has evolved to nurture and trend the way users are characterized by it, followed by challenges of implementing new technology approaches in creating Virtual reality system. Finally, summarizing with issues related to engaging Virtual reality and on the future enhancement and developments.

References


**Index Terms**

Computer Science
Automated Systems

**Keywords**

Telepresence, Virtual Environment, Full Immersive Virtual Reality, Cyber sickness.