Abstract

Computer Graphics basically means creating and manipulating images to produce interactive images, animations, etc. Use of computer graphics led to development of Augmented Reality, Virtual Reality and Mixed Reality. Applications of these realities is increasing day by day and is likely to become future of human race. This paper reviews all these realities, describing the working, various devices and the applications of them. It also finds points of distinctions among them.

References

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**Index Terms**

Computer Science 
Applied Mathematics

**Keywords**

AR, VR, MR