

Question 3 B

VR and AR Systems have come a long way from when they were first conceived at around the 1800's. They have developed and changed ~~greatly~~ greatly throughout the years. One of the first iterations came from a story written by Stanley G. Weinbaum called the Pygmalion Spectacles where a man wears glasses that transport him into a movie. This then developed until 1965 where Ivan Sutherland proposed his idea ~~for~~ ~~for~~ for what would become modern VR headsets. ~~He said that it would be~~ He described it as "Don't think of it as a screen, instead think of it as a window, a window through which one looks in to a virtual world." Sutherland (1965) then in 1967 he wrote a paper detailing the basis for the modern VR display which he titled the "Ultimate ~~display~~ display". The modern iterations of the VR headsets include such headsets as the Oculus Rift, HTC Vive and the Playstation VR. These headsets are extremely close to Sutherland's vision as they do in fact allow for the user to be transported to a virtual world that they can then interact with fully. VR and AR both serve a similar purpose in that they aim to alter the user's perception of the world. They achieve this in different ways. VR aims to fully ~~transport~~ transport the user in question to a fully virtual world, where they ~~can~~ can