

Ivan Sutherland and his team at Harvard Uni created the 3D head-mounted display^{in 1968}, which is widely considered to be the first instance of an HMD VR system. Sutherland envisioned VR as a technology capable of acting as a window into the virtual world. Sutherland's vision has been achieved, as VR systems today allow users to create a dynamic virtual world using headsets like the one designed by Sutherland himself. The examples shown previously shown VR and AR systems can create 'real' environments, with users allowed to directly manipulate objects realistically. They also allow the virtual world to sound real and feel real.

Ran out of time, please look at notes for more info on the topic.

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