

fully interact with every aspect of the world. It does this through the use of a VR headset that the user wears. This ~~includes~~ includes a screen in front of the user's eyes. This means that the user can only perceive the digital world through vision. AR is slightly different as AR aims to build on the real world with either digital displays like information bubbles or digital items like cars or people. This is normally done through the use of phones and cameras where an image or video is taken and then the digital content is overlaid. VR is the closest to Sutherland's ~~first~~ vision as with VR the user is fully transported to a digital world instead of the real world being altered as it is with AR.