

3. B. When first developing VR in 1968 (The Sword of Damocles) Sutherland and Brooks first imagined VR as being the ultimate display. In their research paper "The ultimate display" they describe VR as a world that can display things previously unvisualised like negative matter, that cannot be displayed through other mediums. Part of this included other senses (like temperature, touch and sound) to fully immerse the user.

Existing VR and AR meets part of their vision by displaying new virtual worlds for users to explore. However current VR is not as advanced as they had envisioned as temperature and touch is still often not used, although the use of movement in VR does partly meet their vision. This is shown in my suggested VR exhibit which transports the user to a world in a previous point in time for them to explore.

AR however remains far from their visions as instead of simulating previously unvisualised concepts, it simply places existing objects as an overlay to the real world, keeping users firmly rooted in reality. This is also shown in my suggested AR exhibit where the user simply sees copies of existing items in the app.

Whilst VR and AR do share some characteristics, by bringing new things into the real world, they remain very different.

VR is closer to Brooks and Sutherland's vision, fully immersing users in new, often unrealistic simulated worlds, whilst AR relies on the real world, simulating smaller parts and not immersing the user. These differences are shown in my AR and VR exhibit designs. Further advancement is needed in changing real world environments