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THE STATE OF VIRTUAL REALITY

VR is essentially a computer-generated simulation of a three-dimensional image or environment that can be explored and interacted with by the user in a seemingly real way using a specialized VR display device called a head mounted display (HMD).

TYPES OF VIRTUAL REALITY (VR)



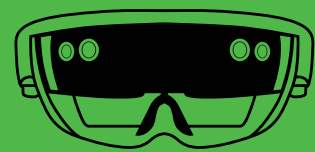
Traditional VR

An example of traditional VR is through video games like PlayStation VR where you interact in an immersive experience by moving a character or object through a completely generated environment.



Augmented Reality (AR)

AR allows you to see the physical outside world through your headset, and you add computer generated graphics in that headset.

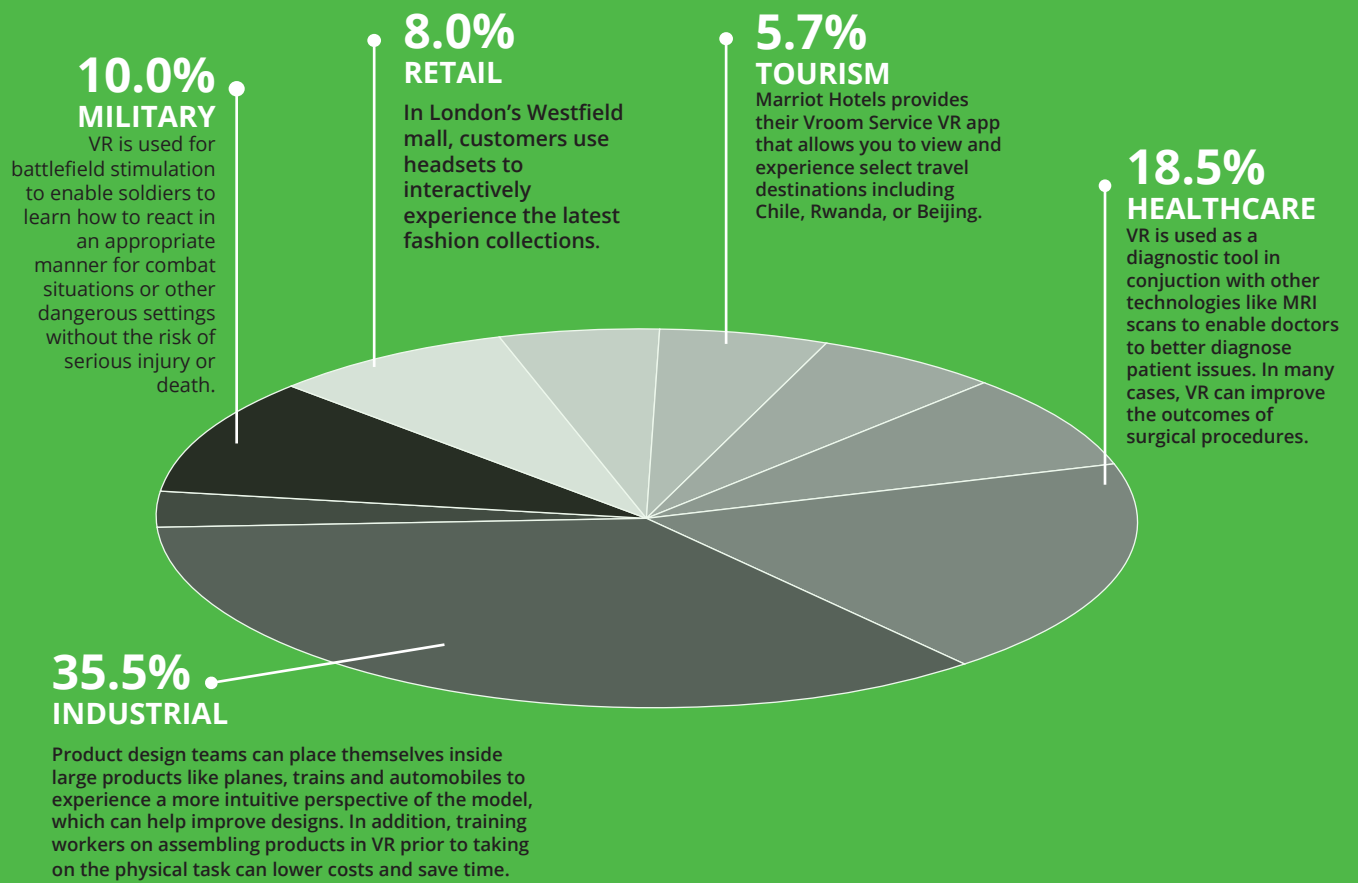


Mixed Reality (MR)

MR typically describes the ability to visualize and manipulate virtual 3D objects in a physical real-world setting.

HOW BUSINESSES ARE APPLYING VR TECHNOLOGIES: VR FORECAST 2014-2020

ABI research estimates that the VR market for hardware is projected to be \$45B by 2020, while the software market is projected to grow to \$35B



A BRIEF HISTORY OF VR



1838
STEREOSCOPIC VIEWERS



1950
MORTON HEILIG'S SENSORAMA



1968
SWORD OF DEMOCLES



2017
DELL VISOR VR118



1929
LINK TRAINER:
THE FIRST FLIGHT
SIMULATOR



1965
THE ULTIMATE DISPLAY
BY IVAN SUTHERLAND



2011
OCULUS RIFT



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