

Since doing this project, I think its fascinating to be able to interact with object that I or others created in a purely synthetic world. As technologies advance, more people will recognize it and started using it. For VR, there's a lot more possibilities to be expected. Take VR chat for example, in that application people from all over around the world meet with each other. They are also be able to create their own environments and invite friends to chat with. They have their own modification system that allows the user to select or create new charters in that word. This technology could be very well be applied to educate people, modeling a 3D car for manufacturers, practice health care, engage in simulated environments and much more. To be able to test certain aspects of profession without real life repercussion and be able to restart to gain new insight through VR could be amazing depending how people use it. Having a synthetic world could create new stories that have never been done or experience before is wonderful and to be able to create content as much as possible is truly fascinating to me.

The future of VR lies at the pace of the thought of acceptance. It could be a scalable component technology such as smartphone VR headsets that can function as a catalyst for representing VR to mass markets for now. Maybe in the future, we could have full VR set up that could cost less that our smartphone and have as many features as the phone. Giving meaning to these technologies means that it's through the dedicated, community-driven developers and streaming structure could make its way in the mainstream markets. VR can be used to train pilots, assist physicians and assist patients with PTSD, and the number of applications. Through this technology it could change the consumer experience with interactive commerce which help promote brands. Making shareable content and connect with others can motivate clients to purchase or checkout interesting products. Being in the simulated world feels more immersive and being able to escape from reality once in while can be good for a person's well-being. However, we should treat this technology carefully because some might be able to exploit it and become invasive which deters people from using it. Some good news is that, practically speaking, today's V.R. Systems are a few miles ahead of their predecessors. Many newer systems offer realistic graphics and motion capture, and there are some cool games and entertainment applications out there. If you're a gamer, a movie buff, or just a guy with a quarantine cab fever, there are so many more ways to spend a few hundred bucks than it is at the VR entry level. On the other hand, VR, is still not what science-fiction movies have taught us to wish for a truly interactive experience that takes us to another world and gives us all sorts of virtual super-powers. Even leading systems also lack certain basic functionality, and there's not much you can do on a VR outside of gaming. The VR Headset that can't be done more easily on another system.

Overall, I think having to experience VR just to relax and have fun with anybody that you meet inside of make's life a little less boring. During a pandemic, watching shows and playing games sometimes can be daunting and overwhelming. There needs to be a new medium that we should be able to access or accessible to everyone and I believe it the VR world.