

М.С. Лебедев

Научный руководитель: ст. преподаватель О.А. Фролова

*Муромский институт (филиал) федерального государственного бюджетного образовательного учреждения высшего образования «Владимирский государственный университет имени Александра Григорьевича и Николая Григорьевича Столетовых»*

*Владимирская обл., г. Муром, ул. Орловская, д. 23*

*E-mail: awsmebeard@inbox.ru*

### **Virtual Reality in Our Life**

The world is changing. Every day new creations of the smartest engineers around the world appear in the world of high technologies. The phrase "Nothing is impossible" is the motto of today's developers who believe that even such a thing as "reality" may be susceptible to digitization.

In 2013, the world-famous corporation "Google Inc." presented their first gadget at the event "Glass Foundry". It was the groundwork for the emergence of a division in modern culture gadgets – Google Glass. The device consisted of a conventional glasses attached to the peripheral device, which, in turn, was connected via Bluetooth to the user's smartphone. The gadget was equipped with a screen, camera, microphone, touch sensors. It also allowed its owner to do a lot on command "Ok, Glass": go online, get directions, create notes, take pictures and shoot video, as well as receive incoming notifications that arrived on the smartphone. The only drawback of "news" was the price – \$1500 in retail – which greatly influenced the innovative device sales figures from the "corporate good." Google Glass was a very interesting, but – alas! – failure device, then the manufacturer no longer produced software updates, and subsequently stopped its production at all.

It took a few months for everybody to forget about Google Glass. In 2013, Oculus company introduced its first device in this format at the Electronic Entertainment Expo conference. This device – Oculus Rift – marked the beginning of modern "Helmets VR" popularity. The gadget was created on the basis of an LCD display with a diagonal of 5.6 inches, combined with a pair of lenses that allow to obtain a stereoscopic effect with a view field of 90 degrees horizontally and 110 degrees vertically. The device turned out to be really a breakthrough that was the reason for Mark Zuckerberg (the creator of the popular social networking site Facebook) to buy Oculus company. He stated that virtual reality helmets are not only means of entertainment, but in the long run the whole platform to build a new high-tech infrastructure, which, in his opinion, would replace smartphones.

Virtual reality helmets have already won an audience of users who follow the updates of the popular movement, but in any case cannot forget about the cons of virtual reality helmets. The main drawback is a variety of psychological disorders that can be caused by viewing the virtual world through the lens. 3D Format transmits the image depth and creates the effect of the volume in space. However, the perception and processing of the images is quite difficult for our eyes and mind. On various forums (xda.com, 4pda.ru, etc.) the issue of the loss of contact with reality, dizziness, lethargy and mood decline among people who used virtual reality helmets too long have often be raised.

To sum it up, we can say that we live in a fairly progressive time when we can see some incredible things. Advanced technologies help us in almost any sphere of our life: from smart watches to smart houses. But we must not forget that all is good in moderation, even such boundless good as products progress.