



CONTENTE VIRTU4LIX

# VIRTUAL REALITY (VR) CONTENT



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# OVERVIEW

Virtual Reality (VR) Content is a computer-generated object/environment with scenes and objects that appear to be real in VR Software environment, making the user feel they are immersed with the object in the content. This content is perceived through a device known as a Virtual Reality headset or helmet.

VR content requires these 5 things:

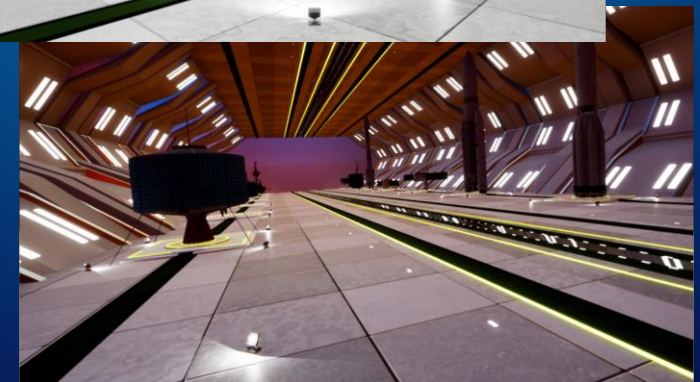
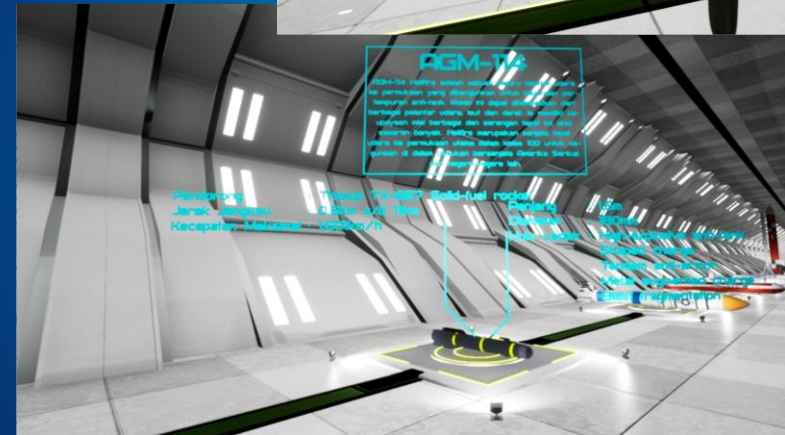
100% computer generated

360 degree fully immersive

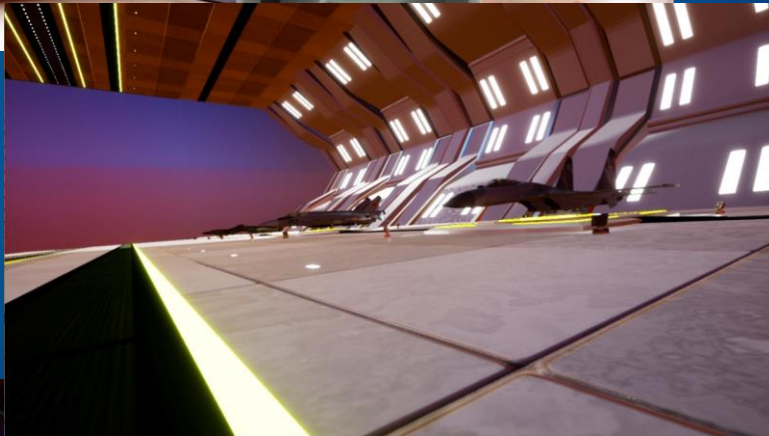
3D spacial/binaural audio

VR HMD

Haptics: controllers, sensors for real time interaction



# FEATURES



Data and information in interactive 3D form using VR Software



Shows the components of the equipment in the Department at AAL



Connect to content management related databases