

Laboratory of virtual and augmented reality

The basis of virtual reality is the effort to display spatial models and scenes as faithfully as possible, to manipulate them, create the real world or its certain part with all its laws and rules, movement in three-dimensional space, all of mentioned in real time. Virtual reality (VR) is an environment simulating reality modeled by computer. It primarily means creating a visual experience displayed on a computer screen or via special stereoscopic devices. Augmented reality (AR) is a direct or indirect view of the physically real environment whose parts are enriched with additional information in digital, mostly textual or pictorial form relevant to the object one is looking at. Augmented reality creates virtual elements in the image of the real world and it aims to create the most comprehensive virtual environment possible. The virtual and augmented reality laboratory has several technological elements to get into the virtual world and create applications to support them.

Technology to support the development of applications with the function of augmented and virtual reality