For Details, Contact:

Peter Antoniac
Research Scientist
mailto: Peter.Antoniac@oulu.fi
Phone +358 40 738 2994

University of Oulu
Dept. of Information Processing Science
Phone +358 8 553 1974
Fax +358 8 553 1890

Virtual Reality is more than the Real Reality

Essay about our day's life in the area of Virtual Worlds.

Virtual Reality the new field that has been around the scientific community has developed and more and more is becoming easy to be accessed and cheaper for customers to buy it.

However, like the Art in the beginning of our modern society it needs to become much more matured than it is in our days. The subject of this essay is a small comparison between the old type of virtual reality and the new type, modern and futuristic one.

In the old type of Virtual Reality, the scientist or the user was focusing more on the ideal image of the real world. Therefore, VR was more like a reflection of the real world. This was in the beginnings! At that time the technology and the devices were under developed. They did not support much of high quality graphics and processor power to have a good reflection of the real world. The obvious thing that the scientist or researcher was focusing was the improvement of the technique than how to use the technique. It is like when in the early ages of the pictures. At that time, the artists were focusing on the technique of making the paintings increasingly accurate. The important outcome was how close was the picture to the real image of the world. After improving the technique, they shifted to more sophisticated techniques in which the outcome was not so much close to the real world.

My proposal is to suggest a new discussion on the issue of the future of the Virtual Reality. My first proposal is to think about increasing the Virtual Reality content with more features. Features that do not have necessarily to copy the real world, but moreover to add more content. To add more feelings, more interaction, more information and other things that we want to communicate or to exchange but we are forced by the physical restriction and other constrains from the real world not to be able to.

Solution that I am thinking in this paper is not to concentrate so much about the real world inside the virtual space but more like to another reality. Another Reality that introduces more things that are available in the real world. One could be the ability of the user to control the environment. Another one to change himself and so on.

As a conclusion, I am looking for other dimensions that can be introduced to the Science of Virtual Reality. Dimensions like feelings, like dreams or magic. The things that we are missing in the real world. The things that we wanted to enable other channels than the normal ones (hart activity and other sci-fi ideas).