

Ideate a use case for Virtual Reality and the Liquid Galaxy

Special in Virtual Reality headset.

I will use the Virtual Reality to create experiences that due to their lack of control, high complexity, risk, specific objective, character or cost, are unfeasible or inefficient in real environments. And in the case of sports so that the user can enjoy it at a low cost.

Also to give more information to the user as in the case of vegetation, the name of the mountains, paths for hikers, location of the sources and surface and underground waters, name and identification of trees, shrubs ... and associated sounds to the different spaces and environments so that the immersion in these spaces is as real as possible.

Liquid Galaxy could manage a high performance virtual reality software library that makes it possible to visualize these simulated environments and elements. This bookshop would be in constant evolution, including the latest technical advances and new features that support the most demanding requirements of hikers, tourists, sports enthusiasts ... in order to publicize and feel the landscape and power- appreciate it and take care of it. It would also go well in forestry management, for forest fires, underground work ...

The main features of the bookstore would be:

- . Visualization of complex virtual elements and animations
- . Incorporation of high quality sound
- . Interaction through different devices
- . Load of CAD models
- . Execution on different platforms, including mobile technology
- . Connectivity with plant management software and data analysis libraries

Some examples of the library's use would be:

- .Systems of visualization of sports championships in different environments
- .Simulation of processes, landscapes, environments
- .Simulators for training purposes
- .Advanced visualization of natural environments

WHEN APPLYING VIRTUAL REALITY Virtual reality is open to countless fields.

1. To meet the landscapes around the world
2. Know the landscapes of all over Catalonia
3. Practice sports of all kinds. Real-time sports: mountain climbing, ski descents, canyoning ... diving, water skiing ... and feeling the sounds associated
4. Immersive excursions, where you can see the landscapes, populations, from the outside or from the interior as if you were really there, with all the details that you can almost touch.
5. Practice mountain sports as if you were the protagonist
6. Watch real-time sports and sit in the place you choose, for example, in the same football field, watching a football match, basket or your favorite sport sitting in a preferred seat of the best stadiums in the world and that you can see the match in real time.
7. In rural tourism and knowledge of the territory in order to care for and respect it.
8. Knowledge and management of the aid against natural disasters, to observe on the ground ...
9. Show how virtual reality can generate awareness and help us see what is happening in different parts of the world. Also, collaboration with entities to help with the recovery of damaged environments.
10. On the one hand, you can work with the visualization of games and events and on the other in participation. In a while we can move freely around the map and select a player, see the statistics of the team within the action, very useful and interesting in the face of the user.

Virtual reality and sounds offer a more authentic and real experience.

The uses that will allow this technology are very powerful. On the occasion of the latest edition of the classic Barça-Madrid, for example, Movistar + and Samsung collaborated in a relaying test that allowed them to move a few privileged to the Camp Nou without paying entrance fees. You can install cameras that allow you to enjoy the coach's explanations in a break or dead time immersive way.

Experiences in virtual reality and improvement of perception through hearing.

Headset.

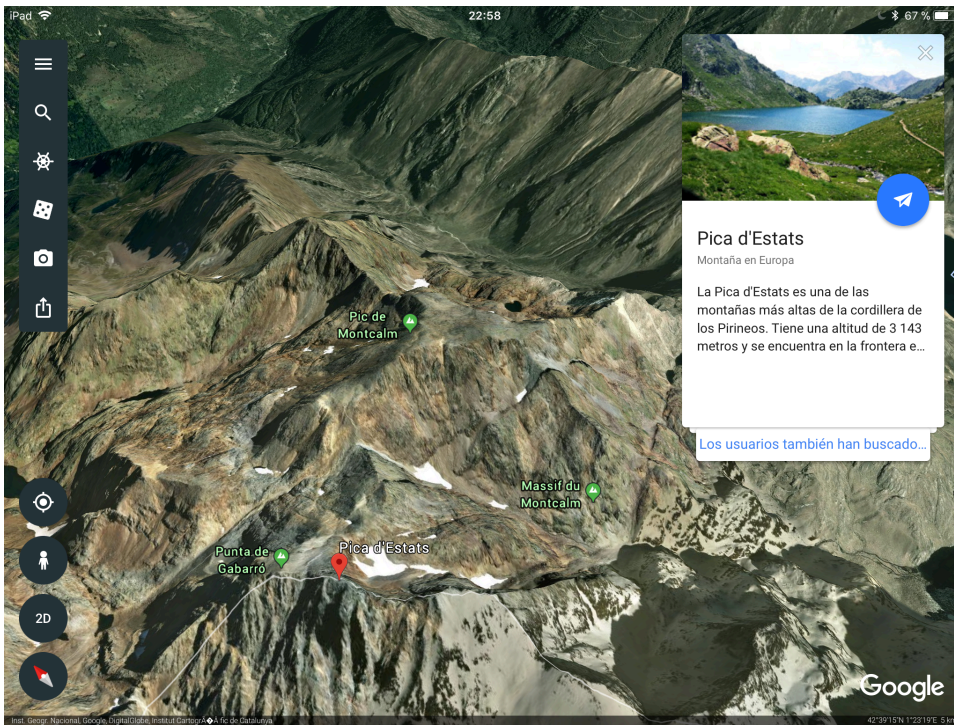
Using headphones able to play 3D audio and base the audio transmission on the physiological characteristics of the user, we enter the virtual reality through sounds.

Ex OSSIC X: the Oculus Rift for the ears

A few months ago Samsung presented an experiment that consisted of a 4D headset, which had galvanic vestibular stimulation to "trick" our inner ear and thus "feel" the virtual reality. In the case of the OSSIC X the idea is less complex, since everything is based on a calibration according to the size of the user's head and the characteristics of their ears.

In addition, it relies on the development of algorithms that emit sounds through four conductors in each ear that change according to the movements of the head, as they detect the position of the head or when the user turns or looks up or below, so you can synchronize with virtual reality experiences even movies with Dolby Atmos sound, or music with 3D audio settings. Synchronize the images to 3D audio.





https://ca.wikipedia.org/wiki/Realitat_virtual