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***Virtualica-Sisaldo***

# Virtual Reality (VR) Content System

# OVERVIEW

Virtual Reality (VR) Content is a computer-generated object/environment that offers scenes and objects that seem to be an actual part of the environment when viewed in a VR Software environment, making the user feel as if they are immersed within the content. VR headsets or helmets allow you to visualize this content through a device that resembles a head-mounted display.

The image has been generated entirely by computer

360 degree immersive experience in full 360 degree mode

The audio can be viewed in 3D spatially and binaurally

Head-mounted displays for virtual reality

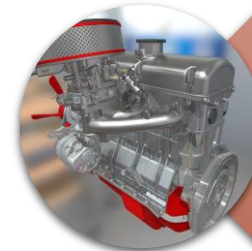
The concept of haptics refers to the use of controllers and sensors to interact with the environment in real time.



## FEATURES



Provide access to content management related databases through a web service



Displays the components of the equipment in the context of the user



Using VR software, you can view data and information in interactive 3D forms



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