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# Virtual Reality & Augmented Reality

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# Virtual Reality & Augmented Reality

Computer-generated simulation of a three- dimensional image or a complete environment, within a defined and contained space, that viewers can interact with in realistic ways.

VR is intended to be an immersive experience and typically requires equipment, most commonly a helmet / headset. Additional of information or visuals to the physical world, via a graphics and / or audio.

Overlay, to improve the user experience for a task or a product.

This “augmentation” of the real world is achieved via supplemental devices that render and display said information

## Course Outline:

### Chapter (1) Introduction

- What is virtually?
- History of Virtually?
- Types of virtually

### Chapter (2) Virtual Reality

- About Virtual Reality
- Definition of Virtual Reality
- Old Virtual Reality
- Exploring Current VR
- Types of VR
- Importance of VR
- Virtual Reality Experiences’ Integration
- Popular VR Glasses
- Virtual Reality Software
- VR Tools and Devices
- Applications of VR

### Chapter (3) Augmented Reality

- About Augmented Reality
- History of AR
- Methods of AR
- Augmented Reality Devices
- Benefits of AR

### Chapter (4) VR & AR

- Similarities
- Differences
- Integrations
- Future of VR & AR

### Chapter (5) Practical Session

- Using Unity Application

### Summary