

The Design and Realization of Virtual Reality Glass

Abstract

Virtual reality is described as the simulation of objects or persons belonging to past, present or future in order to be displayed in digital media. The digital media used for virtual reality is not limited to the utilization of desktop computers but also diversified as tablets, laptops, smart phones and all-in-one computers.

Virtual reality in addition to augmented reality and hologram techniques are encompassing our lives globally with its visuality and charm and becoming significant in education, health and communication. The purpose of this project is to design and implement a virtual reality glass to ensure that it is accessible, portable, interactive and affordable.

To reach our goal, five stages will be implemented. In the first stage, virtual reality glasses which are widely used today are examined in detail and their properties are compared. The properties of the filaments used with 3-dimensional printers will be examined in terms of their strength, flexibility and durability in the second phase. In the third stage, the design of the virtual reality glass will be implemented using modelling and design software. In the fourth stage, the realization of virtual reality glasses with 3-printers will be realized.

In the last stage, the use of the virtual reality glass will be evaluated with various groups especially Medicine and Veterinary Faculties. With this study, it is hoped that people will be able to feel themselves in a natural environment for longer time with the help of more accessible, affordable, portable and interactive virtual reality glass.