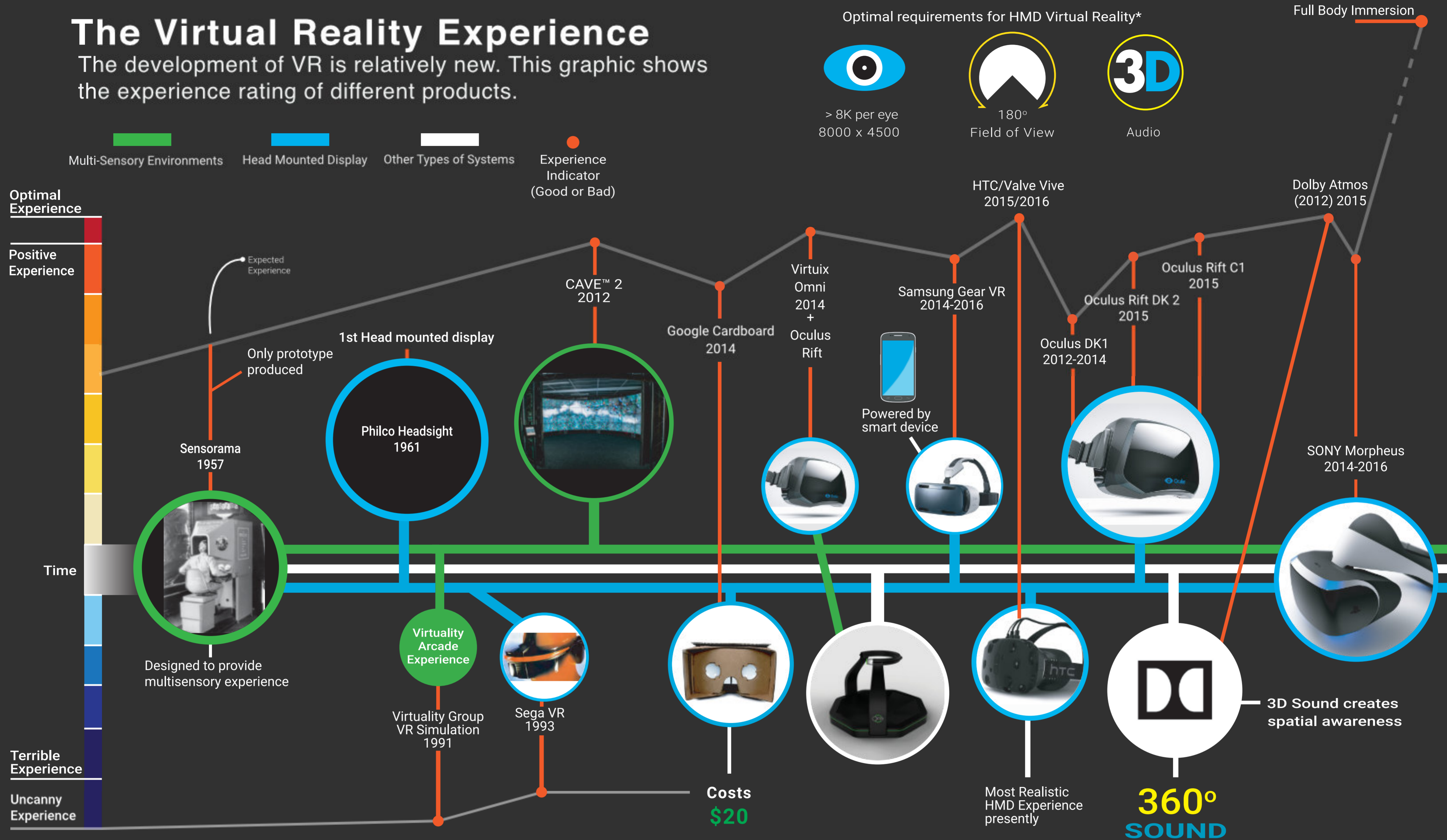


The Virtual Reality Experience

The development of VR is relatively new. This graphic shows the experience rating of different products.



Resources

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<http://arstechnica.com/gaming/2015/03/hands-on-valvehtc-vive-opens-up-the-virtual-reality-experience/>

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<http://www.theverge.com/2015/2/26/8112657/dolby-atmos-virtual-reality-surround-sound-jaunt-vr>
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<http://arstechnica.com/business/2015/03/dolby-stereoscopic-virtual-reality-proves-utterly-terrifying/>

Graphic entitled "Optimal Requirements of HMD Virtual Reality" based off Palmer Luckey interview
 ** http://gamasutra.com/blogs/Ivan-Blaustein/2013/10/29/203543/Do_we_need_4K_resolution_for_immersive_VR.php

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