

# Virtual Reality (VR) and Augmented Reality (AR) : A Thriving Technology

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**Abstract:** *The term Virtual reality (VR) & Augmented reality (AR) came into existence in the year 1968 by Ivan Sutherland. But, In today's era it is a technology which has a huge potential to scale in the market. Virtual reality (VR) and Augmented reality (AR) are taking off in almost or soon to be a part of our lives. It could be from creating a 3D video graphic game, e-commerce, marketing or from walking through a dream house to experiencing a walk in beautiful places. Both of these technologies are known for their enriched experience that brings together a virtual world and the real one with enhanced 3D visuals.*

*This technology allows a user to interact with a computer simulated environment, it is the bridge to experience, feeling and touch the past, present and the future virtual world. Today, VR has grown into a new phase and becomes a distinct field in the world of computing. The usability of VR has already been researched in automobile design, robotics, pharmacy, biology, education, as well as in building design.*

*People are quite aware about the term VR/AR but in this paper I will give a detailed introduction on VR, history of VR, its terminology, use cases and its contribution to the thriving technology..*

**Keywords:** Virtual reality (VR), Augmented reality (AR), Evolution, Components, Classifications, Use cases, Impact, Market & Trends

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