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# Virtual Reality and its Evolution Throughout the Years

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## I. INTRODUCTION

### Introduction to Virtual Reality

Virtual reality is a technology that immerses users in a simulated environment, creating a sense of presence and interaction. This technology has evolved significantly over the years, with increasingly sophisticated systems and equipment being developed to enhance the VR experience. The history of virtual reality can be traced back to the 1960s, but it was not until the last decade that VR became popular among consumers.

In the past ten years, there have been significant advancements in virtual reality technology. Stein provides a concise overview of these developments, highlighting the gradual improvements made in technology that have helped make VR a popular consumer product. These improvements include the use of computers, smartphone apps, headsets, motion chairs, gloves, and sensors to create a digital environment that replaces the user's real-world environment.

Virtual reality has had a profound impact on various industries, extending beyond gaming and entertainment. Healthcare, in particular, has benefited greatly from VR applications. For example, VR technology has been used in healthcare to train medical professionals, simulate surgeries, and treat mental health disorders. In the future, virtual reality is expected to continue its rapid growth and expansion into new areas. Virtual reality has come a long way since its early days in the entertainment industry. Virtual reality has come a long way since its early days in the entertainment industry and is now widely used in various domains such as healthcare, training, education, and even daily life. The development of virtual reality technology is expected to significantly transform people's way of living in the future.. As we look to the future, it is clear that virtual reality technology will continue to evolve and revolutionize various industries. One industry that has seen a significant impact from virtual reality is the entertainment industry. VR has opened up new possibilities for immersive and engaging experiences. People can now travel through the cells of the body, explore the depths of the ocean, or witness ancient battles in history, all from the comfort of their own homes.

But virtual reality is not just limited to entertainment. It has also found its place in education, allowing students to have interactive and hands-on experiences that were previously unimaginable. Imagine studying the solar system by actually being able to step foot on each planet, or learning about historical events by being transported back in time and witnessing them firsthand.

The impact of virtual reality in the education sector goes beyond just enhancing the learning experience. It has also been proven to increase student engagement and motivation. By immersing students in a virtual environment, virtual reality enables them to actively participate in their learning, sparking curiosity and deepening their understanding.

In addition to education, virtual reality has also been applied in the healthcare industry. Medical professionals can use virtual reality to simulate surgeries, allowing them to practice intricate procedures in a risk-free environment. This not only enhances their skills but also improves patient safety. Virtual reality is also being used for pain management, mental health treatments, and rehabilitation.

## II. THE BIRTH OF VIRTUAL REALITY

### A. *Early Attempts at Virtual Reality: The Panoramic Paintings*

The roots of Virtual Reality (VR) can be traced back to the 19th century, where early pioneers sought to create immersive experiences through panoramic paintings. These artistic endeavors, often referred to as 360-degree murals, marked the initial attempts at transporting individuals to different times and places, fostering a sense of presence and engagement that transcended the traditional confines of art.

#### 1) *Panoramic Paintings Defined*

Panoramic paintings were expensive artworks that encircled the viewer, enveloping them in a visual narrative that spanned the entirety of their field of vision. These paintings aimed to simulate the feeling of being physically present within a depicted environment, whether it be a historical event, a scenic landscape, or a bustling cityscape.

## 2) *Creating the Illusion of Presence*

The key objective of these panoramic paintings was to create the illusion of presence, allowing viewers to immerse themselves in scenes that seemed to extend beyond the confines of the canvas. Artists employed meticulous techniques to ensure that the visuals seamlessly connected, providing a continuous and cohesive panorama. This commitment to detail and continuity was crucial in fostering a sense of realism and transportative power.

## 3) *Transporting Viewers to Another World*

Stepping into a space adorned with a panoramic painting, viewers could escape the constraints of their physical surroundings and find themselves transported to distant locales or pivotal historical moments. The immersive nature of these artworks offered a departure from the conventional two-dimensional paintings, inviting individuals to explore the depicted world from various vantage points.

## 4) *Limitations and Evolution*

While panoramic paintings laid the foundation for the concept of VR, they were, of course, limited by the static nature of the artwork. Viewers could observe the scene, but interaction and dynamic engagement were beyond the scope of these early attempts. Nevertheless, these paintings sparked the imagination of artists and viewers alike, paving the way for future innovations that would push the boundaries of what virtual reality could achieve.

### B. *Stereoscopic Photos & Viewers: Unveiling the Ancestry of Virtual Reality(1838)*

In the annals of technological evolution, 1838 stands as a pivotal year when Charles Wheatstone's groundbreaking research opened a portal into the realm of three-dimensional perception. Wheatstone's work laid the foundation for stereoscopy, a concept that would later become intertwined with the very fabric of virtual reality.

#### 1) *Charles Wheatstone's Stereoscope (1838)*

Charles Wheatstone's research in 1838 illuminated a profound aspect of human vision: the brain's capacity to process disparate two-dimensional images from each eye into a singular, three-dimensional object. This discovery marked a watershed moment in our understanding of visual perception. To showcase this phenomenon, Wheatstone devised the stereoscope, a device that presented two side-by-side stereoscopic images. When viewed through the stereoscope, users experienced a striking sense of depth and immersion, an early glimpse into what would later be recognized as a rudimentary form of virtual reality.

#### 2) *Evolution: The Lenticular Stereoscope (1849)*

Building upon Wheatstone's foundation, David Brewster introduced the lenticular stereoscope in 1849. This iteration incorporated lenses, refining the stereoscopic viewing experience. The lenses enhanced the fusion of the two images, further contributing to the illusion of depth. The popularity of the stereoscope continued to grow, captivating the public's imagination and laying the groundwork for subsequent innovations in visual technology.

### C. *Link Trainer: Pioneering Flight Simulation Technology(1929)*

In the annals of aviation history, 1929 emerges as a landmark year with the creation of the Link Trainer by Edward Link, a revolutionary device that would lay the foundation for the future of flight simulation. Born out of a pressing need for safer and more effective pilot training methods, the Link Trainer marked a significant leap forward in aviation education and skill enhancement.

#### 1) *The Birth of the Link Trainer (1929)*

In 1929, Edward Link unveiled the "Link trainer," a device that would become synonymous with the concept of flight simulation. Patented in 1931, this electromechanical marvel was designed to provide pilots with a simulated flying experience in a controlled and safe environment. At its core, the Link Trainer was a pioneering example of a commercial flight simulator, driven by motors that were intricately linked to the aircraft's rudder and steering column, allowing for modifications to pitch and roll.

#### 2) *Innovative Features*

The Link Trainer wasn't merely a static device. It incorporated a small motor-driven mechanism that mimicked turbulence and disturbances, providing trainee pilots with a realistic feel of the challenges they might encounter during actual flight. This dynamic element was a crucial innovation, contributing to the authenticity of the training experience.

*D. Stanley G. Weinbaum: A Virtual Reality Visionary Ahead of His Time(1930)*

In the rich tapestry of science fiction literature, the 1930s bestowed upon us a luminary figure in the form of Stanley G. Weinbaum. Within the pages of his story "Pygmalion's Spectacles," Weinbaum wove a narrative that transcended the boundaries of imagination, foreseeing a future where immersive experiences akin to modern virtual reality would captivate the human senses.

*1) Weinbaum's Vision in "Pygmalion's Spectacles" (1930s)*

In an era long before the advent of contemporary virtual reality technologies, Stanley G. Weinbaum penned a tale that foreshadowed the immersive experiences we now associate with VR. In "Pygmalion's Spectacles," Weinbaum introduces a pair of goggles with extraordinary capabilities, allowing wearers to delve into fictional worlds through a multisensory experience. Notably, the goggles provided not only visual simulations but also engaged the senses of smell, taste, and touch, creating a holistic and immersive narrative universe.

*2) Vision Beyond His Time*

Weinbaum's foresight in envisioning an immersive experience that encompasses senses beyond sight is nothing short of remarkable. At a time when the concept of virtual reality was confined to the realm of fiction, Weinbaum stood as a true visionary, glimpsing into a future where technology would transport individuals into synthetic realms with a level of realism that extended beyond mere visuals.

*3) Uncanny Parallels with Modern VR*

In hindsight, Weinbaum's depiction of the experience afforded by the goggles in "Pygmalion's Spectacles" bears uncanny parallels to the contemporary and emerging landscape of virtual reality. The inclusion of touch, smell, and taste in his narrative prefigures the current endeavors of VR developers to create immersive environments that engage multiple senses, pushing the boundaries of what was once thought possible.

*E. Sensorama Concept (1957): Pioneering Multisensory Cinematic Experience:*

In the technological landscape of the 1950s, Morton Heilig, a visionary filmmaker, introduced a concept that would plant the seeds for future explorations in immersive experiences: the Sensorama. While not a direct manifestation of Virtual Reality (VR) as we know it today, the Sensorama laid a crucial foundation for the integration of multisensory elements into cinematic encounters, influencing the trajectory of immersive technologies.

*1) Visionary Ideation*

In 1957, Morton Heilig's vision transcended the conventional boundaries of filmmaking. He conceptualized the Sensorama, an ambitious endeavor aimed at engrossing audiences in a multisensory cinematic adventure. Heilig's aspiration was not limited to the visual and auditory components of storytelling; he sought to engage the audience's olfactory and tactile senses as well. The Sensorama was envisioned as a cabinet that enveloped the viewer, providing a 3D visual experience accompanied by the scents, vibrations, and breezes that corresponded to the scenes on screen.

*2) Multisensory Engagement*

What set the Sensorama apart was its commitment to creating a holistic and immersive experience. Heilig recognized that true engagement extended beyond what the eyes and ears could perceive. By incorporating smells, vibrations, and wind, he aimed to transport viewers into the heart of the narrative, creating an emotional and sensory connection unparalleled in traditional cinema.

*3) Limitations and Later Impact*

Despite Sensorama's visionary concept, it faced practical challenges and was not widely adopted during the 1950s. The technology of the time struggled to fully realize Heilig's ambitious vision. However, the Sensorama's legacy endured, influencing later developments in the realms of virtual reality and immersive technologies.

#### *F. Morton Heilig's Telesphere Mask: Pioneering the First VR Head Mounted Display(1960)*

In the expansive journey towards modern Virtual Reality (VR), the year 1960 marked a significant milestone with the creation of Morton Heilig's Telesphere Mask. This invention, albeit without interactive features or motion tracking, stands as the first example of a Head Mounted Display (HMD), laying the groundwork for the immersive virtual experiences that would follow.

##### *1) Evolution from Sensorama to Telesphere Mask*

Building on his earlier concept of the Sensorama, which aimed to engage multiple senses in a cinematic experience, Morton Heilig continued to push the boundaries of immersive technology. In 1960, he unveiled the Telesphere Mask, a device that represented a leap forward in the pursuit of creating a more personal and immersive visual encounter.

##### *2) Telesphere Mask's Features*

The Telesphere Mask was an HMD designed to provide a stereoscopic 3D visual experience with a wide field of vision. While lacking the interactive features and motion tracking that define modern VR, it marked a crucial step in the evolution of immersive displays. Wearers of the Telesphere Mask could enjoy a cinematic experience that enveloped their field of vision, creating a sense of presence within the content. The addition of stereo sound further heightened the immersion, making it a precursor to the audio-visual experiences integral to contemporary VR.

##### *3) Non-Interactive Medium*

It's essential to note that the Telesphere Mask was primarily designed for non-interactive film content. Unlike modern VR, which often involves user interaction and dynamic motion tracking, Heilig's invention was tailored for a more passive viewing experience. Users could enjoy a heightened sense of visual and auditory immersion, but the content lacked the interactivity that characterizes modern virtual reality experiences.

#### *G. Headsight – Pioneering Motion Tracking in HMDs(1961)*

In the annals of technological innovation, the year 1961 stands as a watershed moment with the emergence of Headsight, a precursor to the Head Mounted Displays (HMDs) integral to modern virtual reality. Developed by Philco Corporation engineers Comeau and Bryan, Headsight introduced groundbreaking features, including motion tracking, that laid the foundation for the evolution of immersive visual experiences.

##### *1) Development of Headsight*

Headsight represented a significant leap beyond Morton Heilig's Telesphere Mask by incorporating a revolutionary feature: motion tracking. In 1961, Comeau and Bryan devised a system that included a video screen for each eye and a magnetic motion tracking mechanism. This closed-circuit system was linked to a remote camera, enabling users to engage in immersive remote viewing of hazardous or inaccessible environments.

##### *2) Military Application and Remote Viewing*

Unlike its predecessors, Headsight was not initially conceived for entertainment purposes or virtual reality applications, as the term had not yet been coined. Instead, it was developed with a specific military objective—to provide an immersive and natural means of remote viewing in potentially dangerous situations. The motion tracking system allowed users to manipulate a remote camera by moving their heads, enabling them to survey and navigate through environments without physically being present.

##### *3) Limitations and Evolution*

Headsight, while groundbreaking, had its limitations. It lacked the integration of computer and image generation, a crucial aspect of modern virtual reality systems. The absence of computer-generated imagery constrained its potential applications and limited its scope primarily to military use for remote viewing.

#### *H. Ivan Sutherland's "The Ultimate Display": Pioneering the Vision of True Virtual Reality(1965)*

In 1965, Ivan Sutherland, a visionary computer scientist, presented a concept that would become a cornerstone in the development of Virtual Reality (VR).

His groundbreaking idea, titled "The Ultimate Display," laid out a vision where technology could simulate reality to such an extent that the line between the virtual and the real would become imperceptible. Sutherland's concept included key elements that would later define the essence of immersive virtual experiences.

Key Components of "The Ultimate Display":

1) *Virtual World Through an HMD*

Sutherland envisioned a virtual world that users would perceive through a Head-Mounted Display (HMD). This device would immerse users in a digital environment, offering a visual experience that appeared realistic. The HMD was a crucial component, acting as a portal into the virtual realm and creating a sense of presence for the user.

2) *Augmented 3D Sound and Tactile Feedback:*

Beyond visual immersion, Sutherland recognized the importance of engaging other senses. His concept included augmented 3D sound, enriching the auditory experience and contributing to a more realistic perception of the virtual world. Additionally, tactile feedback was considered, allowing users to feel and interact with the digital environment in a way that mimicked real-world interactions. This multisensory approach aimed to create a truly immersive and convincing experience.

3) *Real-Time Creation and Maintenance*

Sutherland's vision involved the use of sophisticated computer hardware to not only create the virtual world but also to maintain it in real-time. The dynamic nature of the virtual environment required continuous updates and adjustments based on user interactions. This aspect foresaw the need for powerful computational systems to support the evolving complexities of virtual reality.

4) *Realistic Interaction with Virtual Objects*

Another integral aspect of "The Ultimate Display" was the ability for users to interact with objects within the virtual world in a realistic manner. This interaction went beyond mere observation, allowing users to manipulate and engage with digital entities as if they were physical objects. This concept laid the foundation for the interactive and participatory nature of modern virtual reality experiences.

I. *Myron Krueger's "Artificial Reality": Pioneering Interactive Computer-Generated Environments(1969)*

In the landscape of virtual reality development, the year 1969 witnessed a significant leap with Myron Krueger's pioneering work in what he termed "Artificial Reality." As a virtual reality computer artist, Krueger delved into the creation of computer-generated environments that not only immersed users but also responded dynamically to their actions. This laid the foundation for his series of projects, including GLOWFLOW, METAPLAY, and PSYCHIC SPACE, which culminated in the development of VIDEOPLACE technology.

Evolution of "Artificial Reality" Projects

1) *Glowflow*

Krueger's journey began with GLOWFLOW, an early exploration into computer-generated environments. In this project, users could interact with visual elements created by the computer, representing an initial step toward a more responsive and dynamic form of virtual experience.

2) *Metaplay*

Building on the insights gained from GLOWFLOW, METAPLAY expanded the interactive possibilities. Users could engage with the computer-generated environment in more complex ways, blurring the line between observer and participant. METAPLAY marked a progression in Krueger's research, pushing the boundaries of what was achievable in artificial reality.

3) *Psychic Space*

PSYCHIC SPACE represented a further advancement, introducing elements of interactivity that hinted at the potential for immersive and communicative virtual experiences. Krueger's exploration of the psychological aspects of user engagement laid the groundwork for the development of more sophisticated technologies.

#### 4) *VIDEOPLACE Technology*

The culmination of Myron Krueger's research in artificial reality led to the development of VIDEOPLACE technology. This transformative technology allowed individuals, despite being physically distant, to communicate with each other within a responsive computer-generated environment. It was a groundbreaking achievement that went beyond the static nature of previous virtual reality endeavors, introducing a level of interactivity and shared experience that was revolutionary for its time.

#### J. *Birth of the Term "Virtual Reality" by Jaron Lanier: A Defining Moment in VR History(1987)*

Despite significant advancements in the realm of virtual reality, the field lacked a unifying term to encapsulate its diverse technologies and experiences. This void was filled in 1987 when Jaron Lanier, the founder of the visual programming lab (VPL), coined—or, according to some accounts, popularized—the term "virtual reality." This watershed moment not only provided a name for the research area but also marked the beginning of a new era in the language of immersive technologies.

##### 1) *Jaron Lanier And VPL Research*

Jaron Lanier, a visionary computer scientist and entrepreneur, played a pivotal role in shaping the narrative around immersive technologies. As the founder of VPL Research, he and his team were at the forefront of developing and popularizing virtual reality hardware and concepts.

##### 2) *The Coined Term: Virtual Reality*

In 1987, Lanier introduced the term "virtual reality" as a comprehensive descriptor for the diverse technologies and experiences emerging in the field. This term encompassed the spectrum of computer-generated environments, interactive simulations, and immersive technologies that were transforming the way individuals interacted with digital content.

##### 3) *VPL's Contribution to VR Hardware*

Under Jaron Lanier's leadership, VPL Research made significant contributions to virtual reality hardware. They developed pioneering devices, including the Dataglove (co-developed with Tom Zimmerman) and the EyePhone head-mounted display. These innovations allowed users to interact more naturally with virtual environments, with the Data Glove tracking hand movements and the EyePhone providing a visual gateway into digital worlds.

##### 4) *Commercialization of VR Gear*

VPL Research made history by becoming the first company to commercially sell virtual reality gear. The EyePhone 1, priced at \$9,400, and the EyePhone HRX, priced at \$49,000, were the inaugural virtual reality goggles available for purchase. Additionally, VPL offered virtual reality gloves, including haptic feedback, at a cost of \$9,000. This marked a significant step in the commercialization of virtual reality technology, making immersive experiences accessible to a broader audience.

#### K. *NASA's Project VIEW: Pioneering Virtual Reality for Astronaut Training(1989)*

In 1989, NASA embarked on a groundbreaking venture into the realm of Virtual Reality (VR) with the creation of Project VIEW (Virtual Interface Environment Workstation). Collaborating with Crystal River Engineering, NASA leveraged VR technology to develop an advanced simulation system aimed at training astronauts. Project VIEW not only represented a significant leap forward in astronaut training methodologies but also featured innovations that would later influence consumer products, notably the Nintendo Power Glove.

##### 1) *Genesis of Project VIEW*

Motivated by the need to enhance astronaut training methodologies, NASA sought to harness the capabilities of Virtual Reality to create a more immersive and realistic training environment. Collaborating with Crystal River Engineering, a company specializing in VR technologies, NASA embarked on Project VIEW.

#### Key Features of Project VIEW:

##### a) *Recognition as a Modern VR System*

Project VIEW was a remarkable example of VR technology even by contemporary standards.

It featured a recognizable VR setup that included a head-mounted display (HMD) and gloves for user interaction. This immersive environment allowed astronauts to simulate various scenarios and tasks they might encounter in space.

*b) Fine Simulation of Touch Interaction with Gloves*

One of the notable features of Project VIEW was the incorporation of gloves for fine simulation of touch interaction. This innovation allowed astronauts to engage in intricate tasks within the virtual environment, providing a level of realism and practicality crucial for space mission training.

*c) Influence on Nintendo Power Glove*

Interestingly, the technology developed for the gloves in Project VIEW had a direct impact on the creation of the Nintendo Power Glove. While initially designed for astronaut training, the technology found applications beyond space exploration and entered the realm of consumer electronics.

*L. Sega's Ambitious Yet Fateful Venture into VR (1993)*

In the early 1990s, Sega, a prominent player in the gaming industry, took a bold step into the realm of Virtual Reality (VR). In 1993, at the Consumer Electronics Show, the company announced the Sega VR headset, designed for use with the Sega Genesis console. This ambitious venture aimed to immerse gamers in a virtual world, enhancing their gaming experiences.

*1) The Sega VR Headset*

The Sega VR headset was characterized by its wrap-around design, incorporating head tracking, stereo sound, and LCD screens within the visor. Sega envisioned a groundbreaking product that would redefine gaming by offering players a more immersive and visually engaging experience.

*2) Intended Release and Price Point*

Sega had high hopes for the Sega VR headset and intended to release it to the market at an estimated price of about \$200 in the early 1990s, equivalent to approximately \$322 in 2015 adjusted for inflation. The proposed affordability aimed to make VR technology accessible to a broader audience of gamers.

*3) Technical Development Challenges*

Despite Sega's enthusiasm and significant investment in the project, technical development difficulties emerged as a formidable obstacle. Overcoming the complexities of creating a functional and consumer-ready VR system proved to be a significant challenge. These challenges included issues related to hardware reliability, user experience, and overall technical feasibility.

*4) The Unfortunate Outcome*

Regrettably, despite Sega's initial aspirations and the development of four games specifically tailored for the Sega VR headset, the project encountered insurmountable hurdles. The technical issues led to the demise of the Sega VR, relegating it to the status of a prototype that never made it to commercial release.

*M. Google Street View (2007): A Virtual Exploration of the World*

In 2007, Google revolutionized the way we navigate and explore the world with the introduction of Google Street View, an innovative addition to its Maps service. This marked a significant milestone in the evolution of virtual experiences, providing users with immersive street-level views captured by specialized camera-equipped vehicles.

*1) Development and Implementation*

Google partnered with Immersive Media to bring Street View to life. Specially equipped cars, known for their distinctive appearance with roof-mounted cameras, roamed the streets, capturing 360-degree panoramic images. These images were seamlessly integrated into Google Maps, allowing users to virtually traverse streets and neighborhoods.



## 2) *Cutting-Edge Camera Technology*

The technology at the heart of Google Street View was a dodecahedral camera, a custom design employed by Immersive Media. This camera could capture images in all directions simultaneously, creating a comprehensive visual record of the surroundings. The use of such advanced imaging technology played a pivotal role in achieving the immersive experience that users enjoy today.

## 3) *Global Accessibility*

Google Street View provided users with the ability to virtually "stand" in almost any part of the world and explore their surroundings. Whether planning a trip, scouting locations, or simply satisfying one's curiosity, this feature allowed for an unparalleled level of virtual exploration.

## N. *The 3D Evolution of Street View and the Birth of Oculus Rift(2010)*

The year 2010 witnessed significant developments in both the evolution of Google Street View and the inception of a groundbreaking virtual reality project known as Oculus Rift, setting the stage for transformative advancements in immersive technologies.

### 1) *Google Street View Goes 3D*

In a continuous effort to enhance its mapping service, Google Street View took a major leap forward in 2010 with the introduction of a 3D mode. This feature added an extra dimension to the immersive exploration of streets and locations, providing users with a more realistic and depth-enhanced experience. The 3D mode further solidified Street View's position as a pioneering tool for virtual exploration.

### 2) *Palmer Luckey's Oculus Rift Prototype*

Simultaneously, in the realm of virtual reality, Palmer Luckey, a young enthusiast with a passion for immersive experiences, was making waves. Luckey developed a do-it-yourself VR headset prototype named the Oculus Rift. The Oculus Rift was designed to be an accessible and affordable VR solution that enthusiasts could assemble and use independently.

### 3) *Fateful Meeting with John Carmack*

The turning point for Oculus Rift came when Palmer Luckey crossed paths with John Carmack, a legendary figure in the world of computer programming and gaming. This meeting proved to be pivotal, as Carmack recognized the potential of the Oculus Rift and joined forces with Luckey to refine and elevate the VR headset to new heights.

### 4) *The Oculus Rift's Trajectory*

Following the collaboration with John Carmack, the Oculus Rift went through further development and refinement. Subsequent iterations of the headset gained attention for their immersive capabilities and became a focal point of interest within the gaming and tech communities.

## O. *The Oculus Kickstarter - A Game-Changing Moment in VR History(2012)*

In 2012, Palmer Luckey took a bold step toward transforming the landscape of virtual reality by launching a Kickstarter campaign to fund the development of his VR headset prototype, the Oculus Rift. This momentous event marked a clear demarcation between previous consumer VR endeavors and the burgeoning era of the modern VR revolution.

### 1) *Palmer Luckey's Vision*

Palmer Luckey, driven by his passion for immersive experiences, sought to bring high-quality virtual reality to the masses. The Oculus Rift, with its promise of affordable yet cutting-edge VR, captured the imagination of enthusiasts, gamers, and tech enthusiasts alike.

### 2) *Kickstarter Campaign*

Luckey's decision to turn to Kickstarter for funding was a strategic move to gauge public interest and generate the necessary financial support for the Oculus Rift project. The Kickstarter campaign, launched in August 2012, set an initial funding goal of \$250,000.

### 3) *Overwhelming Support:*

The response to the Oculus Rift Kickstarter campaign exceeded all expectations. Enthusiasts and backers rallied behind the project, expressing a collective eagerness to see Luckey's vision become a reality. The campaign concluded with a staggering total of nearly \$2.5 million in pledges, showcasing the immense demand for accessible and innovative virtual reality experiences.

### 4) *A Turning Point*

The success of the Oculus Kickstarter campaign marked a pivotal moment in the history of VR. It demonstrated that there was a substantial market appetite for consumer-grade virtual reality and shattered the notion that VR was confined to niche applications. The campaign's success served as a catalyst for the resurgence of interest in VR technology on a global scale.

### *P. Facebook Acquires Oculus, Sony's PS VR Announcement, and the Proliferation of VR (2014)*

The year 2014 proved to be a watershed moment for virtual reality, characterized by major industry developments, high-profile acquisitions, and the introduction of key VR platforms.

#### 1) *Facebook Acquires Oculus*

In a move that reverberated across the tech and gaming industries, Facebook, led by Mark Zuckerberg, acquired Oculus VR, the company behind the Oculus Rift headset. The acquisition, finalized in March 2014 for approximately \$2 billion, signaled Facebook's recognition of the potential of virtual reality as a social and interactive platform. Palmer Luckey, the founder of Oculus, became an instant figurehead in the VR space, and the acquisition paved the way for significant investments and developments in Oculus technology.

#### 2) *Sony's PS VR Announcement*

Simultaneously, Sony Interactive Entertainment announced its foray into the virtual reality space with Project Morpheus, later unveiled as PlayStation VR (PSVR). The revelation that Sony, a major player in the gaming industry, was actively developing a VR headset for its popular PlayStation console added considerable momentum to the VR landscape. The announcement generated anticipation and speculation about how console-based VR experiences would compare to those on high-end PCs.

#### 3) *Google Cardboard, PSVR, and Samsung Gear VR Launch*

2014 also witnessed the democratization of virtual reality with the launch of accessible VR solutions. Google introduced Google Cardboard, a simple and affordable VR viewer made from cardboard, transforming smartphones into rudimentary VR devices. Sony's PSVR hit the market, providing console gamers with a dedicated VR platform. Additionally, Samsung collaborated with Oculus to release the Samsung Gear VR, a mobile VR headset leveraging Samsung smartphones.

### *Q. The Rise of Cloud-Based VR Gaming in the 5G Era(2023)*

As we step into the year 2023, the landscape of virtual reality (VR) continues to evolve, with a notable trend taking center stage: the increasing prominence of cloud-based VR gaming, buoyed by the widespread implementation of 5G networks. This convergence represents a transformative phase in the VR industry, bringing about new possibilities and reshaping the way users engage with immersive experiences.

#### 1) *Cloud-Based VR Gaming: A Paradigm Shift*

Cloud-based VR gaming marks a paradigm shift in the way VR content is delivered and consumed. Unlike traditional VR setups that rely on local processing power, cloud-based VR gaming leverages the capabilities of remote servers to handle the computational demands, rendering complex virtual environments and streaming them to users in real-time. This shift has significant implications for accessibility, device requirements, and the overall user experience.

#### 2) *Key Enabler: 5G Networks*

At the heart of this evolution is the widespread deployment and adoption of 5G networks. The rollout of 5G technology provides the high bandwidth, low latency, and increased connectivity needed for seamless and responsive cloud-based VR experiences. With 5G, users can expect a substantial reduction in lag, enabling a more immersive and dynamic VR gaming environment.

### 3) Challenges and Considerations

While the shift to cloud-based VR gaming brings numerous benefits, it is not without challenges. Issues such as potential latency, data privacy concerns, and the requirement for robust internet connectivity need to be addressed. Ongoing developments in edge computing and improvements in network infrastructure aim to mitigate these challenges and enhance the overall reliability of cloud-based VR experiences.

## III. SUMMARY

### Virtual Reality: A Glimpse into the Future

In the ever-evolving landscape of technology, Virtual Reality (VR) stands poised as a transformative force, offering a glimpse into a future where the lines between the physical and digital realms blur, creating immersive experiences that captivate the human senses. As we stand on the cusp of a new era, it is evident that VR is not merely a technological innovation; it is a gateway to uncharted possibilities that will redefine how we perceive and interact with the world.

At its core, VR is a medium that transcends the traditional boundaries of entertainment. While its roots trace back to early experiments with stereoscopic photos and flight simulators, contemporary VR has blossomed into a versatile tool with applications ranging from healthcare and education to business and beyond. The promise lies not just in the technology itself but in the transformative experiences it can deliver.

In the realm of entertainment, VR has already begun to revolutionize how we consume content. From immersive gaming experiences that transport players to fantastical worlds to virtual concerts that bring music enthusiasts closer to their favorite artists, the entertainment industry is embracing VR as a catalyst for innovation. The ability to step into a narrative, be it a movie or a game, and actively engage with the environment is reshaping the very fabric of storytelling.

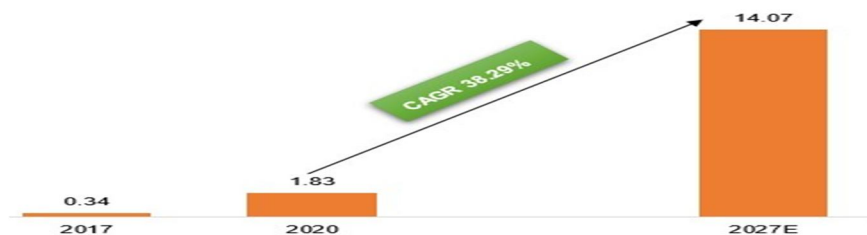
However, the impact of VR extends far beyond leisure. In healthcare, VR is emerging as a powerful tool for training medical professionals, simulating surgeries, and even offering therapeutic interventions. The educational landscape is witnessing a paradigm shift, with VR providing immersive learning environments that cater to diverse subjects, from history to science, fostering engagement and comprehension. As we gaze into the future, cloud-based VR gaming and the integration of 5G networks herald a new era of accessibility and connectivity. The ability to experience VR without the constraints of cumbersome hardware, coupled with lightning-fast data transfer, opens doors to a more inclusive and dynamic virtual world. This evolution promises not only enhanced entertainment experiences but also collaborative workspaces and social interactions that defy physical distances.

Yet, with the promises come challenges. Issues of data security, ethical considerations, and the need for robust infrastructure pose hurdles that must be surmounted. Striking a delicate balance between technological advancement and responsible implementation will be key to unlocking the full potential of VR without compromising societal values.

In essence, the future of VR is an unfolding tapestry of innovation, where human imagination meets technological prowess. It is a future where education is not confined to textbooks, healthcare is personalized and empathetic, and entertainment is not a passive experience but a journey of active participation. The evolution of VR mirrors our collective aspiration to transcend the ordinary and immerse ourselves in realms limited only by our creativity. As we navigate this virtual frontier, the story of VR is not just one of technological progression but a testament to the indomitable spirit of human curiosity. The future is an open canvas, waiting to be painted with the vibrant hues of virtual reality, inviting us to step into a world where the boundaries of what is real and what is possible continue to blur.

## IV. GENERAL DATA & STATISTICS

### A. Overview of AR/VR Markets in India



(Source: Research and Markets)

- 1) **Market Size and Growth:** The AR/VR market in India is expected to grow significantly, with a projected Compound Annual Growth Rate (CAGR) of 38.29%. The total market size is anticipated to reach US\$ 14.07 billion by 2027.
- 2) **Driving Factors:** The growth is attributed to factors such as increased smartphone penetration, widespread internet connectivity, and a tech-savvy population. As of 2021, India had 1.2 billion mobile subscribers, with 750 million using smartphones.
- 3) **Demographics:** The younger population in Tier 2 and Tier 3 cities is noted for having high tech literacy. This demographic trend has facilitated the adoption of AR-based experiences by companies and app providers.
- 4) **Application Sectors:** AR/VR technology is being widely used across various sectors, including retail, education, gaming, and healthcare. This indicates the versatility of AR/VR applications and their potential impact on different industries.
- 5) **Consumer Segment:** The usage of AR/VR headsets has increased in the consumer segment, possibly due to the affordability of wearables. This suggests a growing interest and adoption of AR/VR technologies among individual consumers.
- 6) **Dominance of Hardware Segment:** As of FY20, the hardware segment accounted for a significant share (71%) of India's AR and VR market. This could include devices such as AR/VR headsets and other related hardware.

In my opinion, the projected growth of the AR/VR market in India is indeed promising and reflects the country's increasing technological prowess. The anticipated Compound Annual Growth Rate (CAGR) of 38.29% suggests a dynamic landscape with immense potential for innovation and market expansion.

Several driving factors contribute to this growth, notably the widespread adoption of smartphones and the pervasive internet connectivity. With 1.2 billion mobile subscribers and 750 million smartphone users as of 2021, India presents a vast consumer base ready to explore and embrace AR/VR technologies. This not only indicates the growing digital ecosystem in the country but also highlights the receptiveness of the population to cutting-edge advancements.

One intriguing aspect is the tech-savvy nature of the younger demographic in Tier 2 and Tier 3 cities. This demographic's high tech literacy has become a catalyst for the adoption of AR-based experiences by companies and app providers. It showcases the potential for AR/VR technologies to bridge the urban-rural digital divide, making immersive experiences accessible to a broader audience.

The application of AR/VR across diverse sectors, including retail, education, gaming, and healthcare, underscores the versatility and transformative potential of this technology. It goes beyond mere entertainment, permeating into crucial areas like education and healthcare, where immersive experiences can enhance learning and medical practices.

In conclusion, the projected growth of the AR/VR market in India aligns with the country's technological evolution. The combination of a tech-savvy population, increasing smartphone penetration, and the wide-ranging applications of AR/VR positions India as a significant player in the global AR/VR landscape. As these technologies continue to advance, the impact on various industries is likely to be substantial, ushering in a new era of digital experiences and possibilities.

### *B. Recent Trends(INDIA)*

#### Emerging Trends in AR/VR Technology:

- 1) **Revolutionizing Driving Experiences:** A groundbreaking collaboration between Microsoft and Volkswagen is reshaping the automotive landscape. By integrating Microsoft's HoloLens 2, cars can now feature AR displays on dashboards, offering real-time information like pedestrian warnings at crosswalks and internal temperature metrics.
- 2) **Eyewear Retail Reinvented:** Leading Indian budget eyewear brand, MyValueVision.com, is set to disrupt the retail sector with plans to launch 100 franchise stores. These stores will leverage AI and AR/VR technologies to provide customers with an immersive and technologically advanced shopping experience.
- 3) **AR Gaming Ventures in India's Tech Scene:** Krikey, an AR company, has introduced a groundbreaking AR game named Yatra in collaboration with Reliance Jio. This initiative is set to redefine the gaming landscape in India, pushing the boundaries of augmented reality experiences.
- 4) **Defense Industry Advances with AR:** BalaAatral Solutions, a Chennai-based gaming startup, has secured substantial grants totaling US\$ 0.41 million from the Ministry of Defence. This funding will drive innovation in the defense sector, showcasing the growing role of AR/VR in addressing challenges within critical industries.
- 5) **E-commerce Revolution Through AR:** Flipkart is taking a bold step in e-commerce with the launch of "Flipkart Labs," aiming to elevate online shopping using AR and non-fungible tokens (NFTs). This move underscores the evolving trend of integrating immersive technologies into the fabric of retail environments.
- 6) **Strategic Investment in Silicon Valley:** Reliance Jio has injected a notable US\$ 15 million into TWO, a Silicon Valley startup specializing in the AR/VR sector. This strategic move demonstrates a global collaborative effort and financial backing for ventures at the forefront of advancing augmented and virtual reality technologies.

7) Digital Transformation of Cultural Spaces: Tagbin, an innovative Indian startup, spearheaded the digital transformation of the Pradhan Mantri Sangrahalay (PM Museum) in New Delhi. Inaugurated by Prime Minister Narendra Modi, this ambitious US\$ 40 million project leveraged AR/VR technologies to reimagine the museum experience, exemplifying the transformative potential of these technologies in cultural and educational domains.

These dynamic trends underscore the diverse applications and increasing significance of AR/VR technologies across industries. From automotive and retail to gaming, defense, and cultural institutions, these initiatives represent a collective shift towards embracing the transformative power of augmented and virtual reality.

In my opinion, these trends in the AR/VR space highlighted by these notable developments represent a significant leap forward in the integration of immersive technologies into diverse aspects of our lives. The collaborative efforts between tech giants like Microsoft and automotive leaders such as Volkswagen showcase the potential for AR to enhance safety and user experiences in unexpected ways, like displaying warnings on car dashboards.

The initiative by MyValueVision.com to open franchise stores based on AI and AR/VR suggests a forward-thinking approach in the retail sector. This move aligns with the evolving expectations of consumers who seek more personalized and interactive shopping experiences. It's a testament to how technology can reshape traditional industries, making them more dynamic and engaging for customers.

The launch of AR games like Yatra by Krikey in association with Reliance Jio reflects the growing trend of using augmented reality for entertainment. As these technologies become more mainstream, we can anticipate a surge in creative and interactive content that blurs the lines between the digital and physical worlds.

The government's support for innovation, as seen in BalaAatral Solutions receiving grants from the Ministry of Defence, indicates a recognition of the strategic importance of AR/VR technologies, particularly in areas like defense. This kind of support can be pivotal in encouraging startups to explore groundbreaking solutions with potential applications in critical sectors.

Flipkart's move to enhance the e-commerce experience through AR and NFTs with "Flipkart Labs" is a step towards redefining online shopping. This aligns with the evolving nature of consumer expectations, emphasizing the need for more immersive and interactive digital experiences.

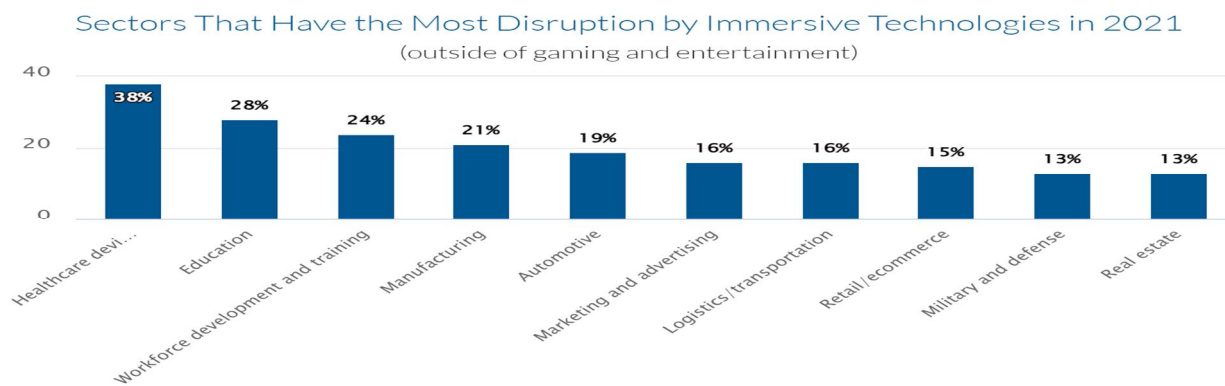
The substantial investment by Reliance Jio in TWO, a Silicon Valley-based startup focused on AR/VR, underlines the growing confidence in the economic potential of this sector. It signals a recognition that AR/VR technologies are not just futuristic concepts but tangible assets that can drive innovation and economic growth.

Finally, the digitization of cultural spaces like the Pradhan Mantri Sangrahalay in New Delhi using AR/VR technologies highlights the broader societal impact. This not only preserves cultural heritage but also democratizes access to historical and cultural artifacts, making them more inclusive and engaging for the public.

In essence, these trends collectively paint a picture of a rapidly advancing AR/VR landscape that is reshaping industries, fostering innovation, and contributing to a more immersive and interconnected world. The convergence of technology, collaboration, and investment in this space holds the promise of unlocking new possibilities and transforming the way we perceive and interact with the world around us.

### C. Global Statistics On VR And Its Demand

Impact on different industries:



Designed by  FinancesOnline

In my opinion, this data from 2020 reflects a profound shift in how industries perceive and integrate immersive technologies, particularly augmented reality (AR) and virtual reality (VR). The widespread anticipation of disruptive impacts across various sectors underscores the recognition of the transformative potential of these technologies beyond gaming.

The high expectations for immersive technology disruptions in healthcare devices, education, workforce development, manufacturing, and other sectors highlight a collective understanding that AR and VR can offer innovative solutions to real-world challenges. Whether it's enhancing medical training through immersive simulations, revolutionizing education with interactive learning experiences, or improving workforce skills through virtual training programs, the applications appear limitless.

The fact that 91% of business organizations were either leveraging or planning to adopt VR or AR technology in 2020 suggests a widespread acknowledgment of the business value these technologies bring. This high level of interest indicates a shift from perceiving AR and VR as futuristic concepts to recognizing them as practical tools for enhancing productivity, efficiency, and overall business outcomes.

The notable spending growth in sectors such as banking, securities and investments services, and central/federal government further emphasizes a strategic investment in immersive technologies. These sectors are evidently recognizing the potential for AR and VR to revolutionize customer experiences, financial services, and government operations, respectively.

The dominance of the enterprise sector in generating over 70% of AR/VR revenue until the end of 2022 aligns with the idea that businesses are at the forefront of adopting these technologies. This may be attributed to the tangible and measurable benefits that AR and VR can bring to corporate training, product development, and customer engagement.

In summary, the data paints a picture of a technology landscape where AR and VR are no longer on the periphery but integral to the strategic plans of diverse industries. The anticipated disruptions and significant spending growth indicate a paradigm shift in how businesses and organizations approach technology, recognizing the potential of immersive technologies to reshape processes, improve outcomes, and drive innovation across sectors.

Today, employees in high-risk fields and heavy industries like oil and gas, construction, and manufacturing are getting the opportunity to test the waters of the virtual world. VR, together offers benefits and is, without a doubt, helpful in training.

#### *D. Virtual Reality (VR) and Augmented Reality (AR) in Training and Development*

- 1) **Current Adoption in Businesses:** Presently, 26% of businesses incorporate VR/AR technologies for employee training purposes, indicating a notable but evolving trend.
- 2) **Anticipated Focus in 2021:** A significant 70% of professionals foresee organizations directing their attention towards the adoption of VR/AR in training and development throughout 2021.
- 3) **Impact on Workplace Safety:** VR training exhibits a substantial 43% reduction in workplace injuries, underscoring its effectiveness in enhancing safety protocols.
- 4) **Training Retention Rates:** VR training demonstrates an impressive retention rate of 75%, surpassing traditional methods such as lectures (5%), reading (10%), and audio-visual learning (20%).
- 5) **Focus in Healthcare:** In the healthcare sector, 68% of professionals envision AR/VR training simulations taking the forefront in new solutions and applications until 2022, highlighting the sector's commitment to immersive training methods.
- 6) **Adoption in Large Organizations:** A substantial 39% of major organizations leverage VR/AR technologies to facilitate training in simulated environments, showcasing a growing reliance on immersive learning experiences.
- 7) **Effectiveness in Law Enforcement:** Police officers who undergo virtual training are reported to be 2.7 times more likely to engage in successful missions, emphasizing the tangible benefits of VR in enhancing real-world skills and decision-making.

The cumulative data suggests a growing recognition of VR and AR as impactful tools in various sectors, particularly in training and development, with positive outcomes in safety, retention, and practical skills application.

In my opinion, the growing utilization of virtual reality (VR) and augmented reality (AR) in training, especially in high-risk industries, signifies a transformative leap in how we approach skill development and safety protocols. The statistics provided underscore the tangible benefits and the potential these immersive technologies hold for enhancing learning outcomes across diverse sectors.

The fact that 26% of businesses are already leveraging VR/AR for employee training, coupled with the expectation of 70% of professionals that organizations will increasingly adopt these technologies in training and development, reflects a shifting landscape where businesses recognize the value of hands-on, experiential learning. This trend is not just about innovation; it's about practicality and efficiency in preparing workers for real-world challenges.

The reported 43% reduction in workplace injuries through VR training is particularly noteworthy. This statistic suggests that immersive simulations not only enhance the learning experience but also contribute significantly to workplace safety. The ability to simulate hazardous scenarios in a controlled environment allows workers to develop and practice skills without exposing them to actual risks, ultimately leading to a safer work environment.

The striking 75% retention rate of VR training, surpassing traditional methods, speaks volumes about the effectiveness of immersive learning. This aligns with the understanding that people learn best when they actively engage with the material, and VR provides a platform for interactive and memorable experiences.

In healthcare, where precision and expertise are crucial, the anticipation that 68% of professionals believe AR/VR training simulations will be a primary focus indicates a recognition of the potential to elevate medical training. This could lead to better-prepared healthcare professionals, potentially improving patient outcomes.

The application of VR/AR in law enforcement, with officers being 2.7 times more likely to succeed in missions after virtual training, highlights the real-world impact on critical tasks. This not only enhances the skill set of officers but also has the potential to positively influence public safety.

Overall, the data paints a compelling picture of VR and AR as transformative tools in training across industries. The shift towards immersive learning experiences is not just a technological evolution; it's a strategic move to enhance safety, improve skills, and ultimately drive better outcomes in the workplace. As these technologies continue to evolve, their role in shaping the future of training and skill development appears increasingly pivotal.

#### *E. Factors Hindering Adoption Statistics*

##### *1) Virtual Reality (VR) Adoption*

- a) Content Offerings (27%): The availability and quality of content are pivotal for engaging users in VR. A limited or unexciting content selection can impede widespread adoption.
- b) User Experience (19%): The overall user experience, encompassing hardware comfort, ease of use, and the immersive nature of VR, significantly influences adoption.
- c) Business and Consumer Reluctance (19%): Resistance or hesitation from both businesses and consumers to embrace VR technology can decelerate its adoption.
- d) Regulation and Legal Risks (12%): Concerns related to legal and regulatory aspects, such as privacy issues or potential liabilities, can impact the adoption of VR.
- e) Cost to Consumers (11%): The expenses associated with VR hardware and software can be a barrier for consumers, affecting the overall adoption rate.
- f) Financing and Investment (9%): Insufficient funding or investment in VR projects can limit the development and growth of the technology.

##### *2) Augmented Reality (AR) Adoption*

- a) User Experience: Analogous to VR, the user experience in AR, which includes seamless integration with the real world, is a critical factor affecting adoption.
- b) Content Offerings: The availability and variety of AR content play a substantial role in attracting users and driving adoption.
- c) Business and Consumer Reluctance: Resistance from businesses and consumers to adopt AR technology can be a hindrance.
- d) Regulation and Legal Risks: Similar to VR, concerns about legal and regulatory issues can impact the adoption of AR.
- e) Financing and Investment: Limited funding or investment in AR projects can decelerate development and innovation in the AR space.
- f) Cost to Consumers: The cost associated with AR devices and applications is a consideration for consumers, although it is less prominent than in VR.

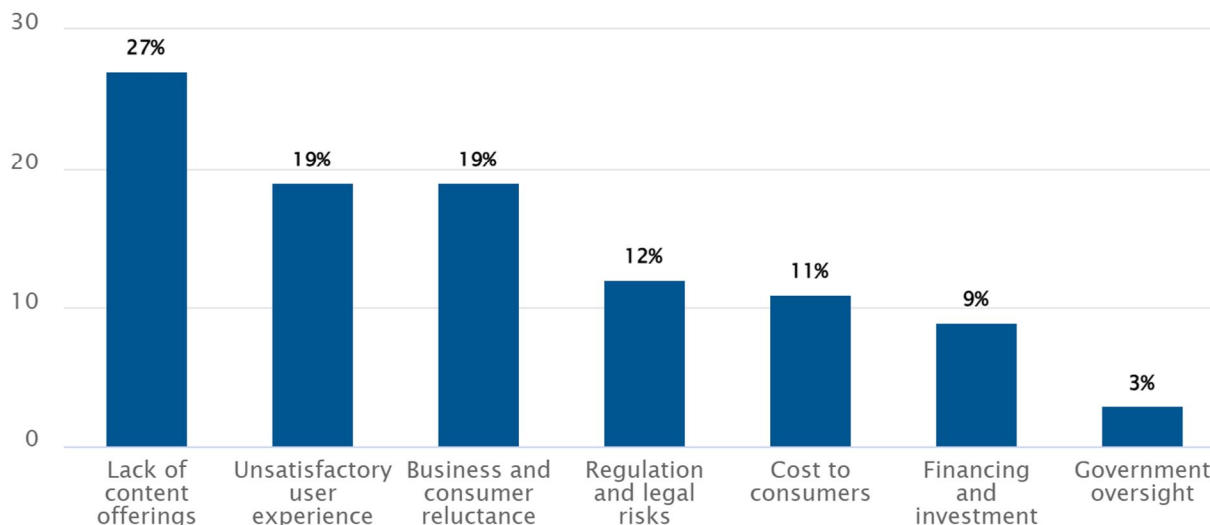
##### *3) Investor Concerns in VR Startups*

- a) Lack of Established Market: Investors may be concerned about the absence of a well-defined market for VR technology, making it challenging to predict returns.
- b) Untested Technology: The unproven nature of VR technology and its applications can be a concern for investors.
- c) Slow Business Adoption: If businesses are slow to integrate VR into their operations, it may affect the growth and success of VR startups.

- d) Slow Consumer Adoption: The pace at which consumers adopt VR technology is a key factor influencing investor confidence.
- e) Lack of Trusted Teams and Technologies: Investors may be cautious if they perceive a shortage of trustworthy teams or technologies in the VR startup landscape.

Understanding and addressing these challenges can contribute to overcoming barriers and promoting the widespread adoption of VR and AR technologies.

### Top Virtual Reality Adoption Barriers in 2020



Designed by  FinancesOnline

In my opinion, the data provided on factors hindering the adoption of virtual reality (VR) and augmented reality (AR) provides valuable insights into the challenges facing these immersive technologies. Addressing these obstacles is crucial for unlocking their full potential in various industries.

For VR, the top hindrance being content offerings (27%) emphasizes a critical need for diverse, high-quality, and engaging VR experiences. Without compelling content, users may be hesitant to invest in VR devices. This hurdle is closely followed by concerns related to user experience (19%), indicating that refining the ease of use and overall satisfaction with VR hardware and software is essential.

Business and consumer reluctance (19%) is a shared concern for both VR and AR, underlining the importance of overcoming skepticism and ensuring that these technologies align with the needs and expectations of both corporate and individual users.

Regulation and legal risks (12% for VR, 14% for AR) highlight the need for a clearer regulatory framework to address potential legal challenges in the deployment of immersive technologies. Striking a balance between innovation and compliance is crucial to build confidence among users and investors.

The cost to consumers (11% for VR, 7% for AR) remains a consideration, indicating that despite advancements, the affordability of VR and AR devices remains a factor influencing adoption. Lowering costs while maintaining quality is a delicate balance that industry players need to navigate.

On the investor side, concerns about the lack of an established market for technology (46%) highlight the nascent nature of the VR market. This underscores the importance of creating robust ecosystems and demonstrating the practical applications of VR to attract more investors.

The data also suggests that untested technology (38%) and slow adoption by businesses (38%) are significant concerns for investors. This signals a need for startups to not only innovate but also effectively communicate the practicality and business value of their VR solutions.

The slow consumer adoption concern (32%) aligns with the broader challenge of convincing individuals to integrate VR into their daily lives. Overcoming this requires not only addressing content and user experience but also educating the public about the potential benefits of VR.





In conclusion, while VR and AR hold immense potential, addressing the identified challenges is crucial for wider adoption. Industry players need to focus on content creation, improving user experience, navigating regulatory landscapes, and strategically addressing cost concerns. Simultaneously, startups must work to establish the market, build trust in their technologies, and demonstrate the real-world impact of VR and AR applications. By tackling these hurdles collectively, the immersive technology landscape can evolve to meet the expectations of users and investors alike.



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