

# Nalla Narasimha Reddy Group of Institutions

Report On

**Guest Lecture on “VIRTUAL REALITY”**

by

**Mr. Jignesh Talasila**

**Under IETE, ISF-NNRG Professional chapter**

The guest lecture was conducted by the department of E.C.E on 05<sup>th</sup> Aug, 2017. It was organized under the professional chapter of IETE.

As part of the activity of Innovation the department of ECE organized a guest lecture by **Mr. Jignesh Talasila** on **05<sup>th</sup> August 2017** at main seminar hall. All the students of ECE attended the lecture. In his address, Mr. Mr. Jignesh Talasila stressed on the definition & evolution of electronics. He explained all the basic components & their uses in various applications. He also explained about Virtual Reality (VR) is a way of using technology to create environments designed for interaction between physical & digital world. This environment is, of course, different than our physical environment and at times it also merges physical environment with digital environment/objects in the digital world. At times, VR is also referred as gateway to digital world. Virtual reality creates an immersive experience by allowing the user to create and replicate any environment for simulated interactions and computing. In 2017, Virtual Reality (VR) has been one of the top 10 technologies to watch for. With the rise of consumer grade VR technology, we have entered an era where we would be consuming multiple flavors of this technology. There are 3 popular variants of this technology namely Virtual Reality (VR), Augmented Reality (AR), Mixed Reality (MR). Chintan has coined the term “xR” to refer all types of VR, AR & MR together.



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