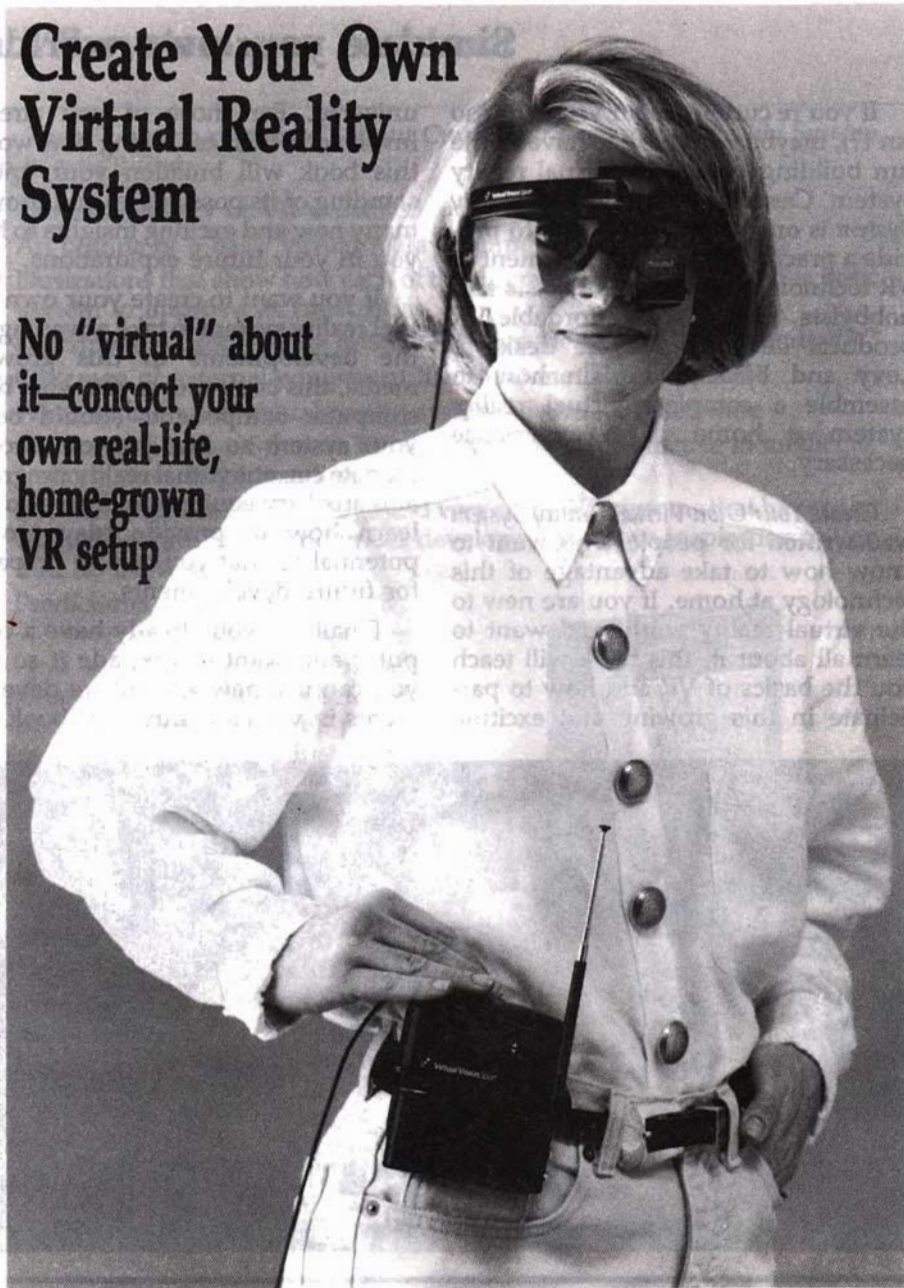# Create Your Own Virtual Reality System

No "virtual" about it—concoct your own real-life, home-grown VR setup

Create Your Own Virtual Reality System

by Joseph R. Levy and Harley Bjelland

Simulate your own worlds with a VR system *you* construct

If you're curious about VR (and who isn't?), maybe you'd like to have a little fun building your own virtual reality system. *Create Your Own Virtual Reality System* is one of the first books to provide a practical, hands-on treatment of VR technology for PC enthusiasts and hobbyists. Focusing on affordable VR products designed for the desktop, Levy and Bjelland explain how to assemble a complete virtual reality system at home ... no experience necessary.

Create Your Own Virtual Reality System was written for people who want to know how to take advantage of this technology at home. If you are new to the virtual reality world and want to learn all about it, this book will teach you the basics of VR and how to participate in this growing and exciting universe. For those of you already involved in this fascinating new world, this book will broaden your understanding of its possibilities and provide many new and exciting insights to help you in your future explorations.

If you want to create your own virtual reality system to take advantage of the developments in this growing media, this book shows you what basic computer components should be in your system so that you can accommodate current virtual reality programs and auxiliary equipment. You also will learn how to provide easy growth potential so that you can be prepared for future developments.

Finally, if you already have a computer and want to upgrade it so that you can use new and future developments in virtual reality, this book will

There's nothing "virtual" about *Create Your Own Virtual Reality System*. In it, you'll find:

- The basic theory of VR explained
- An outline of a basic virtual reality computer hardware system
- Illustrations that show how each of the upgrades can be added to the basic system to improve its capabilities
- Descriptions of some of the existing software the authors call "pseudo VR"
- Coverage of external equipment like head-mounted displays
- Ways to use your virtual reality system to write VR software
- Coverage of state-of-the-art VR applications such as its use in medicine, training, and large installations
- Descriptions of some very large and very costly VR systems that have been created and are in use and under development—as an inspiration to "go and do likewise"
- Predictions of the future of VR

help you select the proper upgrade components while it provides detailed, step-by-step instructions and photographs to show you how to install and use them.

With your upgraded system, you can use existing virtual reality programs, plus you will be prepared to write some of your own creations. The virtual reality world needs inventive, adventurous people who are not afraid of a challenge to help advance future developments in this field. You could help VR fulfill the promises the technology holds.

CONTENTS: Preface—Introduction—Theory of VR—Basic VR Computer Hardware—Build, Assemble, and Specify Your Own Computer—Fun and Games: Pseudo VR—Implementation—VR Software and Authoring Software—VR State of the Art—Major VR Systems—The Future of VR—Appendices: CAD Institute; Virtual Reality Organizations; Vendor Resources; Virtual Reality Publications; Build Your Own Headset—Glossary—Index.

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