

The Unofficial Guide to Virtual Vocabulary

Artificial Reality - Simulated spaces created from a combination of computer and video systems

Augmented Reality - The use of transparent glasses on which a computer displays data so that the viewer can simultaneously view computer generated and real world scenes. See also avatar: A user's graphical persona inside a virtual world.

Avatar - The term avatar is derived from Sanskrit and relates to a "mental traveller" in Indian fairy tales. An avatar - my virtual representative - communicates with others in a V environment.

Latency (VR) - Also known as **lag** between user motion and tracker system response, sometimes measured in from as. Delay between actual change in position and reflection by the program. Delayed response time.

Model (VR) - A computer-generated simulation of something real. Once models are created, the Second Life program will render the images to look more realistic.

Navigation (VR) - Purposeful motion through virtual space.

Navigation - To move an avatar though a virtual environment

Real Time (VR) - Action taking place with no perceptible or significant delay after the input that initiates the action.

Render/Rez – To rez an object is to apply textures, shadows, color gradients, a 3-D perspective and other effects to a 3-D model to make the object look more realistic within a virtual environment.

Resolution (VR) usually the number of pixels in a VR display.

Texture Mapping - A pattern added to an object to increase realism. (eg. a brick texture to simulate a brick wall)

3D Graphics - The presentation of data on a two-dimensional display surface so that it appears to represent a three dimensional model.

Virtual Environments - Realistic simulations of interactive scenes.

Virtual Reality - A computer system used to create an artificial world in which the user has the impression of being in that world with the ability to navigate through the world and manipulate objects in the world.

Virtual World - Whole virtual environment or universe within a given simulation.