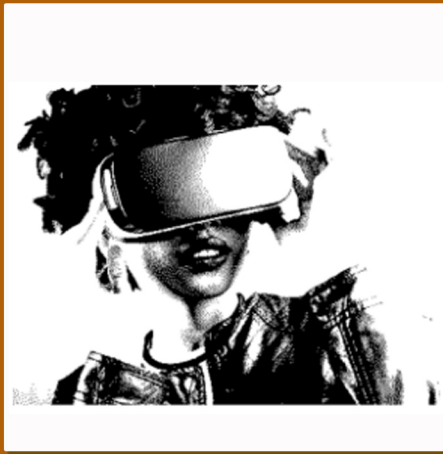


11

GENERAL

VIRTUAL REALITY



UNC ARVR

11

VIRTUAL REALITY

Virtual Reality (VR) describes interactive, simulated environments. VR systems usually have a head-mounted display and handheld controllers to allow the user to look and move around the environment.

RELATED CARDS:

- (26) Room-Scale VR
- (80) VR Accessibility
- (8) Wonda VR

*For more
information, visit
our website:*



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Make a card:

1. Cut along the red lines
2. Glue the backs together

For best results, use a heavy cardstock for printing