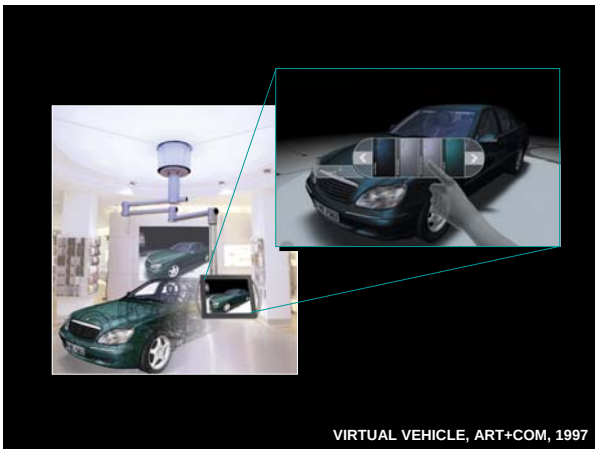
VIRTUAL
ENVIRONMENTS

VIRTUAL ENVIRONMENT
VIRTUAL REALITY

A VE / VR system is a human-computer interface that provides interactive immersive multisensory 3-D synthetic environments.

– **Rory Stuart, 1993**

VIVED, NASA, 1987



VIRTUAL VEHICLE, ART+COM, 1997

CYBERSPHERE, IMC, 2000

VIRTUAL DNA, BARCO, 2005

FLATWORLD, ICT, 2006

FS-X, MICROSOFT, 2006

EVE-ONLINE, CCP, 2006

ASSASSIN'S CREED, UBISOFT, 2006

CYBERSPACE

A consensual hallucination experienced daily by billions legitimate operators, in every nation, by children being thaught mathematical concepts...
A graphic representation of data abstracted from the banks of every computer in the human system. Unthinkable complexity. Lines of light ranged in the nonspace of the mind, clusters and constellations of data. Like city lights, receding...

– **Neuromancer by William Gibson 1984**