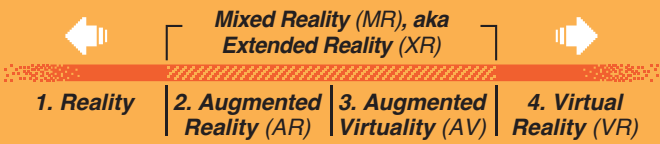


The Metaverse is calling...

Immersive experiences created by *Virtual Reality* and *Augmented Reality* are becoming less of a hobbyist pastime and more mainstream

TECHNOBABBLE

With talk of *Virtual Reality* and *Augmented Reality*, and even *Augmented Virtuality*, *Mixed Reality* and *Extended Reality*, it's easy to become bamboozled by jargon



Immersive reality is a scale, going from **Reality** at one end to **Virtual Reality** at the other – it is known as the **Reality-Virtuality Continuum**

ALTERNATE REALITIES

1 REALITY



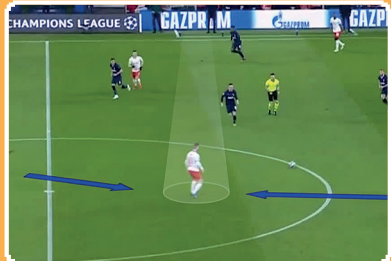
Our perceived view of real world around us – what you've been seeing all your life

2 AUGMENTED REALITY



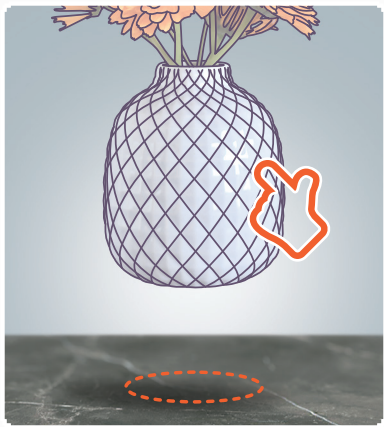
Computer-generated virtual elements combine with real world ones to offer additional information

Example: Graphic overlays during televised football match highlight key moments



See also: HoloLens 2
Lays interactive 3D graphics over real world objects via stereoscopic headset

3 AUGMENTED VIRTUALITY



Like AR, virtual elements combine with real world, but allow user to manipulate them

Example: IKEA Place app allows user to position virtual furniture in own home using tablet



4 VIRTUAL REALITY



Stereoscopic headset convinces wearer they occupy 3D computer-generated space (cannot see reality)

Example: All-in-one **Oculus Quest 2** headset places user into VR without need of PC or console



Metaverse:
Hypothetical 3D virtual Internet accessed by way of virtual and mixed reality devices