

already creating space ourselves. Thus, the visualization of graphics is only raster and vector, and the method of visualization is only a raster (a set of pixels). And the number of these points depends on the method of setting an image.

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TECHNOLOGIES DEVELOPMENT. VIRTUAL REALITY

The article deals with virtual reality field, methods of its work and usage. The areas of virtual reality application and its development are studied.

Key words: *virtual reality, technology, video.*

Стаття присвячена сфері віртуальної реальності, методам її роботи та використання. Розглядається, в яких сферах використовується віртуальна реальність і як вона створюється.

Ключові слова: *віртуальна реальність, технології, відео.*

We know the world through our senses and perception systems. In school we all learned that we have five senses: taste, touch, smell, sight and hearing. The truth is that humans have many more senses than these, such as a sense of balance for example. These other sensory inputs, plus some special processing of sensory information by our brains ensures that we have a rich flow of information from the environment to our minds.

Everything that we know about our reality comes by way of our senses. In other words, our entire experience of reality is simply a combination of sensory information and our brains sense-making mechanisms for that information. It stands to reason then, that if you can present your senses with made-up information, your perception of reality would also change in response. You would be presented with a version of reality that isn't really there, but from your perspective it would be perceived as real. Something we would refer to as a virtual reality [3].

So, in summary, virtual reality entails presenting our senses with a computer-generated virtual environment that we can explore in some fashion.

Virtual reality is a fascinating way to travel using nothing more than the power of technology. With a headset and motion tracking, VR lets you look around a virtual space as if you're actually there. It's also been a promising technology for decades that's never truly caught on. That's constantly changing with the current wave of VR products, especially as the biggest names in the industry are starting to really hone and tweak their headsets.

How VR technology works

The most common means of immersion in virtual reality are specialized helmets / glasses. 3D video is displayed on the display in front of the user's eyes. A gyroscope and an accelerometer

attached to the body track head rotations and transmit data to a computer system that changes the image on the display depending on the readings of the sensors. As a result, the user has the opportunity to “look around” inside virtual reality and feel in it, as in the real world [2].

Which sectors is Virtual Reality actually being used in today?

Medicine, culture, education and architecture are some of the areas that have already taken advantage of this technology. From guided museum visits to the dissection of a muscle, VR allows us to cross boundaries that would otherwise be unimaginable.

Due to its interactive nature, medical and dental students have begun using VR to practice surgeries and procedures, allowing for a consequence free learning environment; the risk of inflicting harm or making a mistake while practicing on real patients is eliminated. Virtual patients are used to allow students to develop skills which can later be applied in the real world. Using VR technology in the medical industry is an effective way to not only improve the quality of students in training but it also presents a great opportunity to optimize, costs, especially since health services are continuously under pressure with tight budgets [1].

A lesser known use of VR is in fashion where it has actually been having quite a profound impact. For example, virtual simulations of store environments can be extremely useful for retailers to design their signage and product displays without fully committing to the build like you would in the real world. Some popular brands that have already begun implementing VR in their business include: Tommy Hilfiger, Coach and Gap. VR uses for these big names encompass offering a 360-degree experience of fashion shows and allowing customers to try on clothes virtually.

In conclusion, technology VR has not yet had time to show all its positive aspects, on this and has not yet gained its full power. So, as the world’s giants in this industry are investing huge amounts of money in this technology, we can assume that each of us will be at least partially connected with the virtual reality soon. After all, the world does not stand still, and new technologies come to replace old standards.

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ІНТЕРАКТИВНИЙ НАВЧАЛЬНИЙ ПЛАКАТ ЯК СУЧАСНИЙ ДИДАКТИЧНИЙ ЗАСІБ НАВЧАННЯ

Стаття присвячена проблемі використання електронних інтерактивних плакатів на уроках. Представлено різновиди інформації, яку можна розмістити на електронному інтерактивному плакаті та програмні засоби для створення інтерактивного плакату.

Ключові слова: *інтерактивний навчальний плакат, електронний освітній засіб нового типу, сервіси для розробки інтерактивного плакату, наочний засіб, демонстрація матеріалу.*

The article deals with the problem of using electronic interactive posters in lessons. There is a variety of information that can be placed on the electronic interactive poster and software to create an interactive poster.