Research Methodology

Research Methodology is simply a justification for following a particular research method, we use for our research. With this methodology, we are assured that there are more and more real opinions about the research tools. The subject of this proposed work is performance analysis of various virtual reality techniques. It will include study, analysis of the exiting techniques and evaluation of the new techniques for practical approach. The study of these techniques will provide better platform to students for understanding practical work.

Empirical Analysis on Virtual Reality tools: Virtual Reality Research tool is designed to help faster and better-informed decision. It will helps monitoring, analysing, and engaging in 3D environment. It reports will help you make an informed decision without spending months investigating the options.

Scope of the Study

Virtual Reality Document has a wide range of applications and a variety of algorithms are developed for number of applications, but no one satisfy the all the properties of virtual reality. Virtual reality have achieved a wider range of significance in the recent past, as it has many substantial applications like, conferencing, film industry, education for teaching and explaining the concepts to others such as BYJU’s etc. In addition, for mixing different videos at different places to produce a film as well as in function of parties and functions to improve the quality and attractiveness. So, virtual reality plays very important role in designing the real world object from an imaginary world. Virtual reality will provide new direction and advance technology to classroom study than other technology.

Work Plan of Research

- Literature survey.
- Study of various virtual reality types and methodologies.
- Study of various virtual reality techniques to design practical approach.
• Results and performance evaluation.
• After the research compose the last report of the proposed investigate work we will consist of
  o Chapter 1: Introduction,
  o Chapter 2: Review of Literature,
  o Chapter 3: Existing Methodologies
  o Chapter 4: Implementation of practical approach of Virtual Reality
  o Chapter 5: Result and Conclusion,
  o Chapter 6: Future Scope,
  o References and Author Publication Details