

**МІНІСТЕРСТВО ОСВІТИ І НАУКИ УКРАЇНИ
СУМСЬКИЙ ДЕРЖАВНИЙ УНІВЕРСИТЕТ
КАФЕДРА ІНОЗЕМНИХ МОВ
ЛІНГВІСТИЧНИЙ НАВЧАЛЬНО-МЕТОДИЧНИЙ
ЦЕНТР**

**МАТЕРІАЛИ
Х ВСЕУКРАЇНСЬКОЇ НАУКОВО-ПРАКТИЧНОЇ
КОНФЕРЕНЦІЇ СТУДЕНТІВ, АСПІРАНТІВ ТА
ВИКЛАДАЧІВ
ЛІНГВІСТИЧНОГО НАВЧАЛЬНО-МЕТОДИЧНОГО
ЦЕНТРУ КАФЕДРИ ІНОЗЕМНИХ МОВ**

**“WITH FOREIGN LANGUAGES TO MUTUAL
UNDERSTANDING, BETTER TECHNOLOGIES AND
ECOLOGICALLY SAFER ENVIRONMENT”**

**(Суми, 24 березня 2016 року)
The tenth all Ukrainian scientific practical student`s,
postgraduate`s and teacher`s conference**

OCULUS RIFT

*O. I. Arnautov, Sumy State University, group AM-51
S. Zolotova E. L. Adviser*

Nowadays our world is closely connected with technologies. Changes come in people's lives with technology. People invent new gadgets, tools, machines and more useful things every day. As a rule, all these inventions make our life better and easier.

Now scientists are working on projects related to Virtual Reality. Virtual reality is an artificial environment that is created with software and presented to the user in such a way that the user suspends belief and accepts it as a real environment. On a computer, virtual reality is primarily experienced through two of the five senses: sight and sound. One way to get into this virtual reality is Oculus Rift glasses.

The Rift is a virtual reality headset developed by Oculus VR. The Rift is scheduled for release on March 28, 2016, making it one of the first consumer-targeted virtual reality headsets. This is one of the kinds of the Virtual reality glasses. Rift is unlike anything you've ever experienced. Whether you're stepping into your favorite game, watching an immersive VR movie, jumping to a destination on the other side of the world, or just spending time with friends in VR, you'll feel like you're really there. On May 6, 2015, Oculus VR announced that the consumer version of the Rift will ship in the first quarter of 2016 with pre-orders starting on January 6, 2016. The consumer version is an improved version of the Crescent Bay Prototype, featuring per-eye displays running at 90 Hz with a higher combined resolution than DK2, 360-degree positional tracking, integrated audio, a vastly increased positional tracking volume, and a heavy focus on consumer ergonomics and aesthetics.

In this moment, these glasses make it possible to dive into virtual reality. But by the end of this decade, computers will become a powerful device to bring a full immersion in virtual reality. And then mankind will be able to use virtual reality in a variety of areas Education, Training, Video games, Fine arts, Heritage, Archeology, Architectural design, Urban design, Therapy and more different fields.