

TECHNICAL REPORT

Virtual reality equipment and systems – Market, technology and standards requirements

INTERNATIONAL
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INTERNATIONAL ELECTROTECHNICAL COMMISSION

**VIRTUAL REALITY EQUIPMENT AND SYSTEMS –
MARKET, TECHNOLOGY AND STANDARDS REQUIREMENTS**

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The language used for the development of this Technical Report is English.

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INTRODUCTION

Virtual reality (VR) is an interactive computer-generated experience, which allows the user to feel he is in a virtual world where he can interact in and control a virtual environment. The interaction between the user and the virtual world is mainly through auditory and visual stimuli, but it can also include other types of sensory feedback, such as haptic technology.

This Technical Report focuses on VR equipment and systems that are within the scope of TC 100. Firstly, the ecosystem of VR is described, based on a brief view of market trends and analysis of some typical use cases of VR equipment and systems. Then technologies used in VR equipment and systems are listed, in order to introduce a C-P-N-D (Content, Product, Network and Device) based VR system model. Finally, after studying the standardization activities of related standards developing organizations (SDOs), some suggestions are given, including potential standardization topics within the scope of TC 100.

VIRTUAL REALITY EQUIPMENT AND SYSTEMS – MARKET, TECHNOLOGY AND STANDARDS REQUIREMENTS

1 Scope

This document discusses the market of virtual reality (VR) and the technical domains pertaining to a VR system. This document provides clarity on how existing standards can be used and highlights further requirements for standards within the scope of TC 100.

2 Normative references

There are no normative references in this document.