**HOMEWORK 01**

**ADVANTAGES AND DISADVANTAGES OF VARIOUS AR-VR PLATFORMS**

**HoloLens:**

Advantages:

* In HoloLens the sensors take inputs as vision, voice and hand gestures of the person wearing the device, it allows the user to have more control over what he/she perceives.
* It doesn’t cause any hinderance to look at the real world because of the look-through glasses.

Disadvantages:

* Battery life becomes a problem.
* The field of view is narrow.
* Limits the scope of applications using HoloLens as it is not connected to a PC or a mobile phone.

**Cave2:**

Advantages:

* The glass which we wear is light in weight and the hand device used to navigate is easy to understand.
* The view is broad, less strain on the eyes.
* Completely immersive virtual environment can be possible.

Disadvantages:

* High Cost and requires excessive power compared to other VR devices.
* Can be used for various research and molecular studies but is not effective to install this for individual purpose.

**VIVE Head Mounted Display - NVIDIA VR FunHouse:**

Advantages:

* Provides an intuitive interface to the users.
* As it provides controllers for navigating, we can reduce the motion of the person minimizing possible physical harm.
* The resolution is high. Better for navigating through maps.

Disadvantages:

* Wearing a head mounted device can get uncomfortable over time.
* Requires larger space while operating and might get hard on neck and back on extensive use.