



## Tomorrow of Computer Generated Virtual Environment

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**INTRODUCTION:** Computer Generated Virtual Environment (CGVE) is a digital space which is simulated by a set of programs and which provides a platform to many persons to interact with each other and participate in a number of activities. The persons often represent them-selves with avatars which are usually graphics, textual and videos. The CGVE provides the user with perpetual stimuli. The modeled avatar and the environment are designed by taking inspiration from facts or fables. Another crucial part of CGVE is the communication of the users with each other and it varies from text to stability sensors. Most of such environments have real time conversation facility. The idea of digital environment is predates modern computer systems. There have been instances of its mentioning by in the early 18th century when the computer systems were not invented. The earliest virtual environment is usually supported by robust headsets which limited the sensory simulation. Contemporary virtual environments are basically developed from these robust mechanisms. CGVE is commonly used in the entertainment sector like video games, social networking and movies and CGVE also used to train pilots and astronauts by providing them with a flight simulation which has considerably reduced the training costs. In social sciences and the field of psychology such a digitally generated environment could provide important support in studying the interactions of the subject with the surroundings. Virtual Reality helps in building real workplace environments for occupational safety and health purposes. In the field of engineering CGVE has played an important role as it supports in the training and better explanation of the

subject to future engineers. CGVE's growing demand has opened doors alternately to digital marketing. CGVE's aspect in tourism is another benefit to earn livelihood, where history could be reconstructed and preserved to the future generations of the nation. Besides having such a technological edge Computer Generated Virtual Environment too is plagued with challenges and limitations which need to be cautiously addressed. Pro-longed exposure to CGVE results in psychological and physical health hazards in children, most common types of side-effects include seizures, blackouts, increased stress levels. The usage of VR headsets could cause eye fatigue. Another important concern is privacy of the users as the system is constantly under mass surveillance and confidential data could be accessed by hackers. Psychological effects are far more alarming as screen addiction may cause irritation and loss of presence in the real world. CGVE could be the latest technology but a calculated approach is required in harnessing its potential. CGVE could be the smartest technology of this generation but must be utilized only when necessary. Governments of the world nations should form guidelines and regulations for its effective usage without causing any health hazard. Entertainment sectors should devise laws to protect the privacy of its users and technically build a firewall system to safeguard the information from miscreants. Virtual Reality is one of the technologies which is no more a science-fiction and according to latest developments it is expected that 50% of the European companies would utilize VR (Virtual Reality) and CGVE.

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### CONFLICT OF INTEREST

The author states there is no conflict of interest.