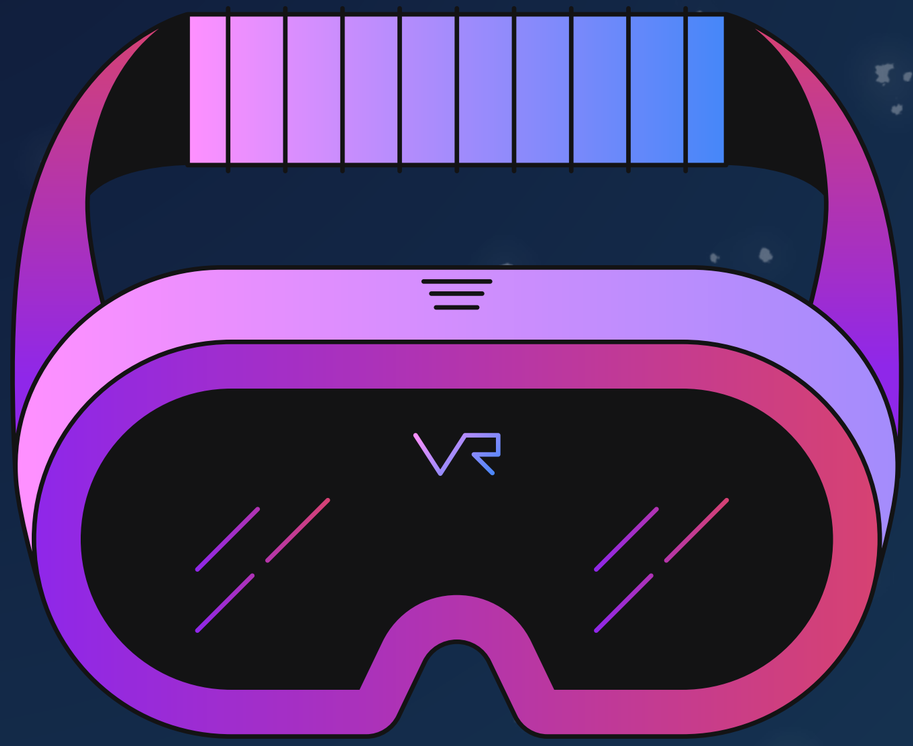
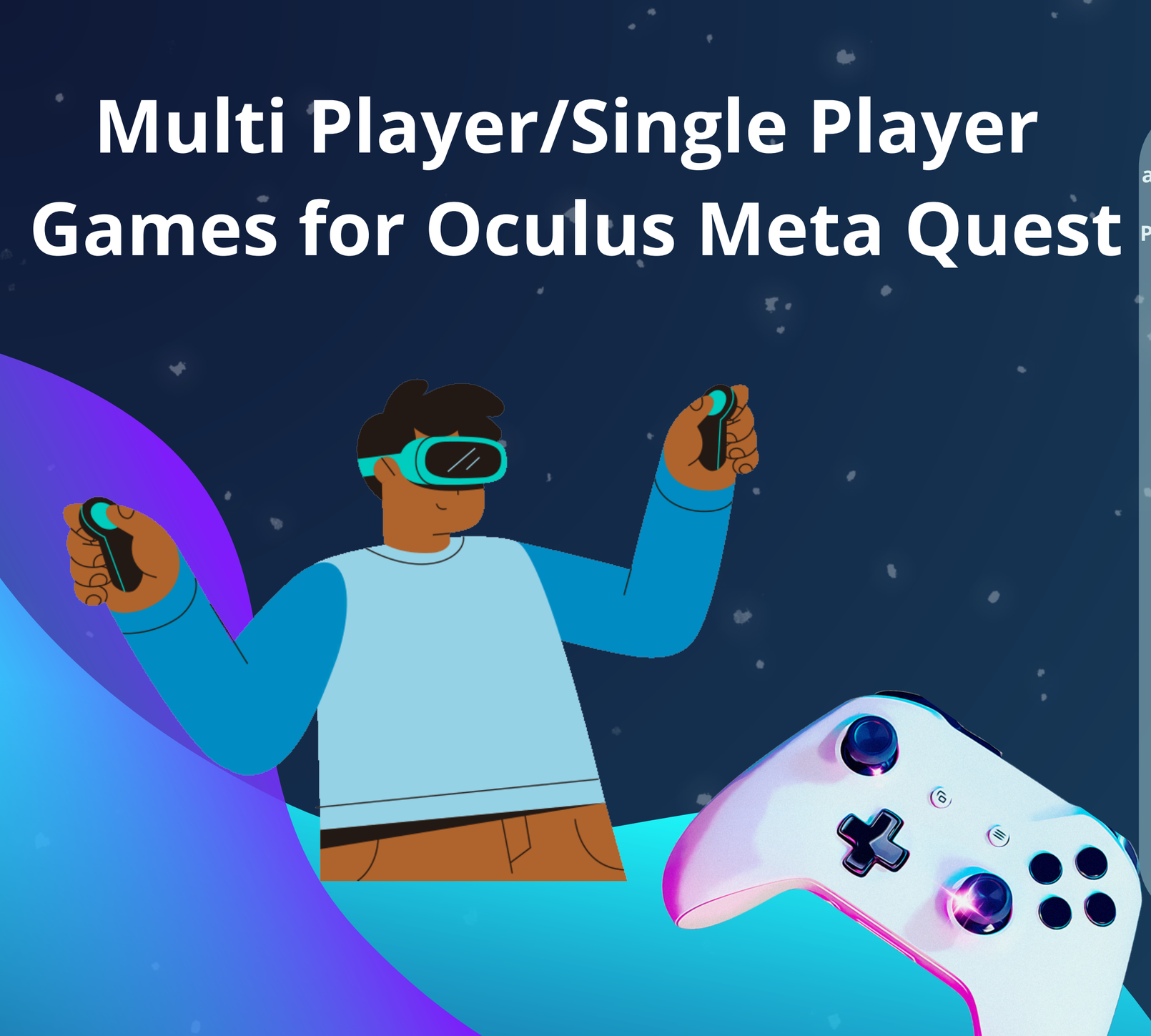
presentation about Oculus Meta Quest 3

what is Oculus Meta Quest:



The Oculus Meta Quest (previously known as Oculus Quest) is a virtual reality (VR) headset developed by Meta (formerly Facebook). It’s a standalone VR device, meaning it doesn’t require a PC or console to operate, offering a more accessible and wireless experience. The Quest lets you immerse yourself in virtual worlds, play games, watch videos, and explore VR experiences. It features hand-tracking, motion controllers, and an array of sensors for interaction within the virtual environment. Meta rebranded the Oculus Quest to the "Meta Quest" after Facebook transitioned to Meta, but it still remains essentially the same device. The Quest comes in different models, like the Quest 2 and Quest Pro, with various improvements in graphics, processing power, and comfort. Are you thinking about getting one, or just curious about the tech?

Multi Player/Single Player Games for Oculus Meta Quest



Multiplayer Games:

Beat Saber – Although mainly known as a solo game, it also has a multiplayer mode where you can compete with other players online.

Population: One – Battle Royale in VR, where you compete with other players for survival on the island.

Rec Room – A virtual room where you can play different games, chat and cooperate with other players.

VRChat – Where you can meet other users, chat, create your own worlds and participate in different games.

Echo VR – A futuristic sports game in zero gravity, where you compete in teams, trying to score points in special arenas.

Single Player Games:

The Walking Dead: Saints & Sinners – An action game where you fight for survival in a world overrun by zombies.

Superhot VR – An innovative shooter where time only passes when you move, offering a unique experience.

Lone Echo – A space adventure game where you solve puzzles and interact with other characters.

Moss – An adventure game where you control a little mouse, Quill, on her epic adventure full of combat and puzzles.

Vader Immortal – A game set in the Star Wars universe where you take on the role of a Jedi and experience adventures in the Star Wars world.

oculus meta quest applications in science

Oculus Meta Quest, as a VR device, has many applications in science that could revolutionize the way we learn and absorb new information. Here are some examples:

1. **Virtual laboratories**: With VR, students can conduct experiments in a virtual laboratory, allowing for hands-on experience in science subjects such as chemistry, biology, or physics, without the need for expensive equipment or materials.

2. **Medical simulations**: In medicine, VR allows students to simulate surgeries, diagnostics, or treatment of patients in a safe, virtual environment, helping to learn practical skills.

3. **Educational virtual tours**: With Oculus Meta Quest, students can visit a virtual museum, ancient ruins, outer space, or even the inside of a human body, greatly enriching the learning of geography, history, or biology.

4. **Training and simulations**: In various industries, such as aviation, military, and engineering, VR enables realistic simulations that help train employees, such as piloting, operating machinery, or responding to emergencies.

5. **Creativity and design**: VR also creates great conditions for learning in fields related to design, architecture, art, and animation, allowing you to create and experiment in 3D space.

6. **Therapeutic use**: VR is also used in psychological therapy, such as treating phobias, PTSD, or in the rehabilitation of patients, offering them a controlled environment to work on their problems.

Oculus Meta Quest in education is a step towards more immersive and interactive teaching methods that can significantly improve engagement and knowledge acquisition.

why is it worth buying vr:

Buying Oculus Meta Quest (or any other VR) can be a great investment, especially if you are interested in technology, games, science or just want to try something new. Here are some reasons why you should consider VR:

Immersive experience: VR takes you to a completely different world. Games, movies and even regular virtual applications become much more immersive, giving you the feeling of being right in the middle of the action.

Availability of games and applications: Oculus Meta Quest offers a huge selection of educational, entertainment or sports games and applications. You can exercise, play puzzle games, attend VR concerts or watch 360-degree movies.

No need to connect to a computer: The Meta Quest model is a standalone device, which means you don't have to connect it to a computer or console. It is convenient and very mobile. You can take it with you everywhere, enjoying VR anywhere.

Perfect for physical exercise: Virtual reality allows for activities that combine fun with exercise. There are many VR applications that help improve your fitness, such as dance games, boxing training or yoga. It is a great way to be physically active without having to go to the gym.

Use in education and work: If you are interested in professional development, VR can be very helpful in learning new skills (e.g. programming, design, surgery, simulations). In addition, you can use VR at work, for example for meetings in virtual spaces, which is becoming increasingly popular in the world of remote work.

Toys and entertainment for the whole family: Thanks to its easy use and variety of content, Meta Quest can be great fun for both children and adults. There are educational games and applications, but also more relaxing ones, such as virtual travel or immersive experiences in films and series.

Innovation and the future of technology: VR is a technology that has huge potential for development in the future. Over time, more and more companies, universities and game developers are entering VR, which means that investing in such equipment gives you access to an increasing number of new experiences and possibilities.

1. First experiments (1950s and 1960s)

1950s: One of the first ideas for creating an immersive experience came from Morten Heilig, a German inventor. Heilig created a device called Sensorama, which aimed to simulate visual, auditory, olfactory and tactile experiences. Although it was not VR as we know it today, it was an attempt to create an immersive technology.

1960s: Ivan Sutherland created the first true VR system, called "The Sword of Damocles". It was a computer graphics system with a display that hung above the user's head. This system was very primitive and required a lot of hardware, but it laid the foundation for the development of VR.

2. Development of technology (1970s and 1980s)

1970s-1980s: VR work was mainly conducted by universities and the military. NASA and other organizations were involved in creating systems for space flight simulations and training simulations that used VR elements.

The 1980s also saw the development of computer gaming systems, such as Virtuality — the first commercial VR systems with full head and hand tracking, which were available in some entertainment centers.

3. Commercial era (1990s)

1991: Virtuality Group introduced the first commercially available VR devices for gamers. Although the technology was still in its early stages of development, it offered users an experience that could be felt as "virtual reality". However, VR hardware was expensive, and the display and interaction technology was still far from perfect.

1993: SEGA presented a prototype of its VR console, but it did not achieve commercial success due to the technological limitations of the time.

4. Early 21st century: introduction to modern VR

In the 2000s and 2010s, VR began to become popular in some industries, such as military training, flight simulations, but for home users it was still too expensive and technologically limited. 2012: Oculus VR (founded by Palmer Luckey) revolutionized VR with the introduction of the Oculus Rift, a device that became the foundation of the new wave of VR. With improved motion tracking and image quality, as well as community engagement, Oculus gained a lot of popularity.

In 2014, Facebook (now Meta) acquired Oculus, which allowed for further development of VR technology, including lowering the price and improving accessibility.

5. Modern VR (2020s and beyond)

The Oculus Quest (released in 2019) was a groundbreaking product that combined high-quality VR with a device that works completely wirelessly, without the need for a computer or console. This device became one of the most popular VR headsets on the market.

Today, VR is used in gaming, education, medicine, as well as in business and art, and technologies like the Oculus Quest 2 and Meta Quest Pro are pushing the boundaries of virtual reality even further. Key moments in the development of VR:

1960 – “The Sword of Damocles” – the first VR system created by Ivan Sutherland.

1980-1990 – development of technology by the military and early attempts to commercialize VR.

2012 – Oculus VR and the groundbreaking Oculus Rift.

2019 – Oculus Quest, or VR without cables and the need for a computer.

Dodaj nagłówek

The Meta Quest 2 creates a fully immersive experience. Its sensors track your head and hand movements, making you feel like you’re actually inside a virtual world. It’s designed to be so realistic that users can experience sensations like fear of heights or falling—without leaving the ground!

Dziękujemy za uwagę

główny projektant prezentacji

Mikołaj Rutkowski