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ENTERTAINMENT MAGAZINE

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of their favorite characters and wished that they could meet, play alongside, or even become one. After many failed attempts, virtual reality gaming became hopeless. That is, until now!

The Oculus Rift is a virtual reality device that will change the way we game, communicate, and connect with the world of media. In development since 2011, the Oculus Rift offers users a complete virtual reality experience, unlike any other. With its 360-degree field of view, 3D imaging and real space audio, the Oculus Rift completely immerses its users into the virtual world. It contains 40 infrared LEDs that track the motion of its user. This allows the user to interact with graphic objects in what seems like real space. It also uses two AMOLED screens, which do not smear images, as the user interacts with the immersive world.

A Southern Californian man, named Palmer Luckey, began the creation of Oculus Rift from the remnants of others past failures. He purchased more than 50 different virtual reality headsets, by doing so, found many common problems between them. Luckey began building his own headsets when he realized he had the ability to create a VR that actually worked. After many prototypes, he began grabbing the attention of other developers. Soon, Luckey was able to promise the public a completely immersive experience with no motion sickness.

THE OCULUS RIFT NOT PLAYING GAMES

BY SAMUEL VINCENT

Gaming, as we know it today, dates back to the early 20th century. This included bandit style slot machines and the early form of pinball known as Bagatelle, or bumper billiards. These nostalgic games eventually lead to the creation of arcades. Soon after, video games began to invade our living rooms, with the release of Atari's ever-iconic Pong, in 1972. By 1980, gaming was becoming part of our everyday lives. Children dreamt

Ohio University School of Media Arts and Studies professor, Josh Antonuccio, began beta testing the Oculus Rift late in the fall of 2014. This was done along with his School of Media Arts & Studies colleague John Bowditch, who oversees the OU Game Research and Design Lab. Antonuccio states that as an educator in immersive storytelling, "I was interested in how sound design affected the virtual world of gaming." When he and Bowditch began talking about the potential for educational modules and gaming, he immediately began working with the technology.

apartment. The user is only bound by what they don't do with it."

To the football enthusiast, imagine that it is time for your favorite team's game. Let's say, the Lions are about to play the Packers but, tickets are sold out and every great seat is gone. The Oculus Rift has the potential to solve this problem. Instead of bracing the cold, you will have a better seat than anyone at the game, from the comfort of your own home. Simply put the Oculus Rift on and the user will be sitting right on the 50-yard line. The user will turn around to see the other 40,000 screaming fans behind them and the live game right in front of them. They will hear every announcement and react just the same as the fans surrounding them. The only difference is, there

velop memories inside the space. It's not just gaming."

Other companies are designing ways to physically immerse users, known as Virtuix Omni. Although still in development, this product supplies its users with a special platform and pair of shoes to simulate physical movement within a game. Now, instead of using the Oculus Rift with a controller to move throughout the game, the user is 100 percent in the game physically and mentally. These two devices put a whole new meaning to the idea of first person gaming.

As most of us know, video game consoles are no longer a lazy way to make the time pass. Just pop in the newest basketball or baseball game and you're officially a player for the New York Yankees or the Boston Celtics. It's crazy to think that we can now play on the same teams as the biggest names in sports. It's just one more way the future of video games is more than any of us expected. However, with this new technology, you become a part of the virtual world instead of simply playing from a console. Imagine, that it's another cold day, and you're stuck inside instead of going for your morning run. Just load up your favorite map from your favorite game, immerse yourself, and start running.

Most of the heavy hitters in technology are clamoring to be the first to bring this type of virtual gaming to the masses. Samsung has already announced the release of their virtual reality headset, the Samsung Gear VR, developed in part with Oculus Rift. It only has a 96-degree field of vision, as opposed to the complete 360-degree field of vision offered by Oculus Rift. However, it does allow its users to connect to their Galaxy Note 4's to receive an immersive experience from their mobile device. This early version of VR and its "Mega Screen" viewing experience is just a little taste of what is in store for Oculus Rift users.

There has yet to be a set date for the commercial release of the Oculus Rift, but it is speculated that the DK3 model may be in the hands of users as soon as summer 2015. Costing only a few hundred dollars, Antonuccio says, "The price is so low that it has the potential to 'explode' in the retail market." As to the projected popularity of this mind-blowing, virtual reality technology, Antonuccio simply states, "When you see the way people react, you see its effect."

In the world of gaming, the technology coming forth is so much more than fighting bad guys virtually or getting a great aerobic workout with the latest dance moves. It is a brand new world with unlimited possibilities. The creative geniuses, behind the Oculus Rift, are taking this technology to new heights. When it comes to virtual reality, they are clearly not playing games. ■

**"WHEN YOU SEE THE WAY PEOPLE REACT,
YOU SEE IT'S EFFECT."**

Antonuccio's main interest in the Oculus Rift is to explore how it can be used for much more than gaming. "It can be used to train people for work related jobs that are too dangerous for real life situational training. It can (also) be used to treat people with anxieties without putting them in a real life situation," states Antonuccio. When asked about this technology's potential, the professor went on to explain, "If you wanted to learn why a species went extinct, you could experience what it went through, so you could understand. It could be used to create history lessons by taking the shooting experience out of a game like Assassins Creed, and you could explore each city as if it were modern day. You could even take a tour of Jurassic Park or Seinfeld's

was no high price, last minute ticket purchase, or waiting in traffic to pay for parking, just to walk a mile to get to the stadium. The Oculus Rift has the potential to bring you to any time or place, whenever the user wishes. Whereas, this exact technology is not in place yet, it will be in the next few years.

In recent weeks, Oculus Rift was bought by Facebook's Mark Zuckerberg. At a whopping 2 billion dollars, Facebook's plans are more than just virtual news feed and Farmville. Not much has changed with the development of Oculus Rift since the purchase, but with the backing financial of Facebook, the possibilities are endless. "No one has gotten it this right yet. Who is to know where it develops from here," says Antonuccio. "You can de-



"IT HAS BECOME APPALLINGLY OBVIOUS THAT OUR
TECHNOLOGY HAS EXCEEDED OUR HUMANITY"
-ALBERT EINSTEIN

