

## **Virtual Reality, Actually**

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While the industry has gotten fairly adept at visualizing existing interpreted models in a VR context, the bulk of the work done to generate those models is still done outside the VR world. This paper will examine some of the issues involved in doing 3D work in a 3D environment.

Attempts to interact with data and interpretation in a virtual world have led to a number of interesting technologies that are, largely, still experimental and do not have broad take-up. We will discuss some of the obstacles that prevent us from taking full advantage of Virtual Reality.

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