

**Title of Proposed tutorial** : **An Introduction to Virtual Reality: Concept, Technology and Applications**

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**Brief Outline of tutorial** : **Virtual Reality, real-time animation and 3D Human Computer Interface are becoming increasingly important to a number of fields, including medical training, simulation, visualization, entertainment, and education. The area of VR is also new and highly interdisciplinary. This tutorial brings together the key issues from a number of disciplines to provide the audience with the basic knowledge for further study, research or industrial development of VR systems.**

**Learning Objectives:** : **To introduce the fundamental issues, technology, and algorithms in the area of virtual reality and the creation and use of virtual environments.**

**Expected duration of the tutorial** : **One day (8 hours)**

**Special preparations** : **Data show and high speed PC with graphics accelerator**