

Forum:[Hack Forums](#)

Thread: [Virtual Reality Section](#)

HexCrypt - April 30, 2017, 4:51 pm

Just a though, maybe add a secion for virtual reality in the "Game" section. Maybe even sub sections of virtual reality for the different headsets?

Example:

Virtual Reality HTC Vive

Oculus Rift

Playstation VR

Of course it could be different, but as an owner of all three virtual reality headsets, it would be nice to have a section to discuss it, as it's becoming more popular.

Lucifer's Inferno - April 30, 2017, 4:51 pm

I think it is a nice idea but the community is not near big enough now for large discussion. I could see this happening in a few years though.

HexCrypt - April 30, 2017, 4:54 pm

(Apr 30, 2017 04:51 PM)Lucifers Inferno Wrote: [\[CITE\]](#) I think it is a nice idea but the community is not near big enough now for large discussion. I could see this happening in a few years though.

True, it's not as big as it could be in a few years. But everything has to start somewhere! Who knows, maybe the discussion of it could provoke people to try it out, or even show people that might not be aware of it. Could also provide some useful information starting out to people that might be interested, but want additional information and direct communication with people that already own one or more of the headsets.

Given that I own all three, I could definitely be very active in that section and provide detailed information to people that are interested in trying it out. Gaming in virtual reality, in my opinion, is going to become the standard eventually. It's just simply amazing.

?ictor? - April 30, 2017, 4:54 pm

I don't think there'll be enough active members there though):

Lucifer's Inferno - April 30, 2017, 4:55 pm

(Apr 30, 2017 04:54 PM)HexCrypt Wrote: [\[CITE\]](#) True, it's not as big as it could be in a few years. But everything has to start somewhere! Who knows, maybe the discussion of it could provoke people to try it out, or even show people that might not be aware of it. Could also provide some useful information starting out to people that might be interested, but want additional information and direct communication with people that already own one or more of the headsets.

I got sent a cardboard Virtual Reality headset from a University because I wasn't able to attend their open day so they wanted me to have a full experience. Wouldn't mind some help on putting it together tbh xd

M?xim - April 30, 2017, 4:56 pm

Personally i do not see a bright future for VR headsets, at least not in the gaming industri; it might be popular now but i don't see how they will take it any further.

Anyway, wouldn't be enough activity for the section.

HexCrypt - April 30, 2017, 4:57 pm

(Apr 30, 2017 04:54 PM)?ictorY Wrote: [\[CITE\]](#) I don't think there'll be enough active members there though):

This going with my previous response, everything has to start somewhere. This entire forum started with not "enough active members", and look where it's at now.

M?xim - April 30, 2017, 4:58 pm

(Apr 30, 2017 04:57 PM)HexCrypt Wrote: [\[CITE\]](#) This entire forum started with no "enough active members", and look where it's at now.

This made me lol.

This is my face atm: Oo

HexCrypt - April 30, 2017, 4:58 pm

(Apr 30, 2017 04:56 PM)M?xim Wrote: [\[CITE\]](#) Personally i do not see a bright future for VR headsets, at least not in the gaming industri; it might be popular now but i don't see how they will take it any further.

Anyway, wouldn't be enough activity for the section.

Why do you not see a bright future for VR? VR is amazing, I honestly see it becoming the standard.

(Apr 30, 2017 04:58 PM)M?xim Wrote: [\[CITE\]](#) This made me lol.

This is my face atm: Oo

Haha, but it's true though?!

Lucifer's Inferno - April 30, 2017, 5:00 pm

(Apr 30, 2017 04:56 PM)M?xim Wrote: [\[CITE\]](#) Personally i do not see a bright future for VR headsets, at least not in the gaming industri; it might be popular now but i don't see how they will take it any further.

Anyway, wouldn't be enough activity for the section.I care to disagree. Already showing bright futures in medical work etc.

There's actually a bunch of existing games out their for kids with hand problems etc, games where they can run around throwing fireballs at people so that they can perform the hand exercises required by their doctors.

Nobody is going to clench their hand into a fist 200 times a day for no reason, throw it into the game and they will.

HexCrypt - April 30, 2017, 5:01 pm

(Apr 30, 2017 05:00 PM)Lucifers Inferno Wrote: [\[CITE\]](#) I care to disagree. Already showing bright futures in medical work etc.

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required by their doctors.

Nobody is going to clench their hand into a fist 200 times a day for no reason, throw it into the game and they will.

Exactly. There are so many possibilities with VR.

M?xim - April 30, 2017, 5:04 pm

(Apr 30, 2017 05:00 PM)Lucifers Inferno Wrote: [\[CITE\]](#) I care to disagree. Already showing bright futures in medical work etc.

There's actually a bunch of existing games out there for kids with hand problems etc, games where they can run around throwing fireballs at people so that they can perform the hand exercises required by their doctors.

Nobody is going to clench their hand into a fist 200 times a day for no reason, throw it into the game and they will.

Yes but how is this related to a section on an online forum. My post was toward the suggestion which is for HF.

Lucifer's Inferno - April 30, 2017, 5:06 pm

(Apr 30, 2017 05:04 PM)M?xim Wrote: [\[CITE\]](#) Yes but how is this related to a section on an online forum. My post was toward the suggestion which is for HF. Yeah, I agree with you there. Hopefully the future will be bright for VR / more people get into things such as Unity on the forum.

Yin Yang - April 30, 2017, 5:09 pm

Not enough members can even afford those

HexCrypt - April 30, 2017, 5:14 pm

(Apr 30, 2017 05:09 PM)Yin Yang Wrote: [\[CITE\]](#) Not enough members can even afford those I will admit, they are a little expensive. But with the millions of members on here, I am sure a good few will have them.

kpown - April 30, 2017, 5:20 pm

You should also include mixed reality like microsoft hololens and augmented reality like google glass etc

Should be all one section tho.

70s - April 30, 2017, 5:24 pm

Don't think its needed on HF will just be a dead section except for the few who have them

DenizZ - April 30, 2017, 6:45 pm

The gaming section is quite inactive from what I have seen. The Gamers Lounge would fit for those kind of discussions and for PS VR the Sony gaming section.

Neal Caffrey - April 30, 2017, 7:00 pm

I feel like introduce a forum for it when it becomes necessary. If you search for VR threads (which would probably fall under Lounge), there isn't nearly as much activity as any of the other subforums with dedicated discussion.

Plus, if you consider everything that's posted in the lounge, I'm sure you could find something that COULD warrant a subforum that also has higher traffic than VR gameplay.

Mi2414 - April 30, 2017, 7:05 pm

I've experimented with different VR Systems, they are a load of fun. I would love to see the addition here, but I don't know how much activity it would have.

Evanescent - April 30, 2017, 7:59 pm

(Apr 30, 2017 05:20 PM)kpown Wrote: [\[CITE\]](#) You should also include mixed reality like microsoft hololens and augmented reality like google glass etc

Should be all one section tho.

I agree with him. At least 95% of the members here will have Google cardboard.

Hope it gets implemented. Members can create vr videos and others can share their 360° video captured skills.

Vitani - May 1, 2017, 2:07 pm

(Apr 30, 2017 07:59 PM)Evanescent Wrote: [\[CITE\]](#) I agree with him. At least 95% of the members here will have Google cardboard.

Hope it gets implemented. Members can create vr videos and others can share their 360° video captured skills.

95% is a little over the top I think.

@OP, it will be of great help if you find 10 (or more) recent threads related to virtual reality and reference them in the OP.

lfinger - May 1, 2017, 2:44 pm

(Apr 30, 2017 07:59 PM)Evanescent Wrote: [\[CITE\]](#) I agree with him. At least 95% of the members here will have Google cardboard.

Hope it gets implemented. Members can create vr videos and others can share their 360° video captured skills.

So you think out of every 100 people on here 95 of them have VR?

No they definitely don't