VR Technology Based on Static Graphics and Its Application in Education

Shengquan Yu, Haoyang Che, Kekang He
Institute of modern educational technology of Beijing Normal University, China (100875)
E-mail: yusq@163.net

Static graphics-based virtual reality technology is a technology that provides the fundamental VR experience. Its most outstanding feature is the low cost of research & development, simple and easy operation process. This article uses QuickTime VR for an example, introducing static graphics-based VR technology including operation principle, basic characteristics, and the structure of developing system and its typical application in educational area.

At present our Institute are collaborating with the Chief Hospital of Beijing Armed Police using QTVR technology to develop an instructional software about diagnosing interior enteron. This software could enable students to visit interior enteron on the spot. Students can slowly advance through interior enteron and stop at any location to view the surroundings. To the locations of possible pathological change students can magnify them just like using magnifying lens. When the students watch the symptoms of pathological changes, they could implement all kinds of curing methods and observe all possible sequences through this kind of curing method.