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Abstract: Virtual application and its capabilities are increasing while they are getting easier to use day by day. VR is a term that applies to computer simulated environment that simulate physical presence in place in the real world. This paper describes the virtual system in the field of science and technology that explore the different virtual application and there integration techniques. The idea is to study the variety of ways in which different human computer technique can be leveraged and combined in various virtual application that could be supportive and helpful for students in easy Science learning process.

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I. Introduction

We know the world through our sense. Human has many more capabilities of balancing the senses. Whatever that we know about our reality comes through the way of our senses. The experiences of reality are simply a combination of sensory information and our brain sense the mechanism-making for that information. Technically, our perception of reality would also change in response to it, and present with a version of reality that isn't really there, refers as "Virtual Reality". The present study discusses the use of Virtual technology and researches done in educational learning process. With the increase in the motion based and natural interfacing system, the VR technology has been expanded from its early work. The growth of modern natural science is increasing in term of Computerization, Mathematization, and Visualization [6] [7].

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