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Mini Review

THE EMERGING TECHNOLOGY CONVERTING THE REALITY INTO VIRTUALITY

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Potential of diversity and multiplicity

The current computers technology using metals, semiconductors and electromagnicity. But, it may potentially be replaced with nuclear entities, biotechnological life material (DNA, RNA, plasmid) or light. The scientist predicts the multiplication from quartz to quantum and that may be off the scale. (Schmidt et al., 2017)

Thus, the mini size of machines are converted into micro and then into nano dimension. The nano sized biological computers are empowering and regulating the specific biochemical and metaphysical features of living organisms. That may rationalize the cell biology and optimize the transmembrane signal transmission. Currently the sciences is working to explore more safe minimum possible sized transmitters, transducers and transductors. That may be implanted inside the body to get the desired outcomes. (Gigante, 1993).

Moreover, we can notice the changed in current digital technology cloud computing, smartphones, multi touch tablets etc. These innovations has introduced the revolution in daily live and work. The upcoming products will potentially change the world. The desktop control, eye movements, printing the the creativity into physical products, submerging and interacting into the virtual world are clues of future technology. Read Also: 20 Futuristic Concept Gadgets That Really Inspire. (Cruz-Neira et al., 1993)

Simulation, hypothesis and augmentation

Augmentation of real world has already been introduced, that present the life in the forms of simulation and experiment. Hypothetically, the Google Glass enable to view the map, social media posts, GPS navigation and texting the images. In addition of that the 3D printing technology is forging the digital design into a real solid product. There is no considerable addition but an advanced machine of personal 3D printer. That is obviously a innovative idea. Thus, in future technology the individual professional will be capable of making their creative work into physical products without limitation. (Huang et al., 2015)

The Oculus Rift is virtual reality used in games. (Desai et al., 2014) That will let the individuals feel actually inside the video game. The players can turn head around with an ultra low latency to view the surrounding in high resolution display. The premium products of oculus rift displayed in the market. But, ofcourse this the beginning of the revolution for next generation. (Schwald and Laval, 2003)

Moreover, the Leap Motion is another technology recently introduced in market. users are not comfortable with multi touch desktop because of getting tired with prolonged use. However, the Leap Motion has challenged the situation with with a more advanced idea. We can now control our desktop with fingers without touching the screen. It's not only the motion sensor but also allows us to scroll, zoom and sign the documents. (Ware et al., 1993)

Eye Tribe is also used for eye tracking. That is actively discussed by enthusiasts technologists throughout the world. But its implementation is really a big challenge. This technology is experimented successfully and allow us to control the gadgets.

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