IEEE.org IEEE *Xplore* IEEE SA IEEE Spectrum More Sites Donate Cart Create Account Personal Sign In

Browse My Settings Help Access provided by: **PSG Inst of Tech & Applied Research** Sign Out

Access provided by: **PSG Inst of Tech & Applied Research** Sign Out

All

ADVANCED SEARCH

Conferences > 2024 3rd International Confer...

Development of Virtual Reality Platform through Human Computer Interaction using Artificial Intelligence

Publisher: IEEE

Cite This PDF

S Saranya ; B Channarayapriya ; U Harshavardhini ; A.Sunitha Nandhini ; J. Revathi ; R Venkatesan **All Authors**

7
Full
Text Views

Alerts

Manage Content Alerts
Add to Citation Alerts

Downl
PDF

Abstract:
The development of a virtual reality platform through human-computer interaction (HCI) is obtained using deep learning with a genetic algorithm. The human-computer intera... **View more**

Metadata

Abstract:
The development of a virtual reality platform through human-computer interaction (HCI) is obtained using deep learning with a genetic algorithm. The human-computer interaction forms a bridge between users and the VR system. This helps in providing a natural interaction experience to the users. Deep learning techniques help in obtaining the realistic nature of the physical world in the virtual platform. The personalized experiences are obtained using the integration of deep learning with VR platforms. The optimization algorithm helps in achieving user interaction in a real-time platform. The adaptive learning helps in increasing the overall immersion with a user-friendly interface. The VR development process is done using a genetic algorithm. This helps to evolve and optimize themselves within the period of time. This helps the VR platform to iteratively improve its performance and complete design through adopting successful combinations of various parameters. The proposed approach helps the VR system to evolve towards an optimal condition. This helps to satisfy the various needs and preferences of the users. Thus the proposed system helps in obtaining adaptive and intelligent virtual environments. This helps in overcoming various challenges in designing immersive VR experiences with personalized digital environments.

Published in: 2024 3rd International Conference on Applied Artificial Intelligence and Computing (ICAAIC)

Date of Conference: 05-07 June 2024

DOI: 10.1109/ICAAIC60222.2024.10575226

Date Added to IEEE *Xplore*: 02 July 2024

Publisher: IEEE