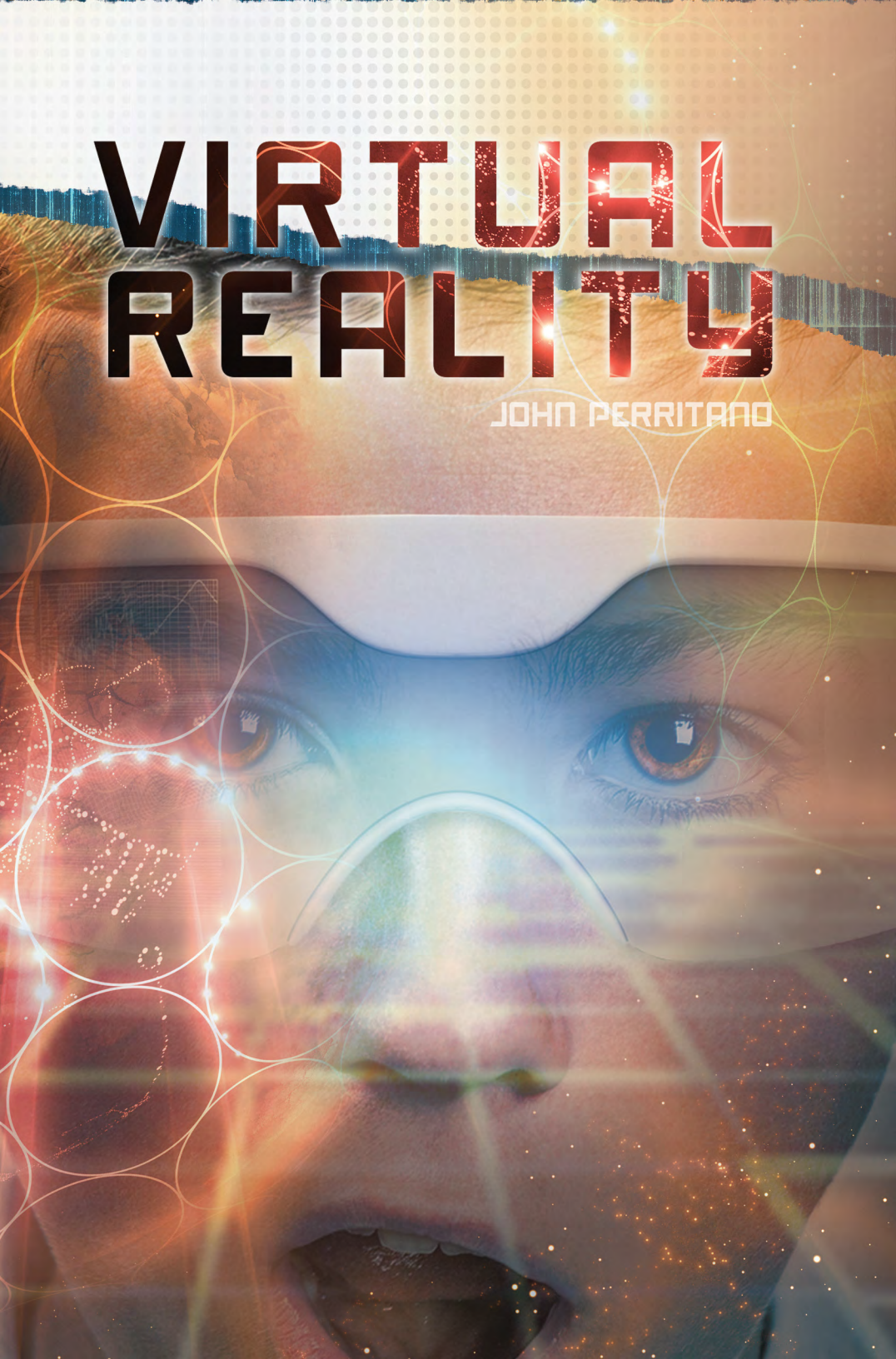


# VIRTUAL REALITY

JOHN PERRITANO

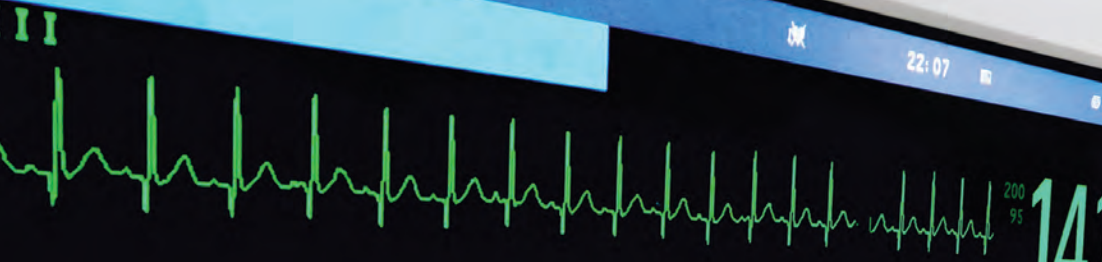


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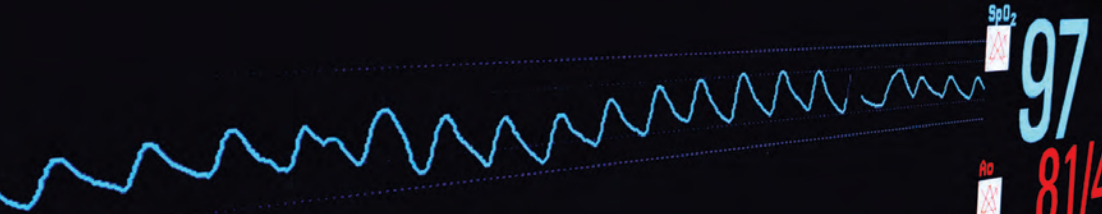
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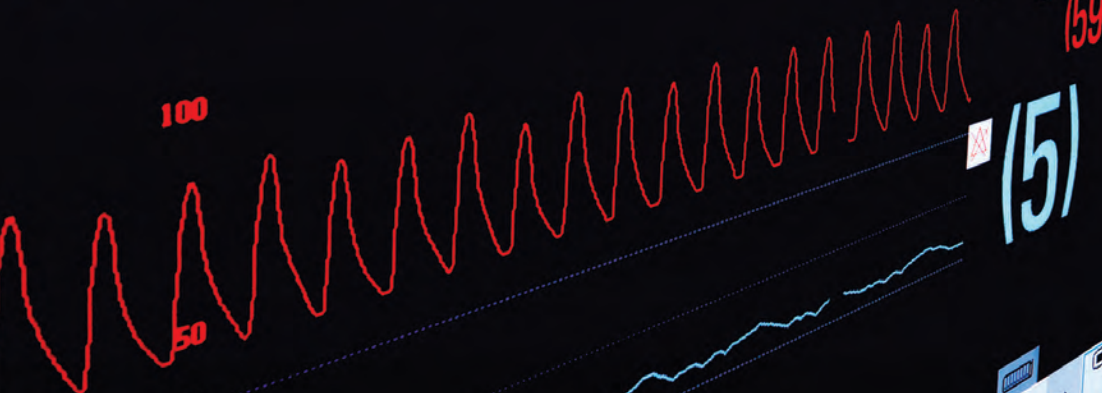
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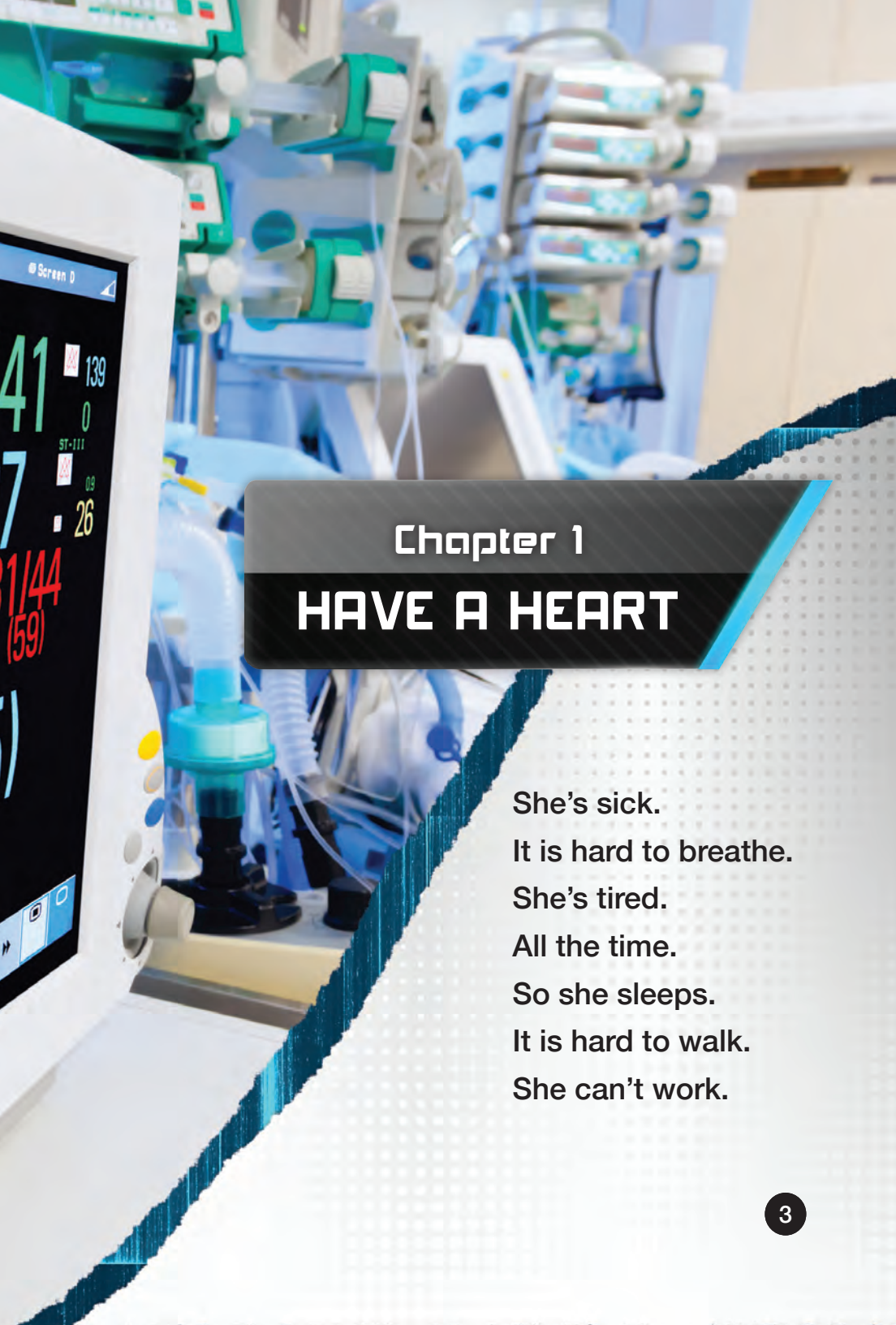
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2

Bottom navigation bar with icons for patient status, settings, and other functions.



## Chapter 1

# HAVE A HEART

She's sick.  
It is hard to breathe.  
She's tired.  
All the time.  
So she sleeps.  
It is hard to walk.  
She can't work.



What's wrong?  
The doctor has an idea.  
She thinks it's the woman's heart.  
It's sick.  
How can she be sure?

A machine will help.  
It is a special *x-ray* machine.  
The woman lies on a table.  
The machine takes pictures.  
*Click, click, click.*



These are not normal pictures.  
They are 3-D pictures.  
They show the woman's heart.  
The doctor looks.  
She still can't tell what's wrong.  
No problem.  
She turns on a device.  
It turns the x-rays into sound.  
It squeezes the *sound waves*.  
Molds them like clay.



**THAT'S COOL**  
The first moving hologram  
was produced in 1972.

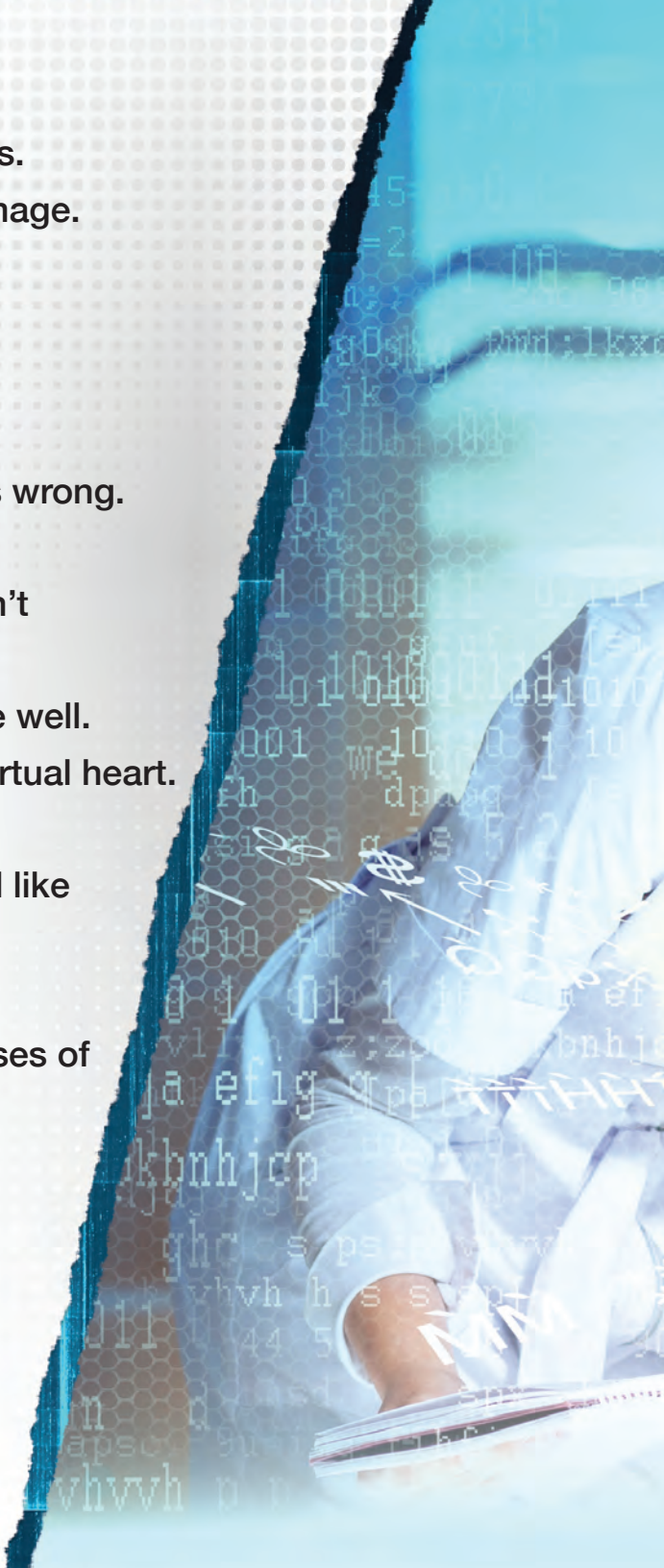
Up pops a human heart.  
Floating.  
Like a balloon in the air.  
This is no toy.  
It's a ***hologram***.  
A 3-D ***image*** of the woman's heart.



The doctor looks.  
She spins the image.  
Like a ball.  
She turns it up.  
Then down.

She sees what's wrong.  
It can be fixed.  
The woman won't  
need *surgery*.  
She will soon be well.  
Thanks to the virtual heart.

Does this sound like  
science fiction?  
It's not.  
It's one of the uses of  
*virtual reality*.





# VIRTUAL REALITY

What is virtual reality?

Can a glove save lives?

How can you visit Paris from home?

What is 3-D?

How could a virtual world be bad?

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