

## Virtual World Development

### VRCHITECTURE

Design an architecture for a virtual reality system. Identify essential components with boxes, and essential communication channels with lines connecting boxes.

The components of your architecture should all be of the same type. For example, a hardware architecture identifies all the hardware components, a software architecture identifies all the software modules, a functional architecture identifies the essential transformations.

Clearly identify the purpose of each component. Clearly identify what is being communicated over connections.}