

Virtual reality, VR is a world created by technical means, transmitted to a person through his sensations: sight, hearing, smell, touch, and others. Virtual reality simulates both exposure and response to exposure.

Augmented reality, AR - technologies that complement the real world by adding any sensory data. Despite the name, these technologies can both bring virtual data into the real world and eliminate objects from it. The capabilities of AR are limited only by the capabilities of devices and programs.

It's worth immediately clarifying the difference between AR and VR:

"VR blocks the real world and immerses the user in the digital universe.

AR adds elements of the digital world to the real. "

Most of the VR technologies will be used in our application.

Logo: The logo has a **minimalistic** and **universal design**. Let's consider it in more detail.

Minimalism: The logo icon is an abbreviation of the words VR Tour - VT. The abbreviation is in a diamond-shaped figure, consisting of abstract thin lines, which symbolise the VR technology itself, where by using separate layers of images a full-fledged picture is created. It will be visually indistinguishable to a person from the real world. In the text style of the logo a sans-serif font is used. The text is arranged in a column and looks very stylish. In general, we can say that there is nothing superfluous in the logo – icon, text and branded turquoise color.

Universal design: the logo can be made both on a transparent, and on a black and white background. Also, the logo looks good anywhere - on a computer monitor, on the screen of smartphones, on a printed brochure, signboard or in VR itself.

The issue of application design remains open. Now we can talk about the following: the transition to VR will come from a QR code that can be scanned next to the memorial or through the website of our application to view various reconstructions of historical events. An alternative to using the application can be scanning photos and documents, as well as traveling on a VR map.