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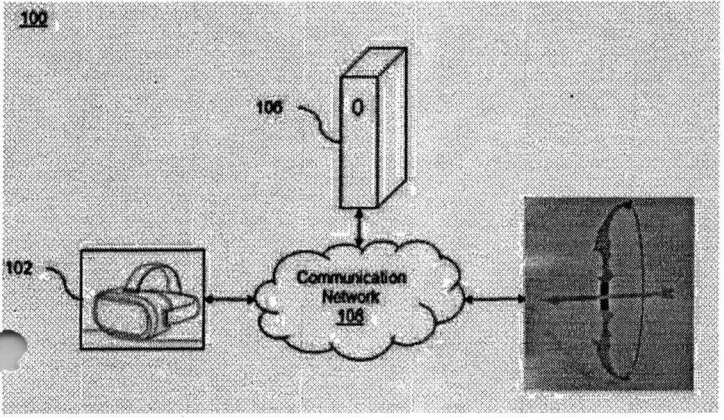
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(7) Abstract :
The present invention introduces a system aimed at enhancing archery skills through immersive virtual hunting experiences. At its core is a Virtual Reality (VR) headset, donned by users, acting as the portal to diverse hunting scenarios. The system features a motion controller in the form of a bow and arrow, finely tuning archery mechanics, encompassing arrow physics, wind resistance, and shot accuracy to elevate archery prowess. Various hunting environments, including forests, mountains, lakes, and abundant wildlife, are realistically simulated by the VR headset, complete with dynamic weather effects and day-night cycles, intensifying archery skill development. AI algorithms incorporated into the gaming console, in harmony with the VR headset, replicate the hunting environment, unpredictable animal behavior, and user interactions, contributing to archery skill refinement. The system leverages VR technology to redefine archery skill development through immersive hunting simulations.



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