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This is a great way of communication and dissemination of knowledge, but it has not yet been fully used in the Urology field. Immersive VR applications ========================== The applications of VR to Urology are many. For example, there are plans for the future to use virtual training devices in the treatment of lithiasis, to prevent kidney stone formation. Also, there is the possibility of creating virtual medical guides for the patient to help it with the design of a new surgery or the recovery after a medical procedure. There are also medical applications such as virtual surgical planning, virtual simulation of a patient's heart disease and virtual surgery. The application of VR to urological training has also become common in recent years, as the use of 3D and VR technologies is growing, due to their impact in the training and medical field. In the Urology field there is a long list of VR applications. VR training may be divided into two main categories: virtual reality training and virtual reality

simulation. Virtual reality training is an application in which a virtual environment is generated inside a headset, as in the case of the Oculus Rift (Oculus Rift Development Kit, Oculus VR, CA, USA) and HTC Vive (HTC Vive Developer Edition, HTC, Taiwan, China) ([Fig. 1](#blc-4-blc170105-g001){ref-type="fig"}). Both are commercially available at moderate prices and the possibilities are not limited to the trainings. These devices can simulate many different scenarios, including a hospital room where the trainee can feel the flow of the operating theatre and access to the patient's data on a virtual screen. {#blc-4-blc170105-g001} The main benefit of these devices is the possibility to perform anatomical and functional training. These two applications are similar because both simulate the same scenario, but the anatomical simulation is mainly used. Anatomical simulation is a simulation in which the user can perform actions that will change the avatar's position in the space. In the case of the anatomical simulation, the user can move and rotate the avatar, like in a physical simulator. In the case of VR training, there is a virtual representation of the patient. The patient will be represented in a 3D virtual environment that can be accessed by the user using a headset that allows them 82157476af

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