

True Virtual Reality Could Be Here Sooner Than We Think

A new book by computer expert Daniel Perusko reveals a world in which humans and machines combine in what may spell the end of humankind as we know it.

LONDON, UNITED KINGDOM, January 15, 2016 /EINPresswire.com/ -- Although a work of fiction, War of the Elements is based on solid interpolation of current computer science and our increasing dependence on Artificial Intelligence. With many people now essentially hardwired to their smartphones which in turn connect to the outside world, it's only a short step to total reliance and then complete immersion. This is the world which debut author Daniel Perusko envisages in his breakneck thriller just published by [Mirador Publishing](#).

Set only a few years in the future, Perusko has painted a terrifying world where the connection between people and their computers becomes truly a two-way symbiotic process with the machines drawing people into their own virtual world then refusing to let them out again unless

they can complete a series of task.

"When I was a kid, Minesweeper and Solitaire was all we had on the computer," said Perusko. "No one carried cell phones around. I watched phones evolve from clunky handheld cell phones to the sleek smart phones we carry today."

If the premise for the book feels a bit far-fetched, the latest developments in Artificial Intelligence might just be indicating that if anything, Persusko's view is actually quite conservative. With the upcoming Oculus Rift virtual reality system set to move gaming reality to the next level, the future portrayed here is beginning to feel disturbingly close.

"We were very excited when this book arrived on our submissions desk," said Sarah Luddington, Mirador's Commissioning Editor. "Too much science fiction these days is jostling for attention in the narrow sub-genres of Space Opera or Dystopian Post-Apocalyptic gloom. It's great to see something a bit different emerge."

Although it's only just been officially released, War of the Elements is already topping best-seller charts and attracting the attention of the literary press. The influential Book Reviewer describes it as "A sleek and well-constructed story that races along with the pace of a Tom Clancy thriller but carries the depth of William Gibson at his best."

This volume, Virtual Realm, is the first in what promises to be a series of books and which tie in to the [Psiraise](#) Creative Studios project, a Star Cell of creative writers, artists and film makers, all with a keen eye for advanced A.I.



Virtual Realm is published by Mirador Publishing and is available as a paperback and eBook in all major formats.

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