

In the present work we study aesthetic consequences of virtual reality. Exploring the fringe between fictional and virtual is one of the key goals, that will be achieved through etymologic and technologic definition of both fiction and virtual reality, fictional and virtual worlds. Both fiction and virtual reality will be then studied from aesthetic distance and aesthetic pleasure point of view. At the end, we will see the main difference as well as an common grounds between fiction and virtual reality, which will be helpful for further aesthetic studies of virtual reality, virtual reality worlds and their communities.