

SPPU-TE-COMP-CONTENT – KSKA Git

Total No. of Questions : 4]

SEAT No. :

PC-346

[Total No. of Pages : 2

[6360]-153R

T.E. (Computer Engineering) (Honors)(Insem.)

VIRTUAL REALITY

(2019 Pattern) (Semester - I) (310701) (Elective - IV)

Time : 1 Hour]

[Max. Marks : 30

Instructions to the candidates :

- 1) Answer Q.1 or Q.2 and Q.3 or Q.4.
- 2) Figures to the right side indicate full marks
- 3) Neat diagrams must be drawn wherever necessary
- 4) Assume suitable data if necessary.

Q1) a) Define Virtual Reality. Explain any two key elements of virtual reality experience. [5]

b) Discuss about various applications of Virtual Reality. [5]

c) Write short note on position tracking in VR. [5]

OR

Q2) a) Differentiate between Virtual reality and Augmented reality. [5]

b) Explain in detail how Virtual Reality really works? [5]

c) Explain visual presentation properties of visual displays. [5]

Q3) a) What are different representation issues related to Virtual Reality? [5]

b) Explain Visual and Aural representation in VR? [5]

c) Explain how haptic information is used in a VR Experience. [5]

OR

P.T.O.

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- Q4) a) Explain the working of Head-mounted displays? [5]
- b) Describe Physiology of the human eye with diagram [5]
- c) Explain the difference between Visual and Aural representation in VR?[5]

