



**KONERU LAKSHMAIAH
EDUCATION FOUNDATION**
(Deemed to be University, Estd. u/s. 3 of UGC Act 1956)

B.Tech - Even Sem : End Semester Exam
Academic Year:2021-2022

19CS3266A - AR & VR APPLICATION DEVELOPMENT
Set No: 1

Time:		Max.Marks: 100					
S.NO	Answer All Questions	Choice	Options	Marks	CO	CO BTL	COI BTL
1.	Illustrate Monitor Based Augmented Reality with diagram	choice Q-2		10Marks	CO1	3	2
2.	Define Keypoint? Explain about Fast corner Keypoint Detection			10Marks	CO1	3	2
3.	Explain and differentiate Holography vs Photography in detail	choice Q-4		15Marks	CO1	3	3
4.	What are Markers in Augmented Reality? Explain about Marker based and Marker less tracking			15Marks	CO1	3	3
5.	Provide any four Advantages and Disadvantages of Virtual Reality in detail with example	choice Q-6		10Marks	CO2	3	2
6.	Describe in brief on Virtual Reality Components			10Marks	CO2	3	2
7.	Summarize about Rendering Layer , Graphic Layer and Application Layer	choice Q-8		15Marks	CO2	3	3
8.	Describe about Manipulation , Manipulation interface and Navigation in Virtual Reality with an example			15Marks	CO2	3	3
9.	Illustrate Anaglyph with OpenGL	choice Q-10		10Marks	CO3	3	2
10.	Differentiate Mono and Stereo Panoramas			10Marks	CO3	3	2
11.	Illustrate and explain in detail about Surround Sound	choice Q-12		15Marks	CO3	3	3
12.	Discuss about Spatial Audio for VR in detail			15Marks	CO3	3	3
13.	Explain about how to add 3d content in Unity	choice Q-14		10Marks	CO4	3	2
14.	Summarize about Prefab with an example			10Marks	CO4	3	2
15.	Provide the steps to create a basic Marker based AR application in Unity	choice Q-16		15Marks	CO4	3	3
16.	Recall user interfaces in unity with examples			15Marks	CO4	3	3

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