



**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

19CS3266S - AR & VR APPLICATION DEVELOPMENT

Set No: 2

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.	Recall about the Components of AR			10Marks	CO1	3	2
3.	Differentiate Holography vs Photography in detail	choice Q-4		15Marks	CO1	3	3
4.	Discuss about Augmented Reality tracking and Registration			15Marks	CO1	3	3
5.	Provide any four Advantages and Disadvantages of Virtual Reality in detail	choice Q-6		10Marks	CO2	3	2
6.	Explain about Semi immersive Virtual Reality system.			10Marks	CO2	3	2
7.	Summarize about Rendering Layer , Graphic Layer and Application Layer	choice Q-8		15Marks	CO2	3	3
8.	Discuss about Scene Graph with a car model example.			15Marks	CO2	3	3
9.	Describe Post-rendering Image Warp in detail	choice Q-10		10Marks	CO3	3	2
10.	Analyze and explain about Eye Tracking			10Marks	CO3	3	2
11.	Summarize Spatial Audio for VR in detail	choice Q-12		15Marks	CO3	3	3
12.	Discuss in detail about Virtual Reality Engine			15Marks	CO3	3	3
13.	Explain Unity 3d Features in detail	choice Q-14		10Marks	CO4	3	2
14.	Write a basic c# code for game object rotation			10Marks	CO4	3	2
15.	Discuss about Unity IDE basics	choice Q-16		15Marks	CO4	3	3
16.	Provide the steps to create a Marker based Augmented Reality with vuforia and unity with sample output			15Marks	CO4	3	3

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