



**PRESIDENCY UNIVERSITY  
BENGALURU**

**SCHOOL OF INFORMATION SCIENCE  
END TERM EXAMINATION - JAN 2023**

**Semester :** Semester I - 2022

**Course Code :** CSA1010

**Course Name :** Sem I - CSA1010 - Introduction to Immersive Technologies

**Program :** BCA - ARVR

**Date :** 12-JAN-2023

**Time :** 9.30AM - 12.30PM

**Max Marks :** 100

**Weightage :** 50%

**Instructions:**

- (i) Read all questions carefully and answer accordingly.
- (ii) Question paper consists of 3 parts.
- (iii) Scientific and non-programmable calculator are permitted.

**PART A**

**ANSWER ALL THE FOLLOWING QUESTIONS**

**10 X 2 = 20M**

1. Explain Perception in detail.  
(CO4) [Knowledge]
2. List out the difference between web 2.0 and web 3.0.  
(CO5) [Knowledge]
3. Define flicker fusion threshold and resolution.  
(CO3) [Knowledge]
4. Explain Immersion.  
(CO4) [Knowledge]
5. Define the types of VR.  
(CO1) [Knowledge]
6. Define field of View and Vergence Conflict.  
(CO2) [Knowledge]
7. Define Rasterization.  
(CO3) [Knowledge]
8. Explain Tactical immersion and Strategic immersion.  
(CO4) [Knowledge]
9. Write some applications of AR.  
(CO1) [Knowledge]
10. Explain Projection based AR.  
(CO1) [Knowledge]

**PART B**

**ANSWER ALL THE FOLLOWING QUESTIONS**

**5 X 10 = 50M**

11. Discuss Use case daigram and its applications. (CO1) [Comprehension]
12. Discuss tracking callibration and registration? (CO2) [Comprehension]
13. A)Discuss Passive illumination and active illumination.  
B)Discuss Ultrasonic tracking.  
C)Distinguish Magenetometre and Gyroscope. (CO3) [Comprehension]
14. Explain the features of sensorama. (CO4) [Comprehension]
15. Explain Perception Models. (CO4) [Comprehension]

**PART C**

**ANSWER ALL THE FOLLOWING QUESTIONS**

**2 X 15 = 30M**

16. Show the features of rendering in detail. (CO5) [Application]
17. Illustrate things that you can give in Metaverse. (CO5) [Application]

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