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**PRESIDENCY UNIVERSITY**  
**BENGALURU**  
**SCHOOL OF INFORMATION SCIENCE**

**End Term Examination**

**Odd Semester:** End Term (AY 2022-23)

**Course Code:** BCA 261

**Course Name:** Virtual Reality Development

**Program & Sem:** BCA (VR)

**Date:** 11.01.2023

**Time:** 09:30 AM to 12.30 PM

**Max Marks:** 100

**Weightage:** 50%

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**Instructions:**

- (i) Read the question properly and answer accordingly.
  - (ii) Answering all the questions are mandatory
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**Part A [Memory Recall Questions]**

**Answer all the Questions. Each question carries 2 marks.**

1. \_\_\_\_\_ keeps track of position [CO1][K]
  - a. Motion analyzer
  - b. Motion Tracker
  - c. HMD
  - d. SMD
2. A term for illusion of immersion by projecting stereo images on the walls and floor of a room? [CO2][K]
  - a. CAVE
  - b. BOOM
  - c. GUI
  - d. HMD
3. Multiplane camera was introduced by Walt Disney [CO1][K]
  - a. True
  - b. False
4. Who is the father of animation [CO1][C]
  - a. Walt Disney
  - b. J Stuart Blackton
  - c. William Horner
  - d. J.A. Ferdinand Plateau
5. A device produces an illusion of movement from a rapid succession of static pictures [CO2][A]
  - a. Zeotrope
  - b. Thaumatrope
  - c. Phenakistoscope
  - d. HMD
6. Define Virtual Reality [CO1][C]
7. Name the platform used to develop the applications of VR. [CO2][A]
8. Define Environment [CO1][K]
9. Name the assets available in unity [CO1][K]
10. \_\_\_\_\_ is basically a form of pictorial presentation. [CO1][K]

## Part B [Subjective Questions]

**Answer all the Questions. Each question carries 8 marks.**

1. a. What does Oculus Rift do. [CO2][C][2 Marks]  
b. Discuss about the various Oculus Rift Devices which we will use for the VR Development. [CO2][C][6 Marks]
2. Discuss about the difference between AR and VR. [CO1][K][8 Marks]
3. Discuss the limitations of the VR development in the progress of the future. [CO3][C][8 Marks]
4. Discuss about the Google Cardboard along with its applications. [CO2][A][8 Marks]
5. Discuss the role of Virtual Reality in [CO2][A][8 Marks]
  - a. Military system
  - b. Tourism

## Part C [Programming Question]

**Answer the following Question. It carries 40 marks.**

6. Create a VR experience in Unity Game Engine with the following assets for \_\_\_\_\_ scenario. [CO4][A][40 Marks]
  - a. 3D objects
  - b. 3D models
  - c. Animations