

(3 Hours)

(Total Marks : 80)

Please check whether you have got the right question paper.

- N.B.:**
- 1) Question No. 1 is compulsory.
 - 2) Attempt any 3 questions from the remaining.
 - 3) Make suitable assumptions wherever necessary.
-
1. a. Write down the Algorithm steps of Mixed Reality. 10
 - b. List and discuss applications of Augmented Reality and Virtual Reality (AR-VR) in detail. 5
 - c. Differentiate between Mixed Reality and Immersive Reality. 5
 2. a. Discuss briefly Visual perception and spatial Display Model. List the characteristics of Tracking Technology. 10
 - b. What do you mean by Augmentation? Describe the methods of Augmentation. 10
 3. a. Discuss the Multi View Interfaces and Tangible Interfaces. 10
 - b. What are all requirements of AR-Authoring? Briefly explain stand-alone Authoring Solutions. 10
 4. a. Explain how does homogenous co-ordinate system simplifies geometric transformation in computer graphic with example. Write the Merits of using it. 10
 - b. Discuss Viewport Transformation. How does it simplifies the process in virtual reality? 10
 5. a. Discuss in detail VRML. 10
 - b. Explain the classic component of VR System. 10
 6. Write short note on (any two) : 20
 - a. Eye movement and issues with it in VR
 - b. Depth and motion perception
 - c. Tilt and Yaw drift correction.