SEAT No. :

**P5366**

**[6188]-322**

# B.E. (Computer Engineering) (Honors) (Insem)
## VIRTUAL REALITY IN GAME DEVELOPMENT
## (2019 Pattern) (Semester-VII) (410701)

*Time : 1 Hour]*                                                    *[Max. Marks : 30*

*Instructions to the candidates:*
1) *Answer Q.1 or Q.2, Q.3 or Q.4.*
2) *Figures to the right side indicate full marks.*
3) *Neat diagrams must be drawn wherever necessary.*
4) *Assume suitable data if necessary*

**Q1)** a) What is virtual reality? State different types of head-mounted displays for VR. **[5]**

b) Write short note on semi-immersive and fully-immersive. **[5]**

c) Explain any one application of virtual reality and how it works in game development? **[5]**

**OR**

**Q2)** a) Differentiate between augmented and virtual reality. **[5]**

b) What is virtual reality? How virtual reality really works? **[5]**

c) Explain the different technical features required for virtual reality? **[5]**

**Q3)** a) Explain the cycle of interaction with diagrams. **[5]**

b) Write short note on principle of simplicity and principle of continuity. **[5]**

c) What are design guidelines for interaction? **[5]**

**OR**

**Q4)** a) Enlist different types of input device characteristics that interact with the virtual environment. **[5]**

b) Explain human centered interaction with suitable example. **[5]**

c) Explain different design guidelines for content creation. **[5]**

● ● ●