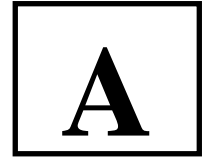**Reg.No:**

SNS COLLEGE OF TECHNOLOGY
(An Autonomous Institution)
Coimbatore – 641035.
B.E / B.Tech – Internal Assessment- I
Academic Year 2023-2024 (ODD)
SEVENTH SEMESTER

A

19CSE402- VIRTUAL REALITY AND DIGITAL ENTERTAINMENT

Time: 1^{1/2} Hours   **Maximum Marks: 50**

Answer All Questions

PART A — (5 x 2 = 10 Marks)

1.	Write any four Applications of VR.	CO1	Rem
2.	Define Virtual Reality.	CO1	Rem
3.	Identify the use of Computer Graphics in Virtual Reality.	CO2	Und
4.	Differentiate between real-time rendering and offline-rendering.	CO2	Ana
5.	Infer the impact of virtual reality in human life in your own words.	CO1	Ana

PART B —13+13+14=40 Marks)

6.	(a)	"VR in sports"-Analyze and Illustrate with real time scenario.	13	CO1	Ana
		(OR)			
	(b)	(i) Compare and Contrast Augmented Reality and Virtual reality.	7	CO1	Und
		(ii) Write down the components of Virtual Reality with a neat diagram and Explain.	6		
7.	(a)	Articulate how CRT, Raster Scan and Vector Scan used in creating an Virtual Reality Scenario.	13	CO2	Rem
		(OR)			
	(b)	Categorize the different stereoscopic technologies along with the different software used for it.	13	CO2	Und
8.	(a)	Design the steps involved in Real Time Rendering for Large-Scale Forest Scenes.	14	CO2	Rem
		(OR)			
	(b)	Illustrate with example industrial application of Virtual reality.	14	CO1	App

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(Note: Und-Undertand   Rem-Remember   Analze   App-Apply)