Reg.No:

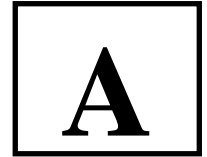|						

SNS COLLEGE OF TECHNOLOGY

(An Autonomous Institution)
Coimbatore – 641035.
B.E / B.Tech – Internal Assessment- II
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.	Illustrate on 3D digitizer.	CO2	App
2.	What is meant by object picking in virtual reality?	CO2	Rem
3.	What is Haptic Technology in virtual reality?	CO3	Und
4.	Tell the principles of force feedback.	CO3	Und
5.	Write the classification of haptic devices.	CO3	Rem

PART B —(13+13+14=40 Marks)

6.	(a)	Classify the advantages of cockpits flight simulation.	13	CO2	Und
		(OR)			
	(b)	Categorize the different stages of real time graphics pipeline in Virtual Reality.	13	CO2	Und
7.	(a)	Conclude the different applications and advantages of touch and force feedback in haptic technology.	13	CO3	App
		(OR)			
	(b)	Express how VR system can be used for Entertainment.	13	CO3	Und
8.	(a)	Identify any visualization development toolkit for real-time simulation. Explain the same in detail.	14	CO2	App
		(OR)			
	(b)	Analyze how the human factors can relevant to the haptic systems with neat diagram.	14	CO3	Ana

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(Note: Und-Undertand   Rem-Remember   Ana-Analyze   App-Apply)

Prepared By   **Verified by**   **HoD**