Reg.No. \_\_\_\_\_\_\_\_\_\_\_\_



**UNIVERSITY**

(Karunya Institute of Technology & Sciences)

(Declared as Deemed-to-be University under Sec.3 of the UGC Act, 1956)

**End Semester Examination – Nov/Dec – 2017**

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| **Code :** | **14VC3011** | **Duration :** | **3hrs** |
| **Sub. Name :** | **AUTHORING AND VIRTUAL REALITY** | **Max. marks :** | **100** |

**ANSWER ALL QUESTIONS (5 x 20 = 100 Marks)**

|  |  |  |  |  |  |
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| Q. No. | | Sub Div. | Questions | Marks | CO |
| 1. | | a. | Demonstrate how flow chart helps in Developing Authoring program. | 10 | CO2 |
| b. | Authoring program Environment is same as Developing a multimedia presentations-Do you agree? | 10 | CO2 |
| (OR) | | | | |  |
| 2. | | a. | How the life cycle Model helps in Documentation development for Authoring? | 10 | CO2 |
| b. | Discuss the ADDIE Model Applied in Authoring Documentation. | 10 | CO3 |
| 3. | | a. | Specify the different software used for Authoring programs. | 10 | CO3 |
|  | | b. | Discuss the multimedia tools applied in Authoring Presentations. | 10 | CO2 |
| (OR) | | | | |  |
| 4. | | a. | Discuss the terms like HMD, Boom and Cave used in Virtual Reality. | 10 | CO2 |
|  | | b. | Explain the different types of Virtual Reality. | 10 | CO1 |
| 5. | | a. | Discuss the history behind Virtual Reality development. | 10 | CO1 |
|  | | b. | Discuss Virtual Reality System architecture needed for VR Programs. | 10 | CO2 |
| (OR) | | | | |  |
| 6. | | a. | Discuss how Behavioral Modeling helps to create Virtual Reality? | 10 | CO3 |
|  | | b. | Virtual Reality Programs will induce Cyber sickness-do you agree? | 10 | CO3 |
| 7. | | a. | What output devices are used to make Virtual Reality interactive? | 10 | CO1 |
|  | | b. | Specify different types of trackers used in Virtual Reality Programs. | 10 | CO2 |
| (OR) | | | | |  |
| 8. | | a. | Discuss the safety measures for people using Virtual Reality. | 10 | CO2 |
|  | | b. | Specify how we can apply Virtual Reality for training media students. | 10 | CO3 |
|  | | | **Compulsory:** |  |  |
| 9. | a. | | Discuss the various devices used in Virtual Reality Development. | 10 | CO2 |
|  | b. | | Human interaction with Virtual Reality is good for society-Justify | 10 | CO3 |

ALL THE BEST