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



**End Semester Examination – Nov / Dec – 2019**

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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** | **Course**  **Outcome** | **Marks** |
| 1. | a. | Define authoring in multimedia. | CO1 | 3 |
| b. | Determine which multimedia authoring system is most appropriate for any given project. | CO3 | 7 |
| c. | Explain the multimedia authoring paradigms in detail. | CO2 | 10 |
| **(OR)** | | | | |
| 2. |  | Elaborate card-based, icon-based, event-driven multimedia game-authoring tools and time-based tools with examples. | CO3 | 20 |
|  |  |  |  |  |
| 3. | a. | Describe the primary stages in a multimedia project. | CO2 | 4 |
| b. | Outline the multimedia software tools for authoring. | CO2 | 16 |
| **(OR)** | | | | |
| 4. |  | Describe the problems you are likely to encounter in creating a cross-platform program, and list several ways to deal with these problems. | CO1 | 20 |
|  |  |  |  |  |
| 5. | a. | Explain the significance of Virtual Reality Modeling Language. | CO2 | 10 |
| b. | Illustrate the process of building AR/VR with Javascript and HTML. | CO3 | 10 |
| **(OR)** | | | | |
| 6. |  | Consider your own skills, abilities and goals. Where do you see yourself fitting into a multimedia production team? What abilities would you bring to a team now? What abilities do you need to work to develop? What are your creative abilities? What is your level of mastery of multimedia authoring tools? | CO3 | 20 |
|  |  |  |  |  |
| 7. | a. | Compare Virtual Reality with Augmented Reality. | CO1 | 7 |
| b. | Elucidate the application of Virtual Reality to various fields. | CO2 | 13 |
| **(OR)** | | | | |
| 8. |  | Explain the following VR terminologies: Presence, Haptics, HMD, 360 Video and FOV. | CO2 | 20 |
|  | | **Compulsory**: |  |  |
| 9. |  | Elaborate on various augmented and non–augmented reality methods trending in the industry. | CO3 | 20 |