

**TILAK MAHARASHTRA VIDYAPEETH, PUNE**  
**BACHELOR OF SCIENCE (B. SC.) DIGITAL ART ANIMATION**  
**EXAMINATION: DECEMBER - 2022**  
**FOURTH SEMESTER**

**Sub.: Introduction to AR-VR and motion Capture (Theory) (BSC20-405)**

**Date: 20/12/2022**

**Total Marks: 40**

**Time: 10.00 am to 12.00 pm**

**Instructions: All questions are compulsory.**

**Q. 1. Multiple choice questions (10)**

1. Which window is used to import assets inside Unity 2D ?  
a) Scene                      b) Console                      c) Project                      d) Game
2. \_\_\_\_\_ is a Component in Inspector window.  
a) Game                      b) Console                      c) Inspector                      d) Transform
3. Which window is used to add components to game objects inside unity 2D ?  
a) Console                      b) Game                      c) Inspector                      d) Scene
4. Which window is used to create animation clips from 2D sprites?  
a) Animator                      b) Animation                      c) Scene                      d) Console
5. Which component is used to add physical force to game object?  
a) Animator                      b) Animation                      c) Rigid body                      d) Physics 2D
6. Which window is used to connect multiple Animation clips ?  
a) Animator                      b) Animation                      c) Scene                      d) Game
7. Oculus quest 2 is \_\_\_\_\_ device.  
a) AR                      b) VR                      c) MR                      d) XR
8. Button is a \_\_\_\_\_ Element  
a) UI                      b) 2D                      c) 3D                      d) None of the Above
9. Transform component contains following element  
a) Rotation                      b) Physics 2d                      c) Physics 3D                      d) Sound
10. Following is a collider type  
a) Box collider                      b) Circle collider                      c) Mesh collider                      d) All of the above

**Q. 2. Write short notes on. (Any two) (10)**

1. Using Sprite Editor to cut multiple sprites.
2. Creating a Platformer Game.
3. Using Physics 2D in games.

**Q. 3. Write the Answers of the following (Any 4) (20)**

1. Explain the difference between AR and VR
2. Explain the process of connecting multiple animation clips
3. How to prepare assets to be used in Unity 2d games.
4. Explain button click event to change scene
5. Explain the process of creating Animation clips from sprites