TILAK MAHARASHTRA VIDYAPEETH, PUNE

BACHELOR OF SCIENCE (B. SC.) DIGITAL ART ANIMATION EXAMINATION: DECEMBER- 2023

FOURTH SEMESTER

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

Date	e: 20/1	12/2023	Total Marks: 40		Time: 10.00 am to 12.00 pm	
Instr	uctio	ns: All questions a	are compulsory.			
Q. 1.	Multiple choice questions					(10
	1.	encompass				
		a) AR	b) VR	c) MR	d) All of the above	
	2.	Device can collect information	approximate using the	device IP address	and may derive geological	
		b) Computer	b) personal		d) mobile	
	3.	information The compounded	information annual growth rate (CAG		information	
	σ.	c) 50%	b) 65%	c) 25%	d) 75%	
	4.	adopting concepts better through visual presentation.				
		d) Medical technology	b) computer technology	c) Education	d) mobile technology	
	_	~ ·	can include microp			
	5.	voice as well as ac	state addition of the aber			
		e) Location	b) Audio	c) video	d) general	
		information	information	information	information	
	6.	Currentlyof the revenue is contributed by the gaming industry				
		f) 50%	b) 40%	c) 60%	d) 80%	
	7.	can include log files that include information about hardware and software and IP address				
		g) Device	b) personal	c) technical	d) system	
			information			
	8.		ctinformation about apps			
	0.	h) XR platform	b) MR Platform	c) VR Platform	d) AR Platform	
	9.	AR VR technology has create a revolution in theacross the globe				
		i) Education industry	b) gaming industry	c) retail industr	y d) health care industry	
	1.0	AR VR is the futu	re of	as its adoption	in the segment helps	
	10.	enhance customer				
		j) Film industry	b) gaming industry	c) retail industr	d) health care industry	
Q. 2.		Write short notes on. (Any two)				(10)
	1.	What is the future	of AR and VR			
	2.	What is MR mixed reality explain it with detail				
	3.	What is AR and VR explain it with detail.				

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

(20)

- 1. What is XR technology and where it is used?
- 2. What is AR technology used in education
- 3. What is the role of AR and VR in different sectors?
- 4. What is the open research issue of AR and VR?
- 5. What is the market of AR and VR in India