LOYOLA COLLEGE (AUTONOMOUS), CHENNAI – 600 034

M.Sc. DEGREE EXAMINATION – **VISUAL COMMUNICATION**

THIRD SEMESTER – **NOVEMBER 2023**

PVC3MC01 – IMMERSIVE EXPERIENTIAL DESIGN

Date: 30-10-2023   Dept. No.   Max. : 100 Marks
Time: 01:00 PM - 04:00 PM

SECTION A – K1 (CO1)

	Answer ALL the questions	**(5 x 1 = 5)**
1	Match the following	
a)	Sensorama	Charles Wheatestone
b)	Rainbow Six	Ivan Sutherland
c)	Stereoscope	Myron Krueger
d)	Sword of Damocles	Morton Heilig
e)	Videoplace	Tom Clancy

SECTION A – K2 (CO1)

	Answer ALL the questions	**(5 x 1 = 5)**
2	True or False	
a)	The expansion of GDD is Game Development Design	
b)	Marker-based AR is also known as image recognition AR	
c)	Metaverse is a can perform real time interactivity	
d)	Virtual reality is a user centered design	
e)	Sensorama was invented in the year 1982	

SECTION B – K3 (CO2)

	Answer any THREE of the following	**(3 x 10 = 30)**
3	Identify the hardware components of AR	
4	Organize any two models based on binocular depth perception	
5	Identify and explain GDD in developing a game	
6	Distinguish between MR and AR	
7	Explain the four characters perspective in VR cinema with appropriate examples	

SECTION C – K4 (CO3)

	Answer any TWO of the following	**(2 x 12.5 = 25)**
8	Analyze how mixed reality can be applied in various fields	
9	Describe what a game concept is and the ways to make a game realistic in detail	
10	Discover the possibilities of Metaverse	
11	List the pros and cons of Live Action	

SECTION D – K5 (CO4)

Answer any ONE of the following (1 x 15 = 15)

| 12 | Explain any three types of Augmented Reality |
| 13 | Identify the various possibilities of designing virtual reality and how to shoot cinema in VR |

SECTION E – K6 (CO5)

Answer any ONE of the following (1 x 20 = 20)

| 14 | Write an immersive story with all the immersive elements |
| 15 | Compile the major milestones in the history of VR |

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