



# LOYOLA COLLEGE (AUTONOMOUS), CHENNAI – 600 034

## M.Sc. DEGREE EXAMINATION – VISUAL COMMUNICATION

THIRD SEMESTER – APRIL 2024

### PVC3MC01 – IMMERSIVE EXPERIENTIAL DESIGN

Date: 02-04-2024

Dept. No.

Max. : 100 Marks

Time: 09:00 AM - 12:00 NOON

#### SECTION A – K1 (CO1)

Answer ALL the questions

(5 x 1 = 5)

1 Fill in the blanks

a) Who published the first description of his stereoscope in the 1838 \_\_\_\_\_

b) Sensorama was invented by \_\_\_\_\_

c) Too many head movements while using Virtual Reality can lead to \_\_\_\_\_ Syndrome

d) The full form of HUD is \_\_\_\_\_

e) The first VR game ever designed was \_\_\_\_\_

#### SECTION A – K2 (CO1)

Answer ALL the questions

(5 x 1 = 5)

2 True or False

a) Ivan Sutherland invented the stereoscope

b) Snapchat is a virtual reality

c) Stereo plotter is used in the process of Photogrammetry

d) Oculus was bought by Microsoft in 2014

e) Processor is responsible for running the AR software

#### SECTION B – K3 (CO2)

Answer any THREE of the following

(3 x 10 = 30)

3 Identify the types, components, design and interactivity in VR

4 Analyze photogrammetry, explain its types and process in detail

5 Explain the three stages in Game design

6 List the pros and cons of CGI

7 Examine how mixed reality can be applied in various fields

#### SECTION C – K4 (CO3)

Answer any TWO of the following

(2 x 12.5 = 25)

8 Explain the hardware components of AR

9 Illustrate the importance of camera and head movements in VR cinema

10 Dissect Extended Reality with appropriate examples

11 Identify the following

a) Sensorama                      b) 360-degree video

SECTION D – K5 (CO4)

Answer any ONE of the following

(1 x 15 = 15)

12 Inspect the stereoscopic principle and its models

13 Compile the five stages of developing a game in detail

SECTION E – K6 (CO5)

Answer any ONE of the following

(1 x 20 = 20)

14 Develop a game on your own with a strong core game mechanism

15 Explain the types of Augmented Reality in detail

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