



**SNS COLLEGE OF TECHNOLOGY**  
(An Autonomous Institution, Affiliated to Anna University)  
Coimbatore – 641 035.



**DEPARTMENT OF INFORMATION TECHNOLOGY**  
**19ITE302-AUGMENTED REALITY AND VIRTUAL REALITY**  
**Question Bank**

**2 MARKS**

**UNIT-1**

1. Compare between Augmented Reality and Other Technologies
2. Identify the Ingredients of Augmented Reality Experience
3. What is meant by Augmented Reality?
4. List out the concepts involved in Augmented Reality.
5. What is the working principle of Augmented Reality?
6. Write in brief about concepts involve in Augmented Reality.
7. How does the ingredients used in Augmented reality experience.
8. How does Augmented Reality used in medical fields.
9. Compare the behaviors of Augmented reality with other Reality system.
10. When will you use Augmented reality in Real time systems.

**UNIT-2**

1. List out the Advantages and Disadvantages of Mobile Augmented Reality.
2. Elaborate the Applications of Augmented Reality.
3. Define Interaction.
4. What is meant by MARS?
5. List out the advantages of Mobile Augmented Reality.
6. How MARS used in engineering fields
7. How does MARS become disadvantages to the system.
8. When does MARS become to reality.
9. Who developed MARS and which was previous invention to MARS.
10. When will you use MARS and why?

**UNIT-3**

1. How will you choose Components for Virtual Reality
2. Discuss the concepts involve in Trackers
3. What is meant by Virtual Reality.
4. When will you use Virtual Reality
5. List out the concepts involve in Virtual Reality.
6. Which components are used in Virtual Reality?why?
7. What was the primary feature in Virtual reality?
8. What was the present development in Virtual Reality?
9. List out the Input devices used in Virtual Reality.
10. How does trackers used in Virtual Reality?

#### **UNIT-4**

1. List out the models of input and output interface
2. Analyse the process which taken place in working of Haptic Feedback.
3. How will you used navigation interface ?
4. When will you use Manipulation interface?
5. Define Gesture interface.
6. Write in brief about Output devices used in VR.
7. When will you use Graphic display in VR.
8. What is meant by Sound Display
9. How will you define Haptic Feedback.
10. Classify VR used in Aeronautic fields.

#### **UNIT-5**

1. How will you categorize Toolkits and Scene Graphs?
2. Identify the process involve in Sensors and Behaviors in VR programming.
3. List out the Toolkits use in VR programming
4. What is meant by scene graph?
5. When does World toolkit invented and by whom? why?
6. How will design Model geometry?
7. Define Appearance.
8. Write in brief about 3D Scene graph.
9. How does sensor work based on behaviors?
10. Define VR Programming

**13 MARKS**

#### **UNIT-1**

1. List out the concepts involve in Augmented Reality.
2. Discover the Working principle in Augmented Reality.
3. Analyze the Concepts which Related to Augmented Reality.
4. List out the fields involve in Augmented Reality
5. With an example ,Explain the working of Augmented Reality

#### **UNIT-2**

1. With a neat sketch Elaborate the Architecture for Mobile Augmented Reality Systems.
2. Classify the process involve in interaction of MARS.
3. List out the applications of Mobile Augmented Reality.
4. How will you use Interaction in MARS.
5. List out advantages and Disadvantages of MARS comparatively with other Augmented systems.

#### **UNIT-3**

1. Elaborate the Fundamental Concept of Virtual Reality.
2. Estimate the Primary Features and Present Development in Virtual Reality.
3. Explain in detail about input devices used in virtual reality.
4. What is meant by trackers. How will you implement trackers in Virtual Reality.
5. Discuss about Components used in Virtual Reality.

#### **UNIT-4**

1. How will you manipulate the Navigation and Manipulation Interface in Virtual Reality
2. Identify the Output Devices used in Virtual Reality.
3. Explain in detail about Multiple modes of input and output interface.
4. List the types of Graphic displays used in VR technique.
5. What is the use of Haptic feedback? When will you use Haptic feedback?

#### **UNIT-5**

1. How will you develop World Toolkit using Java 3D.
2. When will you choose Model Geometry and Appearance in Java 3D Scene Graph, Illustrate with an example.
3. List out the sensors types which can be implemented based on the behaviour.
4. Write in detail about Scene graph which is implemented from Toolkits.
5. With an Example, Analyse the process involved in developing scene by VR programming.

#### **15 MARKS**

1. With a neat sketch explain about Augmented Reality used in IPL.
2. Elaborate the applications of Virtual Reality in real time world.
3. Elaborate Usage of MARS in real applications
4. With an Example, How does Interactive system used in VR.
5. How does an image move in 3D using VR Programming.