1. Introduction to VR

Q1. What does VR stand for?
a) Virtual Representation
b) Virtual Reality
c) Visual Rendering
d) Virtual Reconstruction
✅ Answer: b) Virtual Reality

Q2. What is the main objective of Virtual Reality?
a) To create an artificial environment that interacts with the user
b) To develop 2D graphics
c) To replace traditional computing
d) To create simple animations
✅ Answer: a) To create an artificial environment that interacts with the user

2. Historical Development of VR
Q3. Which of the following is considered the first VR system?
a) Google Cardboard
b) Sensorama
c) Oculus Rift
d) HTC Vive
✅ Answer: b) Sensorama

Q4. Who is credited as the pioneer of VR for inventing the concept of the Sword of Damocles, the first head-mounted display?
a) Ivan Sutherland
b) Jaron Lanier
c) Mark Zuckerberg
d) Douglas Engelbart
✅ Answer: a) Ivan Sutherland

3. Fundamental Concepts and Components of Virtual Reality
Q5. Which of the following is NOT a fundamental component of VR?
a) Haptic Feedback
b) Display Systems
c) Database Management System
d) Interaction Devices
✅ Answer: c) Database Management System

Q6. What is the role of a head-mounted display (HMD) in VR?
a) To track hand movements
b) To provide immersive visual experience
c) To process computer-generated images
d) To generate sound effects
✅ Answer: b) To provide immersive visual experience

4. Primary Features and Present Development of VR
Q7. Which of the following is a primary feature of VR?
a) Passive Interaction
b) Immersion

c) Static Display
d) Paper-based interaction
✅ Answer: b) Immersion

Q8. Which technology is commonly used in modern VR systems for interaction?
a) CRT Monitors
b) Gesture Recognition
c) Dot Matrix Displays
d) Typewriters
✅ Answer: b) Gesture Recognition

5. Computer Graphics & Real-Time Computer Graphics
Q9. What is real-time computer graphics?
a) Graphics that are pre-rendered and played back later
b) Graphics that are rendered instantly and interactively
c) Graphics displayed only in 2D
d) Graphics used for static images
✅ Answer: b) Graphics that are rendered instantly and interactively

Q10. Which rendering technique is most important for real-time VR environments?
a) Ray Tracing
b) Rasterization
c) Wireframe Modeling
d) Pixel Mapping
✅ Answer: b) Rasterization

6. Flight Simulation
Q11. What is the primary use of VR in flight simulation?
a) Entertainment and gaming
b) Pilot training and skill enhancement
c) Aircraft marketing
d) Aircraft manufacturing
✅ Answer: b) Pilot training and skill enhancement

Q12. Which of the following best describes flight simulation in VR?
a) A system for commercial airline ticket booking
b) A training system that replicates real-world flying conditions
c) A tool for designing aircraft engines
d) A virtual environment for space exploration only
✅ Answer: b) A training system that replicates real-world flying conditions

7. Virtual Environment Requirements
Q13. What is a key requirement for a virtual environment?
a) High-speed internet
b) Real-time interaction
c) Wireless connection
d) Static background
✅ Answer: b) Real-time interaction

Q14. Which of the following is essential for an effective VR system?
a) Low latency
b) High latency

c) Static images
d) No user interaction
✅ Answer: a) Low latency

8. Benefits of Virtual Reality

Q15. Which of the following is NOT a benefit of Virtual Reality?
a) Safe training environments
b) Enhanced learning experiences
c) Cost-effective product prototyping
d) Increased physical workspace requirement
✅ Answer: d) Increased physical workspace requirement

Q16. How does VR benefit medical training?
a) By allowing students to play medical-related games
b) By simulating surgical procedures in a risk-free environment
c) By reducing the need for textbooks
d) By replacing real-world medical practice entirely
✅ Answer: b) By simulating surgical procedures in a risk-free environment

9. Scientific Landmark in VR

Q17. Who coined the term Virtual Reality?
a) Ivan Sutherland
b) Jaron Lanier
c) Alan Turing
d) John McCarthy
✅ Answer: b) Jaron Lanier

Q18. Which of the following is a significant landmark in the development of VR?
a) Invention of the mouse
b) Development of the Oculus Rift
c) Creation of the first email system
d) Launch of the first spreadsheet software
✅ Answer: b) Development of the Oculus Rift