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Mid-semester exam 23-24

Q.1

What does the term "Sprite" refer to in Unity 2D game development?

Max. score: 1; Neg. score: 0; Your score: 1

- ☐ A programming language
- ☐ A game controller
- ☒ A 2D image or animation
- ☐ A 3D model

Q.2

Which of the following constitutes designing "for" virtual environments?

Max. score: 1; Neg. score: 0; Your score: 1

- ☐ Use of VR to help solve an existing problem or to create a new invention
- ☐ None of these options
- ☐ Creation of completely synthetic environments—the virtual worlds
- ☒ Improving the hardware and software of VR systems themselves

Q.3

When you create a new script as a component of a game object in Unity, other components such as SpriteRenderer and Rigidbody 2D that were created within Unity for that game object are unknown to this new script. This needs to be sorted by creating a special slot in the script, i.e. a variable corresponding to the component just before the Start method. For example,

public Rigidbody2D myRigidbody;

What is this special slot also known as?

Max. score: 1; Neg. score: 0; Your score: 1

- ☒ Reference
- ☐ Transform
- ☐ Representation
- ☐ Null Pointer

Q.4

What are the four stages of the double diamond design process?

Max. score: 1; Neg. score: 0; Your score: 1

- ☐ Empathize, Ideate, Create, Nullify
- ☐ Illustrate, Iterate, Build, Test
- ☐ Define, Solve, Iterate, Productize
- ☒ Discover, Define, Develop, Deliver

Q.5

Which of the following is one of the earliest known examples of immersive, multi-sensory technology created in the 1960s by Morton Heilig?

Max. score: 1; Neg. score: 0; Your score: 1

- ☒ Sensorama
- ☐ Oculus
- ☐ Virtual Boy
- ☐ Diorama

Q.6

What are obsolete constraints in an AR/VR project?

Max. score: 1; Neg. score: 0; Your score: 1

- ☐ True impediments that cannot be changed
- ☐ Constraints perceived to be real but are not
- ☒ Once real constraints but are no longer valid
- ☐ Real-world limitations of supply

Q.7

Which of the following constitutes designing "of" virtual environments?

Max. score: 1; Neg. score: 0; Your score: 1

- ☐ Use of VR to help solve an existing problem or to create a new invention
- ☐ None of these options
- ☒ Creation of completely synthetic environments—the virtual worlds
- ☐ Improving the hardware and software of VR systems themselves

Q.8

Which of the following devices is typically used to show 3D films in IMAX?

Max. score: 1; Neg. score: 0; Your score: 1

- ☒ Polarized glasses
- ☐ Sunglasses
- ☐ Tri focal lenses
- ☐ Prescription glasses

Q.9

In an open loop VR system, the sensory stimulation given to the organism depends on the actions taken by the organism

Max. score: 1; Neg. score: 0; Your score: 1

- ☒ false
- ☐ true

Q.10

Which window in the Unity interface allows you to view and edit all the properties of the currently selected GameObject?

Max. score: 1; Neg. score: 0; Your score: 1

- ☐ Hierarchy
- ☒ Inspector
- ☐ Project
- ☐ Scene

Q.11

Which window in Unity displays your library of Assets that are available to use in your Project?

Max. score: 1; Neg. score: 0; Your score: 1

- ☐ Hierarchy
- ☐ Inspector
- ☒ Project
- ☐ Scene

Q.12

Which of the following is a key design principle?

Max. score: 1; Neg. score: 0; Your score: 1

- ☐ Put people second
- ☒ Iterate, iterate, iterate
- ☐ Juxtapose and dispose
- ☐ Communicate exclusively

Q.13

Which of the following are simple 2D objects in Unity with graphical images called textures on them?

Max. score: 1; Neg. score: 0; Your score: 1

- ☒ Sprites
- ☐ HUDs
- ☐ Particle systems
- ☐ Lights

Q.14

Which of the following is true about "design"?

Max. score: 1; Neg. score: 0; Your score: 1

- ☐ It is a process of creating the general arrangement of different parts of something that is made
- ☒ All of the other options
- ☐ It is thinking about communicating the solution to a challenge problem and presenting for others to understand
- ☐ It is the process of explicitly deciding how something will look like, how it will work, and how it can be used

Q.15

To control the rate at which a game object spawns, which one of the following techniques is useful?

Max. score: 1; Neg. score: 0; Your score: 1

- ☒ Create a timer that counts up in increments of Time.deltaTime and spawn the same object when the spawn rate is exceeded. Then, set the timer to zero and



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increment the timer.

- ☐ Modify the transform,position and transform.rotation arguments in the Instantiate call in the Update function to make some of the spawned objects appear out of screen
- ☐ Add the function used for spawning objects to the start function in addition to using it within the update function

Q.16 Which aural display system allows several people to enjoy the same musical experience simultaneously?

Max. score: 1; Neg. score: 0; Your score: 1

- ☐ Headphone system
- ☐ Bone conduction system
- ☒ Surround sound
- ☐ Earphones

Q.17 Which window in the Unity interface allows you to visually navigate and edit your Scene?

Max. score: 1; Neg. score: 0; Your score: 1

- ☐ Hierarchy
- ☐ Inspector
- ☐ Project
- ☒ Scene

Q.18 A typical AR/VR iterative design process is Define -> Make -> Learn. In this process, what happens in the "define" stage?

Max. score: 1; Neg. score: 0; Your score: 1

- ☒ This stage attempts to answer the question "What do we make?" and includes everything from the high-level vision to listing requirements
- ☐ None of these options
- ☐ This stage answers the question "What works and what does not work?"
- ☐ This stage answers the question "How do we make it?" and then proceeds to make it.

Q.19 Which of the below research methods involves using analogies to generate new ideas?

Max. score: 1; Neg. score: 0; Your score: 1

- ☐ Brainstorming
- ☐ Qualitative analysis
- ☐ Market analysis
- ☒ Synectics

Q.20 Which of the following is TRUE?

Max. score: 1; Neg. score: 0; Your score: 1

- ☐ Virtual reality constitutes an interactive experience that combines the real world and computer generated content
- ☒ Augmented reality constitutes an interactive experience that combines the real world and computer generated content
- ☐ Mixed reality constitutes an interactive experience where the user is completely cut off from the real world
- ☐ Augmented reality constitutes an interactive experience where the user is completely cut off from the real world

Q.21 Which of these is/are a type of design constraint in AR/VR projects?

Max. score: 1; Neg. score: 0; Your score: 1

- ☐ Real constraints
- ☒ All of the above
- ☐ Obsolete constraints
- ☐ Resource constraints

Q.22 When you create a new script as a component of a game object in Unity, two new functions are created. One of them runs constantly while the script is enabled. It runs every line of code every single frame. Which is it?

Max. score: 1; Neg. score: 0; Your score: 1

- ☐ Start
- ☐ Run
- ☐ Main
- ☒ Update

Q.23 Fill in the blanks with one word only in small letters

The visual phenomenon caused by aliasing that occurs when continuous rotational or other cyclic motion is represented by a series of short or instantaneous samples at a sampling rate close to the period of motion is known as _____ effect.

Max. score: 1; Neg. score: 0; Your score: 1

Your answer:

stroboscopic

Correct answer:

stroboscopic

Q.24 Which of the following is NOT an user-fixed visual display system?

Max. score: 1; Neg. score: 0; Your score: 1

- ☒ CAVE system
- ☐ Google Glass
- ☐ Microsoft Hololens
- ☐ Meta Quest 2

Q.25 Which of the below phrases describes a high degree of realism in a robot or a virtual avatar that makes you uncomfortable?

Max. score: 1; Neg. score: 0; Your score: 1

- ☐ Stellar vision
- ☐ Android dreams
- ☐ Godlike
- ☒ Uncanny valley

Q.26 Which of the following display types lets users see most of the real world by simply looking through a transparent material while the virtual objects appear on the display to disrupt part of the view?

Max. score: 1; Neg. score: 0; Your score: 1

- ☒ See-through
- ☐ Fog
- ☐ Multiscopic
- ☐ Passthrough

Q.27 Game objects B and C are children of game object A. The starting coordinates (x, y, z) of A, B and C are as follows.

A - (2,0,0)

B - (2, 5, 0)

C - (2, -5, 0)

Now, we move game object A by +3 units in the y direction. The new coordinates of game object C are:

Max. score: 1; Neg. score: 0; Your score: 0

- ☒ (2, -2, 0)
- ☐ (5, -5, 0)
- ☐ (2, -5, 0)
- ☐ (2, -8, 0)

Q.28 What does the phrase "pivot point" refer to in the Unity 2D game development environment?

Max. score: 1; Neg. score: 0; Your score: 1

- ☐ The point where the game object was initially created
- ☐ The point where the game object is attached to a parent game object
- ☐ The point where two colliders intersect
- ☒ The center point for rotating and scaling a game object



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referred to as SLAM, where SLAM is an abbreviation for _____.

Max. score: 1; Neg. score: 0; Your score: 0

- ☐ Simulated Learning Augmentation Module
- ☐ Sensor-based Location Adjustment Mechanism
- ☒ Simultaneous Localization and Mapping
- ☒ Spatial Location and Mapping

Q.30 Which of the following constitutes designing "with" virtual environments?

Max. score: 1; Neg. score: 0; Your score: 1

- ☒ Use of VR to help solve an existing problem or to create a new invention
- ☐ None of these options
- ☐ Creation of completely synthetic environments—the virtual worlds
- ☐ Improving the hardware and software of VR systems themselves

Q.31 Fill in the blanks using lower case characters (one word only)

The process of converting information from the VWG into output for the display is called _____.

Max. score: 1; Neg. score: 0; Your score: 1

Your answer:

Rendering

Correct answer:

rendering

Q.32 Which component is usually present by default for a game object and cannot be removed?

Max. score: 1; Neg. score: 0; Your score: 1

- ☒ Transform
- ☐ Circle Collider
- ☐ Box Collider
- ☐ Rigidbody 2D

Q.33 Which of the following explains "user personas" for AR/VR?

Max. score: 1; Neg. score: 0; Your score: 0

- ☒ Models of the people who will be using the VR application
- ☐ Users getting close up and personal with each other regarding a highly sought after AR/VR application
- ☐ User base of an AR/VR product
- ☐ Personalization of an AR/VR product or environment

Q.34 Which panel in the Unity interface contains a hierarchical text representation of every GameObject in the Scene?

Max. score: 1; Neg. score: 0; Your score: 1

- ☒ Hierarchy
- ☐ Inspector
- ☐ Project
- ☐ Scene

Q.35 What does HUD stand for in the context of VR environment development?

Max. score: 1; Neg. score: 0; Your score: 1

- ☒ Heads Up Display
- ☐ Heads Up Dashboard
- ☐ Housing and Urban Development
- ☐ Hollowed Up Design

Q.36 Which of the below programming languages does Unity 3D support?

Max. score: 1; Neg. score: 0; Your score: 1

- ☒ C# and Javascript
- ☐ C++
- ☐ FORTRAN
- ☐ MATLAB

Q.37 In the game 'Lucky's Tale', the player floats above his character. What kind of perspective does this provide to the player?

Max. score: 1; Neg. score: 0; Your score: 1

- ☐ First person
- ☐ None of these options
- ☒ Third person
- ☐ Second person

Q.38 Which of the following is a disadvantage of creating a virtual world from scratch?

Max. score: 1; Neg. score: 0; Your score: 1

- ☐ It gives the developer the greatest amount of control
- ☐ It may enable the developer to explore new physics concepts that are not already embedded in current software packages
- ☒ The implementation burden is usually high due to the need to incorporate complex physics from scratch
- ☐ It gives the developer the ability to optimize performance

Q.39 What is the primary purpose of a display in AR/VR systems?

Max. score: 1; Neg. score: 0; Your score: 1

- ☐ To track user movements and stimuli
- ☐ To control the configuration of sense organs
- ☒ To produce stimuli for a targeted sense organ
- ☐ To generate artificial worlds

Q.40 Which of the below is a term for Illusion of immersion by projecting stereo images on the walls and floor of a room?

Max. score: 1; Neg. score: 0; Your score: 1

- ☒ CAVE
- ☐ HMD
- ☐ GUI
- ☐ BOOM

Score: 37