



In HMDs, what effect will changing the focal length of the lens have?

Height of the HMD display

4%

Depth of the HMD display

13%

Depth of the view frustum's near plane

18%

Depth of the virtual image generated ☺

66%

The view matrix for rendering in HMDs is the same for both eyes.

True

15%

False ☺

85%

What is a valid property of the view frustum generated by typical HMDs?

Volume is vertically symmetric only ☺

69%

Volume is horizontally symmetric only

15%

Volume is both vertically and horizontally symmetric

13%

There is no symmetry in the volume

2%

Why do we need the following code?

User is outside the skybox mesh viewing the back face of the textures

20%

User is inside the skybox mesh viewing the back face of the textures ☺

38%

Skybox is a cube that is meant to be visible from all sides.

14%

Removing backface culling is a graphics programming good practice

27%

```
// this is usually done for skybox materials  
skyboxMaterial.backFaceCulling = false;
```

Which line of code makes the skybox feel like it is part of the background surrounding the user?

skyboxMat.backFaceCulling = false

8%

skybox.reflectionTexture.coordinatesMode = Texture.SKYBOX_MODE

63%

skyboxMat = new StandardMaterial("skyBox", scene)

6%

skybox = MeshBuilder.CreateBox("skyBox", {size:1000.0}, scene) ☺

21%

skybox.material = skyboxMaterial

1%

```
Btn.onPointerUpObservable.add((evtData) => {  
  alert("Hello Button at:\n x: "  
    + evtData.x  
    + " y: "  
    + evtData.y);  
});
```

What will the following code do?

after "click" down on Btn, show location of pointer

10%

after "click" is released on Btn, show location of pointer ☺

45%

after "click" is released on Btn, show location of Btn

34%

after "click" down on Btn, show location of Btn

10%

```

1  async function loadModel() {
2      const result = SceneLoader.ImportMeshAsync(
3          "",
4          "assets/models/",
5          "dragon.glb",
6          scene
7      );
8      result.meshes[0].position.y = 1;
9  }
10 loadModel();

```

This code has a runtime error.
Which line is the offending line that causes this?

1

21%

3

25%

5

3%

8 ☺

38%

10

What is the function of the debugLayer in the Scene class of Babylon.js?

Provides visual UI overlays to inspect and manipulate scene live ☺

52%

Optimizes display of complex meshes during debugging step-through

11%

Provides debug console to run live debug scripts

24%

Shows console.log outputs overlaid on the scene

13%



You are tasked to build a VR application to provide a virtual tour of an art gallery with artworks that changes every day. The goal is to provide potential bidders with a sense of scale and depth close to viewing the real thing. What is the optimal approach for creating the virtual environment?

Model-based

68%

Image-based ☑

32%



You are tasked to build a VR application to allow users to experience the daily living challenges faced by individuals with physical disabilities. The experience is primarily a point-and-click adventure format but visual/aural realism is crucial. You have only a month to develop this.

What is the optimal approach for creating the virtual environment?

Model-based

71%

Image-based ☑

29%



You are tasked to build a VR application to teach physics in a classroom. Kids will be able to throw virtual balls to hit cans placed at different distances and heights. Plausible interactions should be the main focus of the immersion.

What is the optimal approach for creating the virtual environment?

Model-based ✓



Image-based



What is not allowed during QUIZ01?

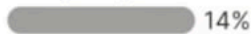
watching youtube videos



posting a question on a repo on GitHub ✓



using earphones/headphones for youtube videos



using stackoverflow.com

