Section 4: Building An Extensive AR Application Using Awe.js

Q1. When setting up an Awe.js application from scratch, under what function do we require the needed flies to run our application?

    a. Awe.util.require([]);

    b. Success: function ({});

    c. window.awe.init({});

    d. window.awe.setup_scene();

Q2. What Awe feature defines the position of our projections in relation to our marker?

    a. Position Of Interest

    b. Point Of Interest

    c. Property Of Interest

    d. Point Of Intent

Q3. What parameter do we pass to an event listener when we want to detect when an object is clicked?

    a. Mouse_clicked

    b. Position_clicked

    c. Box_clicked

    d. Object_clicked

Q4. Which demonstrates the proper placement of the poi_id in a projection?

    a. }{poi_id: 'marker'});

    b. 'poi_id: marker',}});

    c. }, {poi_id: 'marker'});

    d. }, } poi_id: 'marker');

Q5. Which would cause the scene to properly update after an event takes place?

    a. Awe.scene_needs_rendering = 1;

    b. Awe.scene_needs_rendering = 0;

    c. Awe.scene_needs_rendering = 2;

    d. Awe.scene_needs_rendering = true;

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