AR/VR Assignment 1

1. Consortium for VR/AR/MR Engineering mission in India (CAVE).

2. Distributed VR / Networked VR

3. ~~Act~~ Accelerometers

4. Simulations

5. Frame per Second.

SA

1. The Actual angular size of the image visible to both the eyes.

2. The term render comes from the graphics world where a rendering.

3. Latency is the amount of time a message takes to traverse a system.

4. 3 DOF head-tracking means you can only track rotational movement.

5. Navigation techniques
   i) Steering   iii) Route Planning
   ii) Target based

LA

1. VR requires more resource that standard desktop systems do. The following are the components:

(i) Input:

→ I/P devices determine the way a user communicates with the computer

→ Ideally, all devices together, should make user's environment control as that in future.

(ii) O/P

→ They are responsible for the virtual environment and it's phenomena to the user.

→ There include visual, auditory / haptic displays.

→ The current state of technology does not allow to stimulate human senses in a perfect manner.

(iii) Software :

→ Beyond, I/P & O/P H/w, the underlying s/w plays a very important role. It is responsible for the managing of I/o devices

→ The diff. to conventional systems in that VR devices are much more complicated than those used at desktop.