

## Assignment 1

<b>Class</b>	SE CMPN	<b>Vertical_Basket</b>	PC_PCC
<b>Course Code</b>	CE06T and CE06P	<b>Course</b>	Computer Graphics
<b>Announcement Date</b>	9 <sup>TH</sup> Jan 2026	<b>Submission Date</b>	16 <sup>th</sup> Jan 2026
<b>Self-Declaration</b>			
It took me 00 hour(s) and 30 minute(s) to solve the assignment, ensuring accuracy, completeness, and adherence to professional and ethical standards.			
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<b>Assessment</b>			
<b>Grade</b>		<b>Faculty Signature</b>	

**Create a poster on latest Interactive graphical devices / gadgets with the detailed technical specifications and real-life applications.**

# LATEST INTERACTIVE GRAPHICAL DEVICES: SPECS & APPLICATIONS

## WACOM CINTIQ PRO 27: The Professional's Canvas



wacom®

### TECHNICAL SPECS

- Display: 26.9" 4K UHD, 120Hz IPS LCD
- Color: 99% Adobe RGB, 98% DCI-P3
- Pen: Wacom Pro Pen 3, 8192 levels
- Interaction: Multi-touch, ExpressKeys

### REAL-LIFE APPLICATIONS

- Digital Illustration & Concept Art
- 3D Modeling & Sculpting
- Animation & VFX
- Photo Editing & Retouching

## APPLE VISION PRO: The Era of Spatial Computing



### TECHNICAL SPECS

- Display: Micro-OLED, 23M pixels
- Processors: M2 & R1 chips
- Tracking: Eye, Hand, Voice
- OS: visionOS
- Sensors: Cameras, LiDAR

### REAL-LIFE APPLICATIONS

- Productivity & Work (Boundless Workspace)
- Immersive Entertainment (Personal Cinema)
- Spatial Communication (Life-size FaceTime)
- Interactive Learning & Visualization

## META QUEST 3: Mixed Reality for Everyone



### TECHNICAL SPECS

- Display: Dual LCD, 2064x2208 per eye
- Processor: Snapdragon XR2 Gen 2
- Passthrough: Full-color, High-fidelity
- Controllers: Touch Plus, Hand Tracking
- Optics: Pancake lens

### REAL-LIFE APPLICATIONS

- Immersive Gaming
- Mixed Reality Experiences
- Fitness & Wellness
- Virtual Desktop
- Social VR & Events