**Assignment No 6**

**Computer Graphics**

**SE (IT)**

1. Write a short note on three I’s of virtual reality.
2. Draw block diagram of VR system and explain the classic components of it.
3. Write a short note on VR applications.
4. Explain in detail 3D position trackers.
5. Explain the gesture interfaces of VR system in detail.
6. Explain graphical rendering pipeline.
7. Explain kinematic modelling.