

# Virtual Reality Summative

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## Question Remarks

1. Provide a couple of sentences in the report for the function interfaces that you created (what is the input/output) (2 marks)
3. Try a few different alpha values (e.g., 0.01, 0.1, ...), investigate and comment on their effect on drift compensation in your report (7 marks)
4. Try a few different alpha values (e.g., 0.01, 0.1, ...), investigate and comment on their effect on drift compensation in your report (5 marks).

## Visualisations