



Mock Assessments

Topic Title		Introduction and Setting Up of VR Packages	Topic #	Q1
Objective Tested		Explain Augmented Reality	Q Type	MCSS
Question Stem		What is the main difference between Virtual Reality (VR) and Augmented Reality (AR)?		
Options	(A)	VR puts the user in a virtual environment, while AR puts virtual models in the real-world through a camera.		
	(B)	VR and AR use different technologies and cannot work independently.		
	(C)	VR and AR use the same technologies and are always used together in applications.		
	(D)	VR uses cameras to record videos and then, places virtual models on top of them.		
Correct Answer		(A)		
Feedbacks		No, that's incorrect. The correct selection is: (A).		
		Yes, that's correct!		



Topic Title		Introduction and Setting Up of VR Packages	Topic #	Q2
Objective Tested		Create a New VR Project with Unity	Q Type	MCMS
Question Stem		Which of the following statements is correct for setting up VR packages in Unity?		
Options	(A)	To set up VR packages in Unity, the user must create a new VR project using the Unity Hub.		
	(B)	The user should choose the 2D project template while creating a new VR project.		
	(C)	After naming the project, the user can specify where to save it.		
	(D)	Unity will automatically set up the necessary settings and default packages for the 3D project.		
Correct Answer		(A), (C), and (D)		
Feedback	❌	No, that's incorrect. The correct selections are: (A), (C), and (D).		
	✅	Yes, that's correct!		

DO NOT COPY

Topic Title		Setting Up a Simple VR Scene	Topic #	Q3
Objective Tested		Describe the process of setting up a simple VR scene	Q Type	MSS
Question Stem		Which of the following statements regarding VR are true and which are false?		
Options	(A)	A simple VR scene in Unity is typically composed of complex 3D objects.		
	(B)	A simple VR scene in Unity can be experienced through a VR headset.		
	(C)	The XR Interaction Toolkit can only be used for Android target platforms.		
	(D)	Once the scene is created, it can only be tested within the Unity editor.		
Correct Answer		(A)-False, (B)-True, (C)-False, and (D)-False		
Feedback	❓	No, that's incorrect. The correct selections are: (A)-False, (B)-True, (C)-False, and (D)-False.		
	✓	Yes, that's correct!		

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Topic Title	Working with OVRPlayerController	Topic #	Q4
Objective	Explain OVRCameraRig	Q Type	C and M
Question Stem	Match the descriptions with the corresponding terms.		
Options		Description	Terms
	(A)	It is to reduce latency, such as single-pass stereo rendering and a dynamic prediction system for head movement.	(1) OVRManager.cs file
	(B)	It is a Unity component in the Oculus Integration package that manages the lifecycle of the Oculus VR system in the Unity project, providing access to various Oculus SDK features and settings.	(2) Performance Optimization
	(C)	It is the script file that implements the OVRManager component, containing the main logic for initializing and managing the Oculus VR system in the Unity project.	(3) OVRManager
Correct Answers	(A)-(2), (B)-(3), and (C)-(1)		
Feedback	?	No, that's incorrect. The correct selections are: (A)-(2), (B)-(3), and (C)-(1).	
	✓	Yes, that's correct!	

Topic Title	Input and Hand Controllers	Topic #	Q5
Objective Tested	Convert hands as controllers	Q Type	AS
Question Stem	Arrange the steps to convert hands into controllers in Unity in the correct sequence.		
Options	(A)	Drag the OVRHand component to each of the controller objects.	
	(B)	Add the OVRCameraRig prefab to the scene. This prefab provides a set of cameras that can be used to render the VR environment.	
	(C)	Search and add OVRPlayerController in the scene.	
	(D)	Search for OVRHands in the Search panel.	
Correct Answer	(C)	Search and add OVRPlayerController in the scene.	
	(B)	Add the OVRCameraRig prefab to the scene. This prefab provides a set of cameras that can be used to render the VR environment.	
	(D)	Search for OVRHands in the Search panel.	
	(A)	Drag the OVRHand component to each of the controller objects.	
Feedback		No, that's incorrect. The correct sequence is: (C), (B), (D), and (A).	
		Yes, that's correct!	