



SR NO	QUESTIONS	MARKS	OPTION A	OPTION B	OPTION C	OPTION D	ANSWER	SESSION
	Simple Questions							
1	What is the difference between VR and AR?	1	VR and AR both put the user in the actual world.	VR puts the user in a virtual environment, while AR puts a virtual environment in the real world.	VR puts the user in the real world, while AR puts the user in a virtual world.	There is no difference.	B	Session 1
2	What are Head Mounted Displays (HMDs)?	1	Devices that support hand tracking and finger tracking.	Devices used for tracking both the rotation and position of the objects.	Wearable devices that allow users to experience both VR and AR.	Used only in AR Technologies	A	Session 1
3	Does Unity have all the required tools pre-installed for AR/VR development?	1	No	Yes	Only for AR	Only for VR	A	Session 1
4	A gyroscope in a VR headset is used to _____.	1	Approximately find the position of the Headset in the real world	To find the position of the Headset in the virtual environment	Accurately find the position and rotation of the Headset in the real world	To play	C	Session 1
5	What are some examples of basic 3D objects used in a simple VR scene?	1	Cubes only	Cubes, spheres, or other shapes	Cubes and Spheres only	Spheres only	B	Session 2
6	What can Oculus Integration SDK interactions range from?	1	Simple movements only	Complex interactions only	Simple movements to more complex behaviors	None of these	C	Session 2
7	OVRCameraRig is _____.	1	A device with two cameras positioned slightly apart to create a stereoscopic effect.	A device used in AR technique.	A device with a single camera.	A shape created in AR.	A	Session 2
8	How does the OVRPlayerController handle input from the touch controllers and translate it into actions in the virtual environment?	1	Using pictures	Using scripts	Using buttons	Using images	B	Session 2
9	By using _____ VR is allowing users to point, click, and drag objects within the environment.	1	Hand-tracking technology	Simple tracking technology	Complex tracking technology	Mouse only	A	Session 3
10	_____ should be considered when designing UI in VR.	1	System resources	Visual feedback	Accessibility within field of view	User testing	C	Session 3
11	_____ is used by designers to provide feedback to the users on their actions in VR UI.	1	Audio and visual cues	Only audio feedback	Only visual feedback	User interactions	A	Session 3
12	What is the purpose of the XR Interaction Toolkit in Unity?	1	To create character animations	To generate realistic sounds	To configure virtual reality	To create a UI	D	Session 3
13	_____ is a component in the Unity game engine that controls the player's movement in a Virtual Reality (VR) environment using an Oculus VR headset.	1	OVRMouse	Keyboard	OVRPlayerController	OVRUI	C	Session 4
14	A Unity script that enables interaction with UI elements using the Oculus Touch controllers is known as _____.	1	An immersive audio technology	A controller	VR headset	Oculus Pointer Input Module	D	Session 4
15	When the pointer is hovering over a UI element while using the Oculus Pointer Input Module, the UI element _____.	1	Gets disappeared and indicates it is selected	Gets highlighted and indicates it is selected	Moves away from the pointer	Turns white	B	Session 4
16	What type of action can be triggered upon using click events in the Oculus Pointer Input Module?	1	User is navigated to a new scene	A new UI element is created	The VR environment changes color	The pointer disappears	A	Session 4
17	What are some customizable parameters of the Hands Prefab?	1	The character's movement	The font size of the text in the VR application	The sensitivity of the hand-tracking system or the size and shape of the virtual hands	The color of the VR headset	C	Session 5
18	How can using hands as Virtual Reality controllers enhance the user experience?	1	Makes the experience more realistic and engaging	It can make the experience less immersive	It can make fine motor control more difficult	Makes the experience boring and tiring	A	Session 5
19	What is the benefit of using existing sensors on VR headsets for hand tracking?	1	It makes the controls less intuitive	It requires additional hardware	It can save on hardware costs and reduce the requirement for additional batteries	It creates a delay	C	Session 5
20	Which package is used to convert hands to controllers in Unity?	1	Oculus Integration package	Virtual Controller package	Oculus Rift package	Unity Hand-Tracking package	A	Session 5
21	How can developers implement Object Grab in Unity?	1	Using pre-built templates	Using a combination of physics and scripting	Using controllers	None of these	B	Session 6
22	What are the benefits of Object Grab in a VR application?	1	Immersion	Interaction	Problem-solving and accessibility	All of these	D	Session 6
23	How can hand interactivity enhance the gameplay in a VR application?	1	It enables new gameplay mechanics and interactions.	It reduces machine dependency.	It can make fine motor control more difficult	None of these	A	Session 6
24	The LocalAvatar prefab in the Oculus Integration SDK is a _____.	1	Pre-made GameObject that represents the user's virtual self in the VR scene.	A pre-made GameObject that represents the VR scene from the user's perspective	A pre-made GameObject that provides audio and visual effects in the VR environment	A pre-made GameObject that provides advanced movement controls	A	Session 6
25	Distance-grabbing functionality in Unity is used for providing _____.	1	To build new templates	Intuitive AR and VR experience	A more immersive and intuitive VR experience	To resume the Game	C	Session 7
26	Grab Begin and Grab End are used to refer to events or functions related to performing _____.	1	Object manipulation or grabbing in a virtual environment	Object manipulation in the real world	Grabbing objects in the real environment	To make the objects inactive	A	Session 7
27	In VR development using Unity, the Player and OVRGrabber are components specifically designed for VR devices such as _____.	1	Only Oculus Interaction	Only Oculus Quest	Only Oculus Rift	Both Oculus Rift and Oculus Quest	D	Session 7
28	The GripTransform component is used _____.	1	To determine only the position of the objects that are grabbed and held.	To determine the position and orientation from which objects are grabbed and held.	To determine the orientation from which objects are grabbed and held.	To determine the color of the objects that are grabbed and held.	B	Session 7
29	UIHelpers in VR are _____.	1	A set of tools downloaded.	A set of tools in Unity Assets.	A set of components that assist in creating Images.	A set of tools and components that assist in creating User Interfaces.	D	Session 8
30	_____ in VR serves as the bridge between the user and the virtual world, facilitating a seamless and intuitive user experience.	1	UI	UX	Objects	SDK	A	Session 8
31	Plug-in Oculus HMD is used to _____.	1	Initiate the game	Create the objects	Write the scripts	Transfer the .apk file to Oculus Device	D	Session 8
32	_____ help users understand the state of UI elements, such as button press animations, loading indicators, or progress bars.	1	Interaction Design	Input Handling	Visual Feedback	Spatial Design	C	Session 8



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33	What is Augmented Reality (AR)?	1	An interactive technology that allows users to navigate to the virtual world.	A technology that enables virtual objects to be superimposed onto the real world.	A technology that enables users to control digital objects with their minds.	None of these	B	Session 9
34	In Marker-based AR, what are the most commonly used markers?	1	Light Marker codes	Patterns and barcodes	Quick Response (QR) codes and pattern markers	Sound markers	C	Session 9
35	What does the SLAM process do?	1	Recognizing both, sound and image	Renders AR content on top of the physical world view	Recognizes voice command	Maps an area while keeping track of the device's location within the area	D	Session 9
36	What is Vuforia?	1	A Virtual Reality platform.	A software development kit for Android mobile devices for creating AR experiences.	A mobile development engine.	None of these	B	Session 10
37	Who initially developed Vuforia?	1	Qualcomm	Apple	Google	Samsung	A	Session 10
38	License Key can be pasted after clicking the option _____.	1	Add License	Open Vuforia Engine Configuration	Update	My Assets	B	Session 10
39	The Build Settings option is present under the tab _____.	1	Component	Magic Leap	Assets	File	D	Session 11
40	What is XCode?	1	Application used to develop iOS apps	A hardware device	A programming language	Apple's custom Integrated Development Environment (IDE)	D	Session 11
41	What is the purpose of an Apple ID?	1	To download Android apps	To login to a Mac computer	To develop an iOS hand-held device	None of these	C	Session 11
42	What is the first step in creating a custom Vuforia image target?	1	Create a custom database	Crease a 3D model	Upload an image	Create the target image	A	Session 12
43	What type of image formats are allowed in custom image target?	1	jpg	svg	gif	Both jpg and png	D	Session 12
44	Select the option _____ for the field <b>Type</b> while creating a Database?	1	Cloud	Color	Device	VuMark	C	Session 12
45	The .unitypackage name is determined by _____.	1	Unity software	Developer's name	Image Target database	None of these	C	Session 13
46	Where should you position the 3D GameObject relative to the Image Target?	1	Away from the Image Target	On top of the Image Target	Vertical to the Image Target	Opposite to the Image Target	B	Session 13
47	What is Touch Input in Unity?	1	A way to recognize user input on touch-enabled devices	A way to recognize voice input	A way to recognize keyboard input	An array of all active key presses	A	Session 14
48	What is returned by the <code>Input.touches</code> property?	1	All mouse clicks	An array of all active touchpoints	All key presses	Only key presses which are relevant	B	Session 14
49	Unity offers tools such as the _____ that help developers to test the game on real devices.	1	Remote Device Test	3D model test	2D testing device	Prefab	A	Session 14
50	What is Lean Pinch Scale used for?	1	To select the model	To rotate the model	To scale the model	Exit the game mode	C	Session 14
51	What is/are the benefits of rotating and scaling objects in AR?	1	It enables natural interactions between users and virtual objects.	It allows more realistic and engaging AR experiences.	It helps in providing better visualization.	All of these.	D	Session 14
52	What is the first step for creating a Vuforia Multi Target?	1	Go to the Multi Target option	Upload an image	Selecting Unity Editor option	Go to the Vuforia Developer portal and create a custom database.	D	Session 15
53	What is important in uploading the image in Multi Target?	1	Image color	Image format	Image Dimensions	Both format and color	B	Session 15
54	What is the purpose of creating Multi Target?	1	To create 3D models	To change the color of the image	To enable AR functionality	To enable interactions	C	Session 15
55	How many Multi Targets can be stored in a single database?	1	Only two	Only four	Multiple	Only one	C	Session 15
56	Target Manager is present in _____ tab.	1	Pricing	Library	Develop	Support	C	Session 16
57	Which step is performed before placing the Virtual Button on the Image Target?	1	Set up the Unity scene, Import the Image Target database, and place an Image Target	Set up the Unity scene and create a new image	Set up the Unity scene, import the Image Target database, and change the color of the image.	Set up the Unity scene, place the virtual button, and change the position of the virtual button	A	Session 16
58	After placing the Virtual Button on the Image Target, it is possible to scale and rotate it.	1	Can only be scaled	Can only be rotated	Can be scaled and rotated	Neither be scaled nor rotated	C	Session 16
59	The object is superimposed when the _____ is clicked and disappears when it is released.	1	Add Component	Image Target	Event handler	Virtual button	D	Session 16
60	What happens to the Cube GameObject associated with it when the virtual button is pressed?	1	Nothing happens	Color of the cube will be changed	Cube GameObject is set to active, making it visible in the scene	Cube GameObject becomes inactive and disappears	C	Session 16
61	What are model targets in AR Foundation?	1	They are images that serve as markers for virtual content in AR.	They are scripts designed for virtual content in AR.	They are iOS Apps.	They are GameObjects in Unity.	A	Session 17
62	What is the first step in using an AR system?	1	To create the Model Target Database in Unity.	To activate interactions by clicking the mouse.	To download an asset from the Unity Assets Store.	To select a suitable real-world object to serve as a model target.	D	Session 17
63	What is AR Foundation in Unity?	1	It is a cross-platform framework that allows the creation of AR experiences and builds for either iOS or Android devices.	It is a framework that allows the creation of 3D models in iOS.	It is a framework that allows the creation of AR and VR experiences in iOS.	It is a framework that allows the creation of multiplayer games.	A	Session 17
64	Each object found in the environment is turned into a _____ by the tracked Object Manager.	1	game	script	player name	GameObject	D	Session 17
65	ARKit is a platform-specific tool in Vuforia used with _____.	1	iOS	Android	Any OS	Linux	A	Session 18
66	Cylindrical Targets in Vuforia can be created by using _____.	1	Any image	An image to which Superimpose Model can be added	Only cylindrical shaped image	Circular shaped image	B	Session 18
67	What is the purpose of creating a Cylindrical Target?	1	It helps the AR system to recognize and track the cylindrical object accurately.	To use 3D models of cylindrical objects as targets for AR content.	To create a model target in AR Foundation for Circular GameObjects.	Both A and B	D	Session 18
68	After adding AR Camera and Cylindrical Target to the scene, click Cylindrical Target and check the _____ for the database created.	1	Game Window	Inspector Window	Unity Assets	Game folders	B	Session 18
69	The user of AR Foundation for Plane Tracking is allowed to work on _____.	1	a horizontal plane such as a table or the floor or a vertical plane such as a wall.	a horizontal surface only	a vertical surface only	on a gameboard only	A	Session 19
70	What is the use of plane detection Augmented Reality (AR)?	1	To create the images	To start the game	To stop the AR experience	To create a rough understanding of their immediate physical surroundings.	D	Session 19



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71	The AR Raycast Manager Script is used to _____.	1	Casting a Raycast to play the game	Casting a Raycast to jump the hump	To move an object	Cast a Raycast to shoot a ray directly from the mobile camera	D	Session 19
72	AR experience can be created in _____ plane.	1	Only Cylindrical plane	Only Horizontal plane	Only Vertical plane	Both Horizontal and Vertical planes	D	Session 19
73	Which AR-specific APIs does Unity use to access camera and sensor data for AR tracking?	1	High-Quality Camera and Sensor	ARSession and AR Session Origin	ARKit and ARCore	ARScene and ARScript	C	Session 19
74	What is Environment Probe in Unity?	1	A tool used in creating immersive and visually stunning environments	A tool used to make VR experience	A tool to create images	A tool to create GameObjects	A	Session 20
75	What are Reflection Probes and Light Probes?	1	Two types of Game Engines	Two types of environment probes supported by Unity	Two types of AR scenes	Two types of Raycasts	B	Session 20
76	If the developer is creating the Environment Prob with an AR template then, is not required.	1	Creating an AR scene	Deleting the MainCamera	Installing the AR foundation	Pre-loading AR session and AR Session Origin	C	Session 20
77	_____ is used to capture and reproduce accurate reflections in a scene.	1	Light Probe	Both Reflection Probe and Light Probe	Colliders	Reflection Probe	D	Session 20
78	What is the purpose of an environment probe in Unity?	1	To capture and reproduce lighting and reflections in a virtual world	To develop 3D images	To create a game	To preload AR session and AR Session Origin	A	Session 20
79	Anchor Points and Environmental Probes are compatible with _____.	1	Only iOS	Only Android	Linux only	Both Android and iOS	D	Session 20
80	What are the transformation properties of an environment probe?	1	Scaling, orientation, position, and bounding volume size	Positioning and bounding volume size	Scaling and bounding volume size	Orientation and Position	A	Session 20
Average Questions								
1	VR technology is useful in the fields of _____.	1.5	Training and Simulation only	Business and Meetings only	Training, Simulation, Entertainment, Meetings, and Business	Business and Entertainment only	C	Session 1
2	_____ is developed by Sony for their Consoles PlayStation 4 and PlayStation 5.	1.5	PSVR	Meta Quest 2	Google Cardboard	HMDs	A	Session 1
3	What tools can developers use to create a VR scene in Unity?	1.5	OVRPlayerController Tool	OVRManager	SteamVR or Oculus Integration	StemVR	C	Session 2
4	What are the key features of the OVRPlayerController component?	1.5	Head Tracking, Positional Tracking, Input Handling, and Performance Optimization	Head Tracking, and Positional Tracking	Input Handling, and Performance Optimization	Head Tracking, Positional Tracking, and Input Handling	A	Session 2
5	How should the UI be designed in relation to the user's physical movements and gestures in Unity VR?	1.5	It should be static and unresponsive	It should be designed to clash with the user's physical movements	It should be designed to stand out from the user's physical movements	To be responsive	D	Session 3
6	When designing UI for VR, what should be considered for appropriate sizing and spacing?	1.5	Buttons should be placed close to the edges of the screen	Buttons should be placed close together	Text should be large for comfortable reading	Text should be small	C	Session 3
7	Which of the following are components of the OVRPlayerController?	1.5	OVRPlayerController and OVRInput	OVRInput and OVRHand	OVRManager and OVRInput	OVRManager, OVRInput, OVRHand, and OVRPlayerController	D	Session 4
8	What is the purpose of camera setup in OVRCameraRig?	1.5	To simulate the stereoscopic view of the human eyes.	To provide audio input	To track player's hand movements	To define a safe play area	A	Session 4
9	What is the first step in converting hands to controllers using the Oculus Integration package?	1.5	Adding a GameObject to the controller	Importing the Oculus Integration package into the Unity Editor	Adding the OVRGrabber component	Creating a new controller	B	Session 5
10	Which of the following is a limitation of hand tracking technology?	1.5	It may not be able to accurately recognize the movements of all hand shapes and sizes leading to user frustration.	It is not affected by changes in lighting conditions.	It does not require powerful hardware.	It is accurate even when the user's hands are obscured from the sensors.	A	Session 5
11	What is the role of the physics engine in implementing Object Grab in Unity?	1.5	To apply textures to virtual objects	To apply images to virtual objects	To detect collisions between the user's hand or controller and the virtual object	To apply colors to virtual objects	C	Session 6
12	Hand interactivity is enhanced in VR application to perform which of these action/actions?	1.5	Shooting a gun	Running faster	Shrinking and growing the player character	Creating a safe area.	A	Session 6
13	What is required to achieve Distance Grab functionality in VR?	1.5	The object must have a mouse attached to it.	The object must have a collider component attached to it.	The object must have a visual component attached to it.	The object must have a sound component attached to it.	B	Session 7
14	Which is the correct sequence to access the hand model control object in the Unity Editor's Hierarchy?	1.5	Hands → LeftHandVisual	Hands → LeftHand → LeftHandVisual	LeftHand → LeftHandVisual	Hierarchy Panel → LeftHand → LeftHandVisual	B	Session 7
15	Which is the correct sequence in creating the final build in .apk Format?	1.5	File → Target Platform	New Project → Build Settings →Target Platform	Build Settings →Target Platform	File → Build Settings →Target Platform	D	Session 8
16	Which of the following are the benefits of UIHelpers?	1.5	Interaction Design, Input Handling, and Grasping textual information	Capturing the image, coloring the image, and modifying the image	Spatial UI, Input Handling, and Event-driven Interactions	It enables developers to create AR experiences for both iOS and Android.	C	Session 8
17	In Markerless AR, what kind of information does the technology detect?	1.5	Textual information	Color information	Audio information	Positional information	D	Session 9
18	What are the different approaches towards mobile AR development using Unity?	1.5	Native Android AR applications with AR Core	Native iOS AR applications with AR Kit	Cross-platform apps such as Unity AR Foundation and Vuforia SDK	All of these	D	Session 9
19	What types of objects can Vuforia recognize using image recognition?	1.5	Only 3D objects	Only 2D objects	Both 2D images and 3D objects	Only GameObjects	C	Session 10
20	What does Vuforia allow developers to create?	1.5	AR	VR	Video games	Both A and B	A	Session 10
21	What is required to develop an iOS hand-held device?	1.5	An Apple ID and XCode app on a Mac computer	An Android development kit	A custom Integrated Development Environment	OVRPlayerController	A	Session 11
22	What is the first step in installing XCode on a Mac?	1.5	Make sure you have a Microsoft account	Make sure you have a Google account	Make sure you have an Apple ID and login credentials	Make sure you have an Amazon Prime account	C	Session 11
23	What should be done after importing the Vuforia package in a new Unity project?	1.5	Import textures	Download images	Change the background	Get a new License key	D	Session 12
24	What happens if the Image Target is named test in Vuforia?	1.5	Vuforia will assign it as test.unitypackage	Vuforia will assign it as test.png	Vuforia will assign it as test.apk	Vuforia will assign it as test.jpg	A	Session 13
25	An array of active touchpoints includes _____.	1.5	Position of the touch point	Identifier or FingerID of the touch point	Phase that describes the current state of the touch	All of these	D	Session 14
26	Which Unity plugin is used in touch inputs of smartphones and mobile devices?	1.5	XR Plugin	Touch Input plugin	Oculus HMD	Lean Touch plugin	D	Session 14
27	What is the next step after creating the target in the Multi Target System in Vuforia?	1.5	Upload the image	Open the Multi Target	Resize the image	Delete the Target	A	Session 15
28	What are the acceptable formats and bit depths for the picture to be used in the Multi Target?	1.5	8-bit or 32-bit PNG or JPG	8-bit or 24-bit PNG or JPG	24-bit or 32-bit PNG or JPG	16-bit or 32-bit PNG or JPG	B	Session 15



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29	What happens to <code>OnButtonReleased</code> and <code>OnButtonPressed</code> event handlers when the virtual button is pressed?	1.5	<code>OnButtonReleased</code> event handler will be Triggered.	Nothing happens to the event handler <code>OnButtonPressed</code>	<code>OnButtonReleased</code> will be inactive and <code>OnButtonPressed</code> event handler is triggered	Both <code>OnButtonReleased</code> and <code>OnButtonPressed</code> event handlers remain inactive.	A	Session 16
30	What happens to the Cube object when the button is released?	1.5	It sets the Cube object to inactive, hiding it in the scene	It sets the Cube object to active	Nothing happens	It deletes the Cube object.	A	Session 16
31	_____ is required for a scene to enable AR processes, such as environmental comprehension, illumination estimates, and motion tracking.	1.5	Main Camera	AR Camera	AR Session	AR Session Origin	C	Session 17
32	Why is it important to capture images from various perspectives?	1.5	The player can sit and play at any time	For the AR system to recognize and track the object accurately	To access the game	Only then the image can be downloaded	B	Session 17
33	What is the purpose of adding an AR Camera from <i>Vuforia</i> and <i>Cylindrical Target</i> ?	1.5	To prepare the scene	To include scripts	To start the game without adding a scene	To inform the player about the scene	A	Session 18
34	What are the benefit/benefits of AR Foundation with <i>Vuforia</i> ?	1.5	It provides a consistent development environment and simplifies the process of creating AR apps	An AR application can be created once and deployed to multiple platforms, saving time and effort in the development process.	It enables developers to create AR experiences for mobile devices.	All of these	D	Session 18
35	What is the goal of the <code>PlaceObject</code> script?	1.5	Allows users to place 3D object prefabs on detected planes by touch	Allows users to download a game	Helps to resume the game by adding a new player.	Allows users to place 3D object prefabs on horizontal planes by grabbing the object.	A	Session 19
36	In Unity what is the purpose of computer vision algorithms, sensor data, and AR-specific APIs?	1.5	Setting the environment	To detect and track planes in the user's environment	To detect the environment	To manage the <code>GameObject</code>	B	Session 19
37	How is the enhanced touch support for touch input achieved in Unity Game?	1.5	Through Plane tracking	Without using any scripting methods	Using apps	Using <code>OnEnable()</code> and <code>OnDisable()</code> methods	D	Session 19
38	What is special about the Environment Probe?	1.5	It acts as a virtual camera, capturing the environment from a specific position and saving the data for later use.	It enhances capturing the environment from a shorter position but does not save it.	It acts as a virtual camera but does not capture the environment at a given position.	It acts as a virtual camera but does not record anything.	A	Session 20
39	What kind of surfaces can be created virtually by reflection probes?	1.5	Realistic reflections on surfaces such as water and shiny objects	Realistic reflections on glass surfaces.	Realistic reflections on stars, sun, and moon.	Realistic reflections on water surfaces only.	A	Session 20
40	What is the purpose of the Environment Probe Manager script?	1.5	Setting up only the Anchor Points	Setting up only the Environmental Probes	Setting up the game	Setting up Anchor Points and Environmental Probes	D	Session 20
Difficult Questions								
1	Arrange the following steps in the correct order to set up a VR package: A. Choose the 3D project template, name the project, and specify where to save it. B. Unity will set up the necessary settings and default packages for the 3D project. C. Click the Create project button to create a new VR project. D. Open the Unity Hub and click the New project button.	2	D → C → B → A	C → B → A → D	D → B → A → C	D → A → C → B	D	Session 1
2	Where can you find the Oculus Integration asset?	2	In Package Manager	In XR Toolkit Package	In Unity Asset Store	In <i>Vuforia</i>	C	Session 1
3	What is Head Tracking in the <i>OVRPlayerController</i> component?	2	Feature in the <i>OVRPlayerController</i> component that allows for tracking of the user's head movements in <i>Virtual Reality</i> .	Feature in AR	Feature for tracking the user's position.	Feature for tracking the object's color.	A	Session 2
4	When designing UI/UX for VR in Unity, what should be kept in mind to create an immersive experience?	2	Use a different design language for the UI.	Keep the UI aligned with the 3D.	Use a different style for the UI from the 3D environment.	Design UI without any preference.	B	Session 3
5	What is the benefit of using culling masks in a VR context?	2	It improves graphics quality.	It reduces motion sickness.	It improves performance.	It improves graphics quality.	C	Session 3
6	For what purpose can the <i>OVR Gaze Pointer</i> be used in VR applications?	2	To track the user's eye movements.	To implement interactive elements such as buttons or menus.	To determine the user's location.	To generate sound effects.	B	Session 4
7	What other components of the Oculus Integration SDK can be used in conjunction with the <i>OVR Gaze Pointer</i> ?	2	All the other components of the Oculus Integration SDK	Audio Source	Hand Tracking	Spatializer	A	Session 4
8	How does the Hands Prefab provide access to hand-related input events?	2	It uses a separate tracking device.	It relies on the user's keyboard and mouse for input.	It includes a set of pre-defined scripts that handle the input events generated by the hand-tracking system.	By verifying the collision of objects.	C	Session 5
9	What component is used to receive hand-tracking data from the Oculus system in Unity?	2	<i>OVRGrabber</i>	Unity Hand-Tracking	Oculus Rift	<i>OVRHand</i>	D	Session 5
10	How do scripts contribute to implementing Object Grab in Unity?	2	By creating virtual objects	By animating virtual objects	By applying forces and constraints to the object to simulate the physics of grabbing and moving it.	By detecting collisions	C	Session 6
11	What is meant by Controlling input mapping in VR in Unity?	2	Configuring VR package from Unity	Configuring and mapping user input from VR devices	Mapping user input from different VR platforms	Mapping downloaded input from the Internet.	B	Session 7
12	Which action is to be performed if Vulkan graphics is present in the Graphic APIs field?	2	Remove it	Activate it	Do nothing	Start the game	A	Session 8
13	Which of the following plugins can be used to build an AR application?	2	Oculus plugin	OpenXR plugin	ARCore	Unity Mock HMD	C	Session 9
14	What are virtual buttons in <i>Vuforia</i> ?	2	Buttons that can only be activated using touch screens.	Buttons that are displayed in the real world.	Buttons that are placed on digital screens and allow users to interact with AR content.	Buttons that can be placed on physical surfaces and allows users to interact with AR content.	D	Session 10
15	Where is the <i>Vuforia</i> License key generated?	2	It can be generated from the <i>Vuforia</i> Developer portal.	It can be downloaded from the <i>Vuforia</i> Website.	By purchasing it from a third-party vendor.	By contacting <i>Vuforia</i> customer support.	A	Session 10
16	Where can you download XCode?	2	From Google Play Store	From Microsoft Store	From App Store on Android	From App Store on Mac	D	Session 11

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17	Arrange the following steps in the right order: When Build and Run option is clicked to deploy a project from Unity to an iOS device then, A. A new XCode project (a .xcodeproj file) and all supporting files are created. B. XCode automatically runs the project on a connected target device. C. XCode automatically opens that new project.	2	C → B → A	A → B → C	A → C → B	B → A → C	C	Session 11
18	What should you do after importing a 3d GameObject to the Unity scene?	2	Drag the GameObject to the Unity Scene.	Change the background color.	Change the image color.	Change the GameObject.	A	Session 13
19	What does the Lean Touch plugin do?	2	Simplifies audio management	Simplifies text input	Simplifies 3D modeling	Simplifies touch input management	D	Session 14
20	Arrange the steps in the correct order to place the GameObject on the Multi Target: A. Build the application on the selected platform. B. Save the scene (Ctrl + S) and play it in the Game Mode. C. Add a 3D object to the scene and make it a child of Multi Target. D. Import the database previously created and set the value for the <b>Database</b> field and <b>Multi Target</b> field. E. Set up the Unity scene, delete the main camera, add the AR Camera, and create a Multi Target.	2	A → B → C → D → E	E → A → C → B → D	E → B → A → D → C	E → D → C → B → A	D	Session 15
21	Arrange the steps in the correct order to place the Virtual button on the Image Target: A. Change the color of the 3D GameObject to Red. B. Click the Image Target and go to the Inspector Window under the Image Target Behavior. C. Right-click the Image Target and create the 3D GameObject as the child of the Image Target. D. Click the Add Virtual Button and scale it.	2	C → B → A → D	C → A → B → D	C → D → B → A	C → B → D → A	B	Session 16
22	Which of the following is necessary to create a virtual button in Unity?	2	VirtualButtonBehavior	Multi Target	3D image modeling	AR Camera	A	Session 16
23	What kind of camera should be used to capture images for a model target?	2	Main camera in the software	Good-Quality main camera	Low-Quality AR camera	High-Quality camera to capture sharp and well-lit images	D	Session 17
24	What features should the Model Target have?	2	Distinct features that can be easily recognized by the AR system.	The object must be readily available and can be easily captured from different angles.	Any suitable real-world object from product packaging to a toy, or a sculpture with a distinct pattern.	All of these	D	Session 17
25	Identify the correct sequence of steps to install AR Foundation and Vuforia in a scene.	2	Window → Package Manager, then select Package → Unity Registry → AR Foundation	Window → Package Manager, then select AR Foundation	Window → Package Manager → AR Session	Window → AR Camera → AR SessionOrigin	A	Session 18
26	What type of images can be used in Cylindrical Targets in Vuforia?	2	Only 2D images	3D images	Cylindrical shaped images	Low-Quality images	B	Session 18
27	When is the <code>FingerDown()</code> method called while uploading and managing the model?	2	A raycast is performed when a finger touches the screen and the method is called.	The method is called when the finger stops touching the screen.	When the current touch position is changed, the method is called.	The method is called at the end of the game.	A	Session 19
28	What does updating and managing models in AR involve?	2	Modifying only the properties of virtual objects within the Unity engine.	Modifying the appearance and behavior of virtual objects within the Unity engine.	Modifying the properties, appearance, and behavior of virtual objects within the Unity engine.	Modifying only the behavior of virtual objects within the Unity engine.	C	Session 19
29	How is Setting up Anchor Points and Environmental Probes performed in Unity?	2	Downloading or creating an AR Template Project.	Only by creating a new AR Template Project.	AR Template Project is present in the Asset store by default.	Downloading the Anchor points from the Internet.	A	Session 20
30	How is the user-created Environment Prob made compatible with the mobile settings?	2	By providing access permissions	Navigate to Other Settings and make the App mobile compatible.	By denying the access permissions	Without changing any settings	B	Session 20