Development - Slido

Developing Immersive Applications

Created by: Chek Tien TAN

I need to use a WebXR-compliant framework for my Team Project

- Yes
- No
- We don't have to implement software code for the project

The deliverable for the TP is

- a pdf uploaded to the module's TP dropbox on xSITe LMS
- a pdf emailed to Chek
- everything in our team GitHub repo
- a presentation video uploaded to youtube

The deadline for the TP is

- WEEK06
- WEEK08
- WEEK10
- WEEK13

We will be assessed more favourably if we can demonstrate higher levels of immersion from our evaluation.

- Yes
- No
- We don't have to perform user evaluation for the project

Which of the following content is suggested to be included in the TP report.md?

- Methodology
- Results
- Discussion
- Team Management
- Code Review

When is IPA1 due?

- WEEK04
- WEEK05
- WEEK06
- WEEK07

When I run console.log("debug"), where can I see this "debug" message?

- Mac Terminal
- Windows Command Prompt
- Web browser's JavaScript Console
- ADB's logcat

When connecting the Meta Quest, there is no prompt to enable connection and I can't see developer options in the settings. What is the likely issue?

- Did not tap the Build Number 7 times in settings
- Did not enable Developer Mode on the Meta app on the phone
- Headset low battery
- Did not connect a usb data cable

Where is createScene(...) normally defined?

- app.ts
- index.html
- package.json
- package-lock.json
- tsconfig.json

You want to add a custom script as part of your BabylonJS project test workflow. Which file should you modify?

- main.ts
- app.ts
- index.html
- package.json
- package-lock.json
- tsconfig.json

Which file should you add to your team's version control if you want the project dependencies to have the same exact versions across your team?

- main.ts
- app.ts
- index.html
- package.json
- package-lock.json
- tsconfig.json

What does the following Babylon.js snippet accomplish?

- Initializes typical components for hybrid XR (AR & VR) experience.
- Makes a non-blocking method call to initialize components.
- Creates a default BabylonJS scene with a sphere.
- Waits for all components to complete initialization before continuing

```javascript
const xr = await scene.createDefaultXRExperienceAsync({
    uiOptions: {
        sessionMode: "immersive-vr",
    },
});
```

You are building a VR app that requires a novel interaction using new hardware not found in current VR applications. Which framework is most suited for you to base your development on?

- Unity
- OpenXR SDK in C++
- Babylon.js
- Cospaces
- Blender

You are building a web-based VR experience and you want to focus on implementing the VR components. What standard should you ideally anchor on?

- WebXR
- OpenXR
- Vulkan
- WebGL
- DirectX

In your VR app, realistic graphics performance is critical and you require explicit, fine-grained control of GPU memory, command buffers and other resources. What standard should you ideally anchor on?

- WebXR
- OpenXR
- Vulkan
- WebGL
- DirectX

What is the most accessible tool for developers without coding experience?

- Unity
- Unreal Engine
- Babylon.js
- Three.js
- CoSpaces

What is/are the key advantages of building a WebXR app?

- Cross-platform compatibility
- No installation required
- Easy to share via URL
- All of the above

WebXR is an open-source 3D engine for building web-based XR applications

- True
- False

Babylon.js is an open standard for programming web-based XR applications

- True
- False

The Unity engine can be used to build WebXR applications

- True
- False

Babylon.js can be used to build Web-based AR applications

- True
- False