Immersive Systems II — Slido

Developing Immersive Applications

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Which option correctly lists the parameters used to construct the projection matrix from view space to clip space?

- Object translation, rotation, and scale in model space
- Camera position and orientation in world space
- Field of view, aspect ratio, and near/far clipping plane distances
- Viewport width/height and screen-space x/y offset
- Surface normals, tangent vectors, and material roughness

Which option correctly lists the parameters used to construct the view matrix from world space to view space?

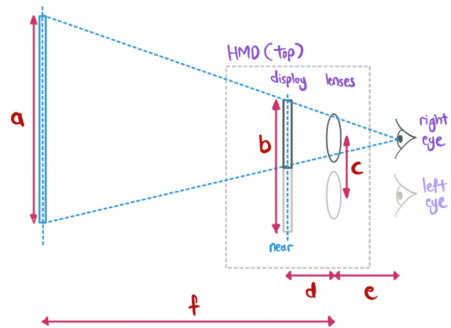
- Object translation, rotation, and scale in model space
- Camera position and orientation in world space
- Field of view, aspect ratio, and near/far clipping plane distances
- Viewport width/height and screen-space x/y offset
- Surface normals, tangent vectors, and material roughness

Which option correctly lists the parameters used to construct the model matrix from local space to world space?

- Object translation, rotation, and scale in model space
- Camera position and orientation in world space
- Field of view, aspect ratio, and near/far clipping plane distances
- Viewport width/height and screen-space x/y offset
- Surface normals, tangent vectors, and material roughness

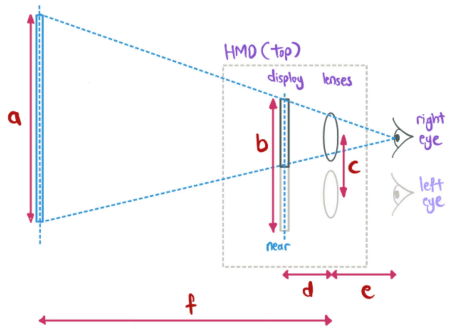
In the schematic HMD diagram, where is the “eye relief”?

- a
- b
- c
- d
- e
- f



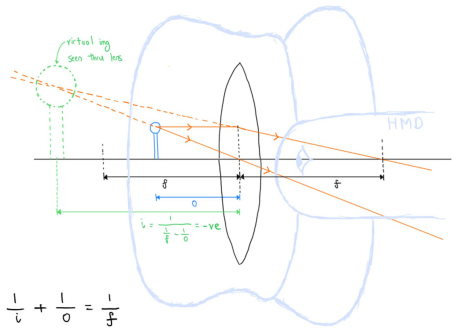
In the schematic HMD diagram, where is the width of the virtual image?

- a
- b
- c
- d
- e
- f



In HMDs, what effect will changing the focal length of the lens have?

- Height of the HMD display
- Depth of the HMD display
- Depth of the view frustum's near plane
- Distance of the virtual image generated



What is a result of reducing the eye relief?

- Narrower field of view
- Better comfort for glasses wearers
- Wider field of view
- Improved color accuracy

The projection matrix for rendering in HMDs is the same for both eyes.

- True
- False

The view matrix for rendering in HMDs is the same for both eyes.

- True
- False

What is a valid property of the view frustum generated by typical HMDs?

- Volume is vertically symmetric only
- Volume is horizontally symmetric only
- Volume is both vertically and horizontally symmetric
- There is no symmetry in the volume