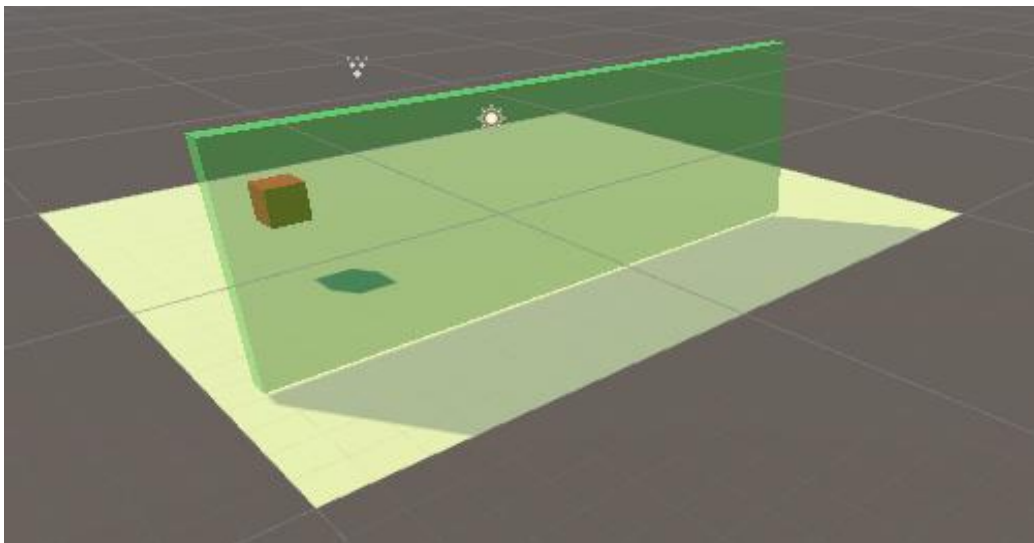
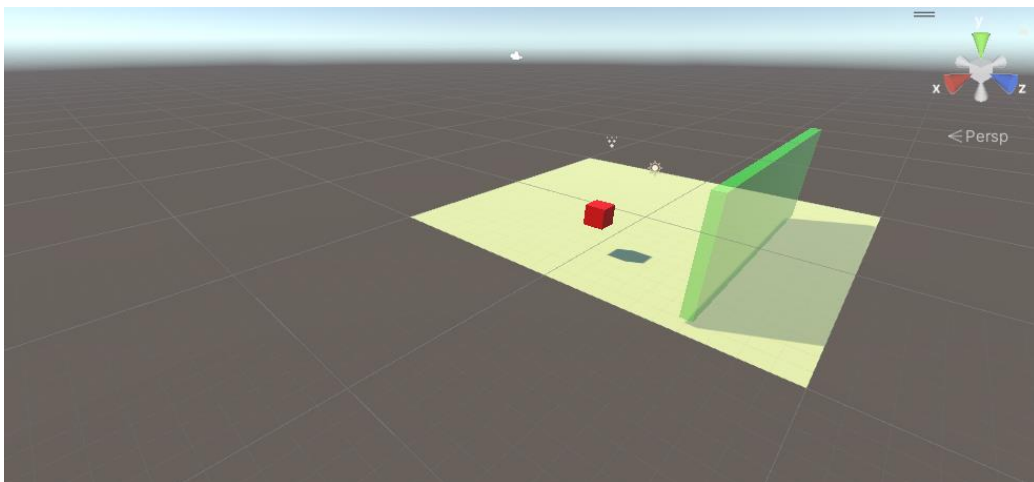


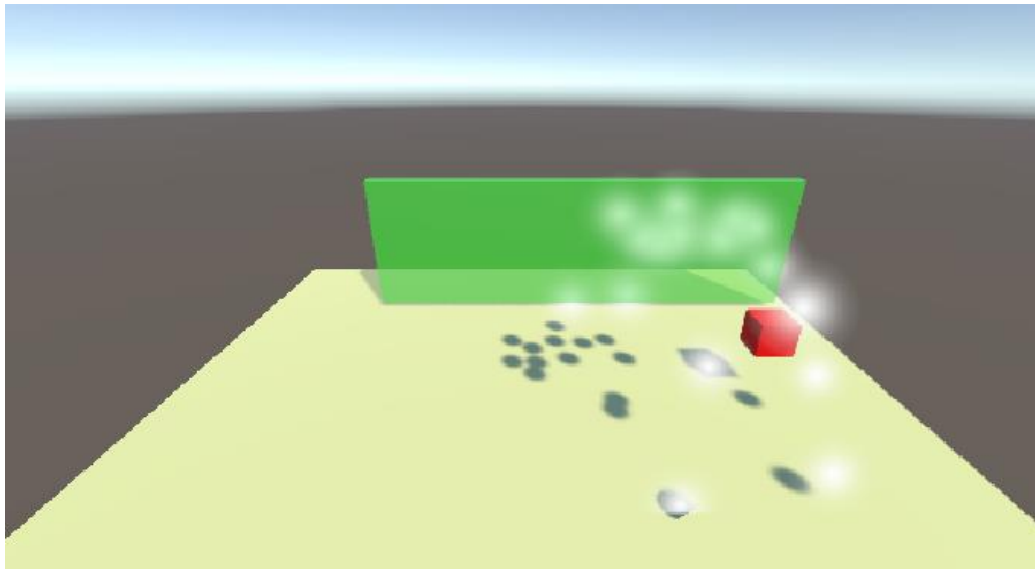
## Group 4

Team:

1) Sourabh Sav	B21139
2) Tijil Tanmay Kumar	B21142
3) Somit Gond	B21138
4) Anubhav Singh	B21087
5) Sandeep Singh	B21127

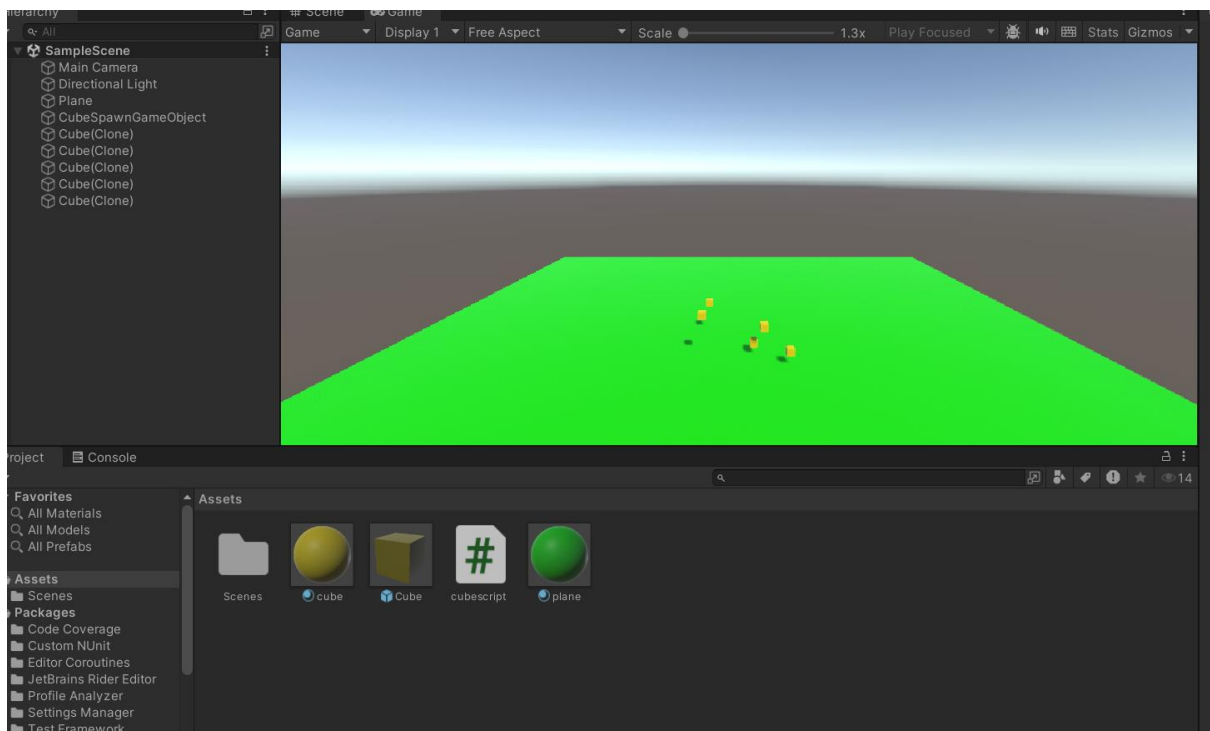
Question 1:

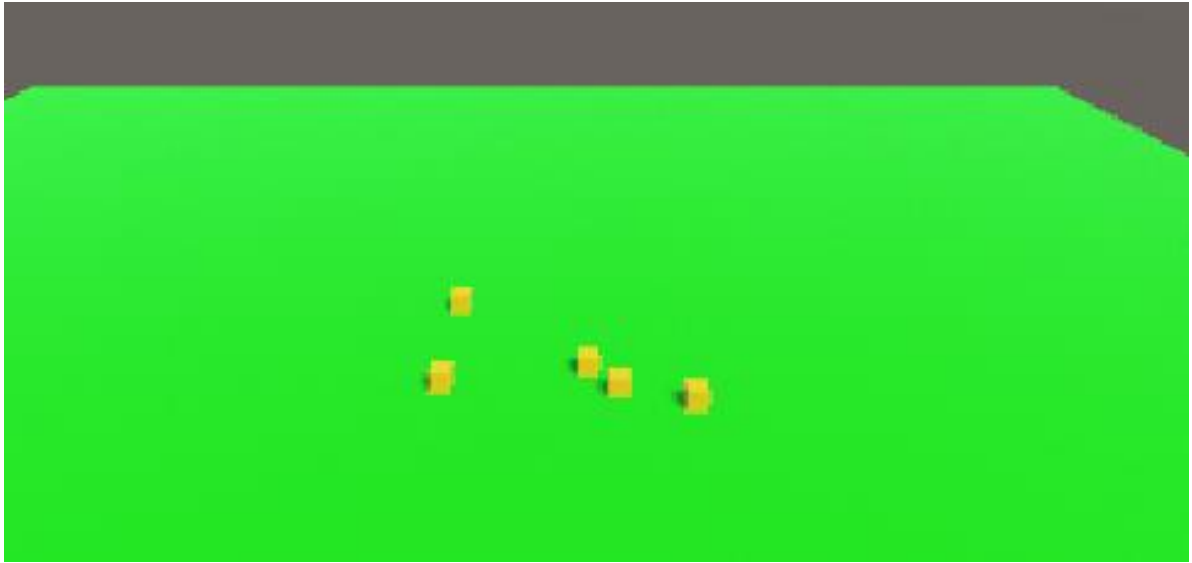




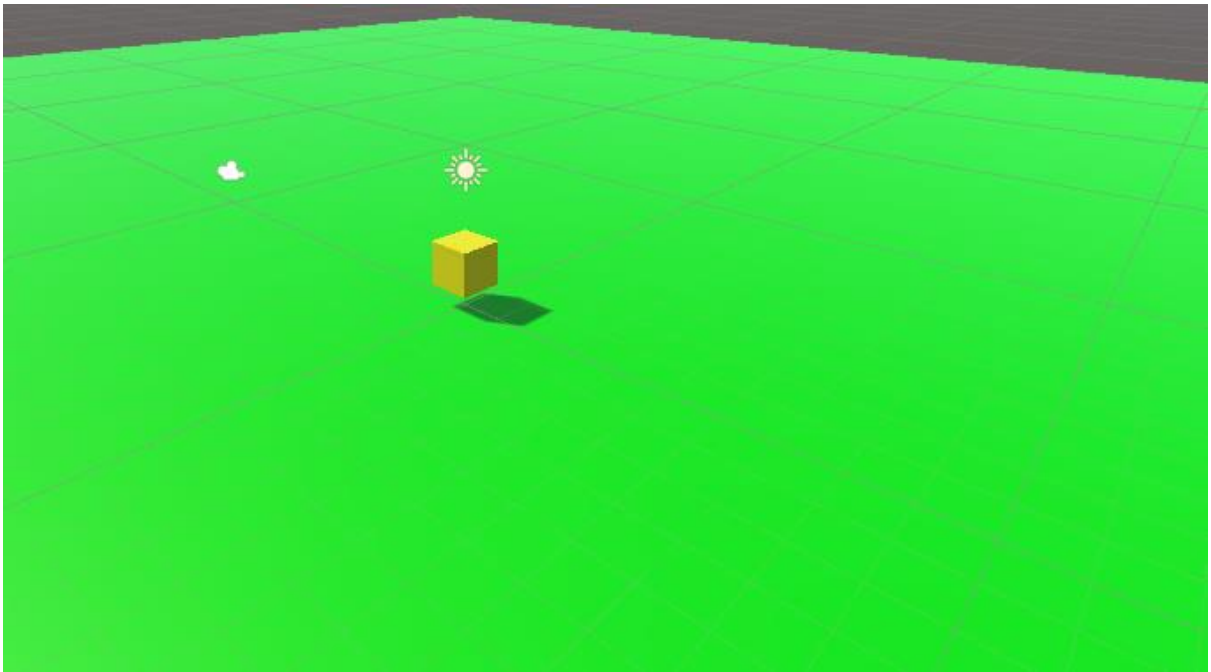
First, insert two cubes. Adjust one cube into the shape of a wall by increasing the X and Z dimensions to 10 and the Y dimension to 0.5 (Y is the thickness, and X and Z are the length and breadth, respectively). Next, change the alpha value to less than 128 so that the wall becomes a transparent sheet. Then, add a particle system from the menu. To add a shadow effect to the particle system, go to the properties section of the particle system, select the renderer, and turn on the "cast shadow" option.

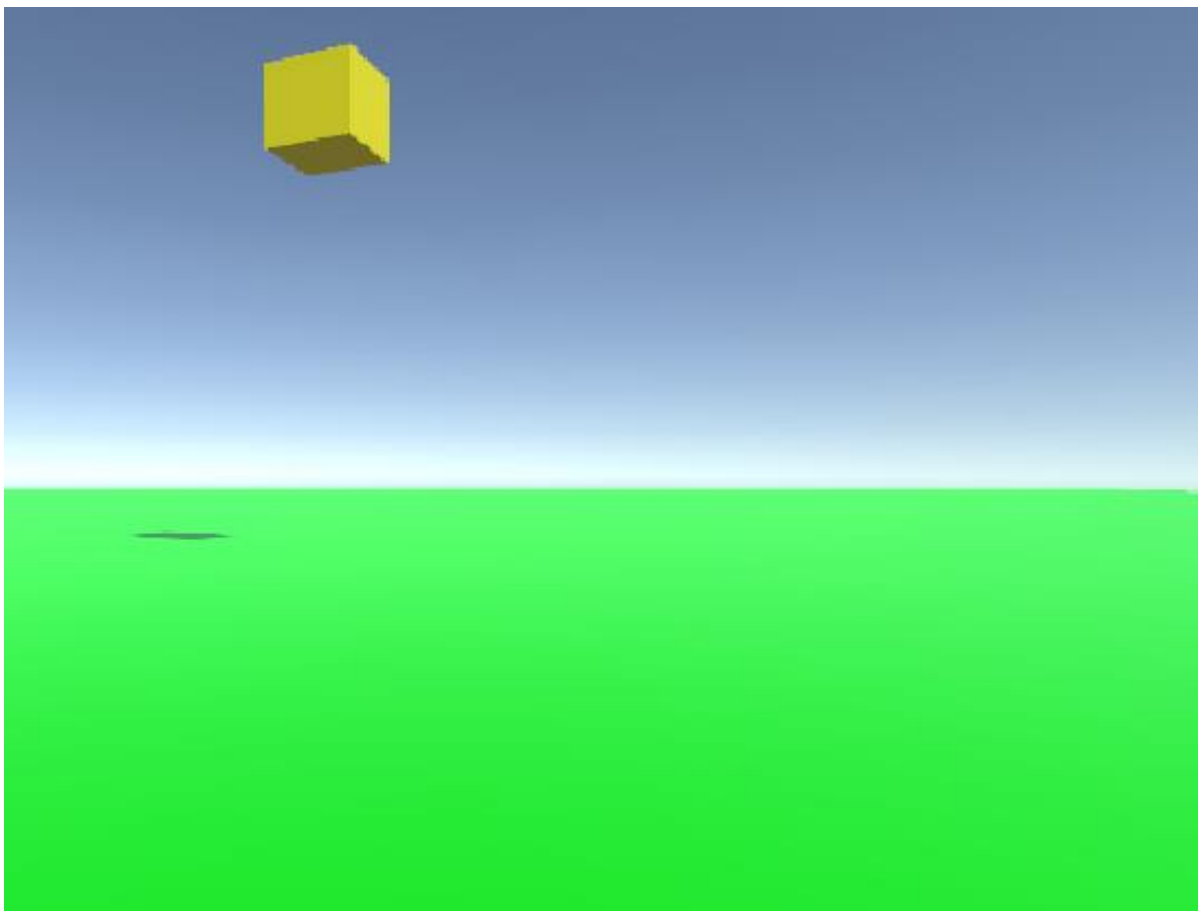
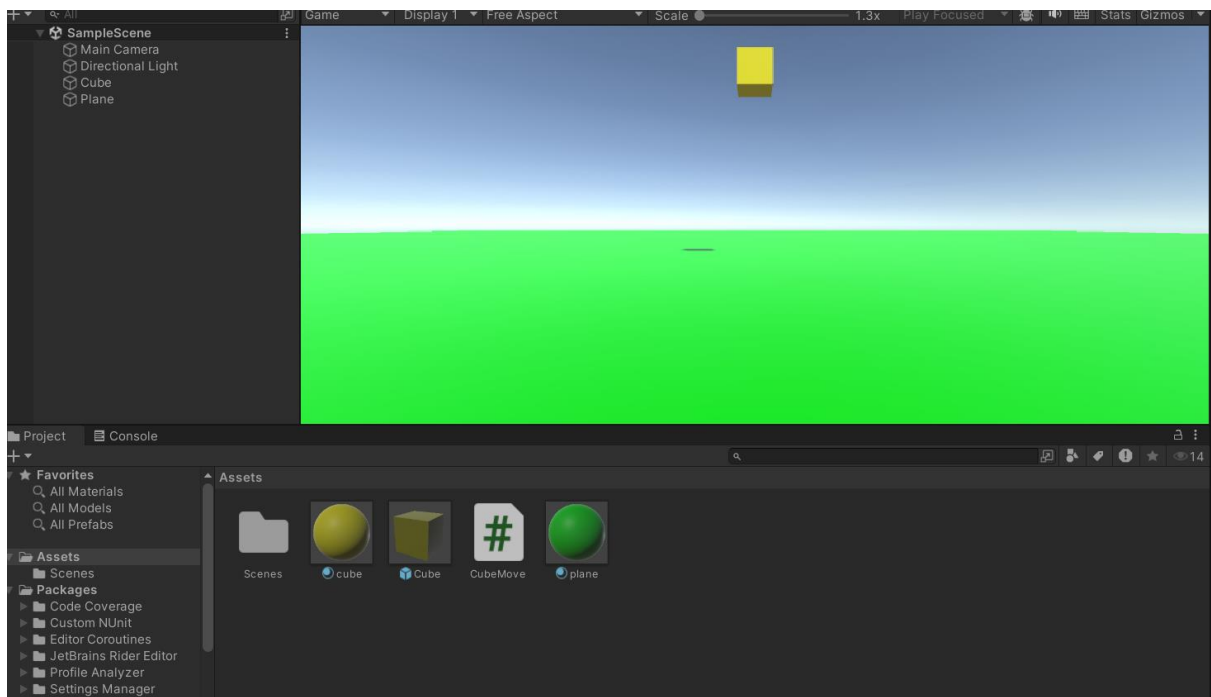
Question 2:





Question 3:





#### Question 4:

Virtual Reality, or VR as we know it now was not always the headsets and controllers of today. So it all began as a little concept, an idea in one of the earliest written stories called Pygmalion's Spectacles back 1935. This, the story of a piece envisioning glasses that can take you into a new reality with sight and sound or even touch and scent. It was one of the first hints into what virtual reality might actually be capable of.

The first notable step taken towards making VR a reality was in 1957 when the Sensorama came about. A big machine working on making visual, sound and vibration alike effect to be played in a cohesive field. The technology back then was simply not ready, but it is, now!

The Headsight was then invented a few years later in 1961. And the world's first head-mounted display, or HMD. It was essentially a VR headset, like the ones we use for games today — except it was designed to view hazardous sites from safe locations.

The 60s was really when VR started to take off. The first pilot training simulator using VR technology was created in 1966. This demonstrated that VR was an excellent educational tool for learning and practice. Next up: The creation of the Sword of Damocles, in 1968. It was a major milestone in that it is considered to be the first HMD able of displaying basic computer generated imagery, hence representing an important preceding step toward the virtual reality simulation environment we know and recognize today.

VR continued to be researched through the 70s and 80s. The Aspen Movie Map, 1978 It was essentially an incredibly primitive Google Street View, allowing you to navigate city blocks. VR was still being used for training by the military in 1986 when construction on VCASS began as a way to help pilots with their speed of performance.

The term “virtual reality” wasn't actually coined supposed 1987. It was also around this time that the first consumer products started to become available -- things like DataGlove and EyePhone HMD.

The widespread gaming days of VR started in the 90s. 1991 – The Birth of VR Arcade Machines to provide an immersive gaming experience for players. But the Virtual Boy, a wearable VR device launched in 1995, flopped. However, VR served other purposes as well; it was used to try and help people who were captured by the war suffer from trauma through virtual therapy.

VR really began to come into its own in the 2000s. Google Street View 2007 and Oculus Rift prototype in 2010 showed VR might be cool once more. In 2014, when Facebook made a huge bet on Oculus it started to attract more attention and resources into VR development. Valve, HTC and Sony entered the mix as well with their own VR systems.

These days, VR is not just limited to games. Surgeons are able to perform complex operations via Osso VR, and Pico Neo 2 Eye is a VR headset with built-in eye-tracking. And Meta's Project Cambria is on a course to launch virtual reality straight into our lives -and quite possibly streamlining the path for that VR takeover of your computer room one day.

From a small idea in history to various forms of use cases, VR has made its long journey. Yes, gaming remains a cornerstone of the VR category — however more commonplace uses include training and studying within schooling or healthcare. This sounds like the great that awaits VR, if anything.