ANSWER ALL QUESTIONS

QUESTION 1: Identify which statement is True and which is False. (6½ Marks, ½ for each)

1. ______ One important feature of VR is the real time interaction.
2. ______ One of the VR goals is to remove the distinctions between the system and user’s environment.
3. ______ Desktop VR system provides almost full sense of immersion.
4. ______ Cave System is an example of immersive VR system.
5. ______ Desktop VR does not require any devices to be attached to the body.
6. ______ Keyboard is a typical input continuous device.
7. ______ Locomotion devices and data suits are continuous input devices.
8. ______ Glove is an example of haptic and auditory output devices.
9. ______ Workbenches and walls provide only limited immersion.
10. ______ Head Mounted Displays (HMDs) are use as VR Visual Output Display.
11. ______ Exoskeleton allows users to grasp virtual objects and feel the force on all five fingers.
12. ______ Augmented reality is just another term or virtual reality.
13. ______ Sense of immersion mean that participant is deeply engaged in virtual environment.

QUESTION 2: What are the following concepts: (6 Marks, 2 for each)

1. Virtual Reality:
2. Hybrid Input Devices:

3. Head Mounted Display (HMD):

QUESTION 3: Zeltzer (1992) Explains VR through three Cube items, List them. (1½ Marks)

QUESTION 4: What are the human senses that most focusing by VR systems? Why? (3 Marks)

QUESTION 5: Draw the general architecture of the virtual reality systems. (3 Marks)