

Students may use their own calculators
Students do not have to return the exam paper

Write clearly on each paper:
-SGN-5406 Virtual Reality
-Date
-Name
-Student Number

1. Explain the concept of immersion in Virtual Environments. (10 pt)
2. Compare the benefits of using speakers in VR systems with benefits of using headphones. (10 pt)
3. Name at least three methods for measuring joint orientation used in data gloves. (10 pt)
4. What is a bladder actuator? (10 pt)
5. Explain the difference between Phong and Lambertian shading. (10 pt)
6. Explain briefly the principle of operation of different types of stereoscopic glasses. (10 pt)
7. Explain different types of visual depth cues used by the visual system. (10 pt)
8. What is tracker jitter? (10 pt)
9. Explain good and bad sides of Peer to Peer architecture in networked virtual environments. (10 pt)
10. Explain the difference between the two types of HMD based augmented reality systems. (10 pt)