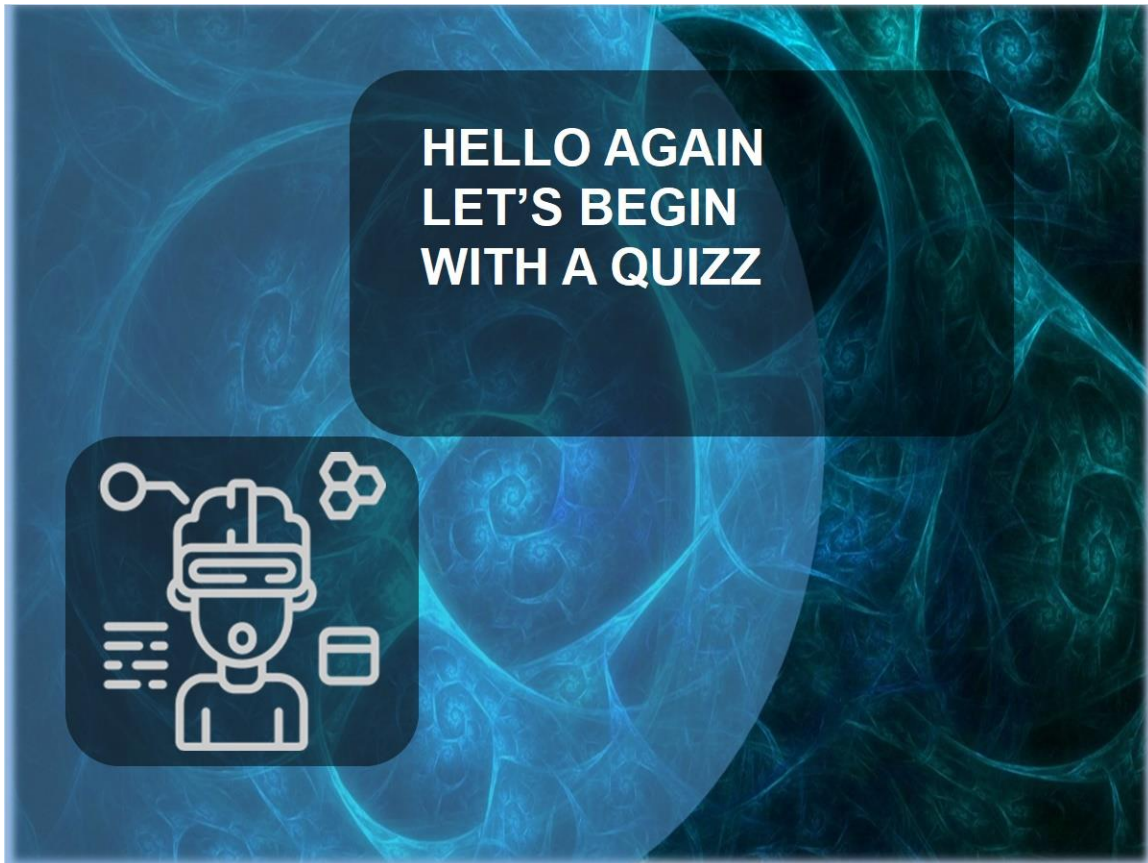


Quiz VR1 word

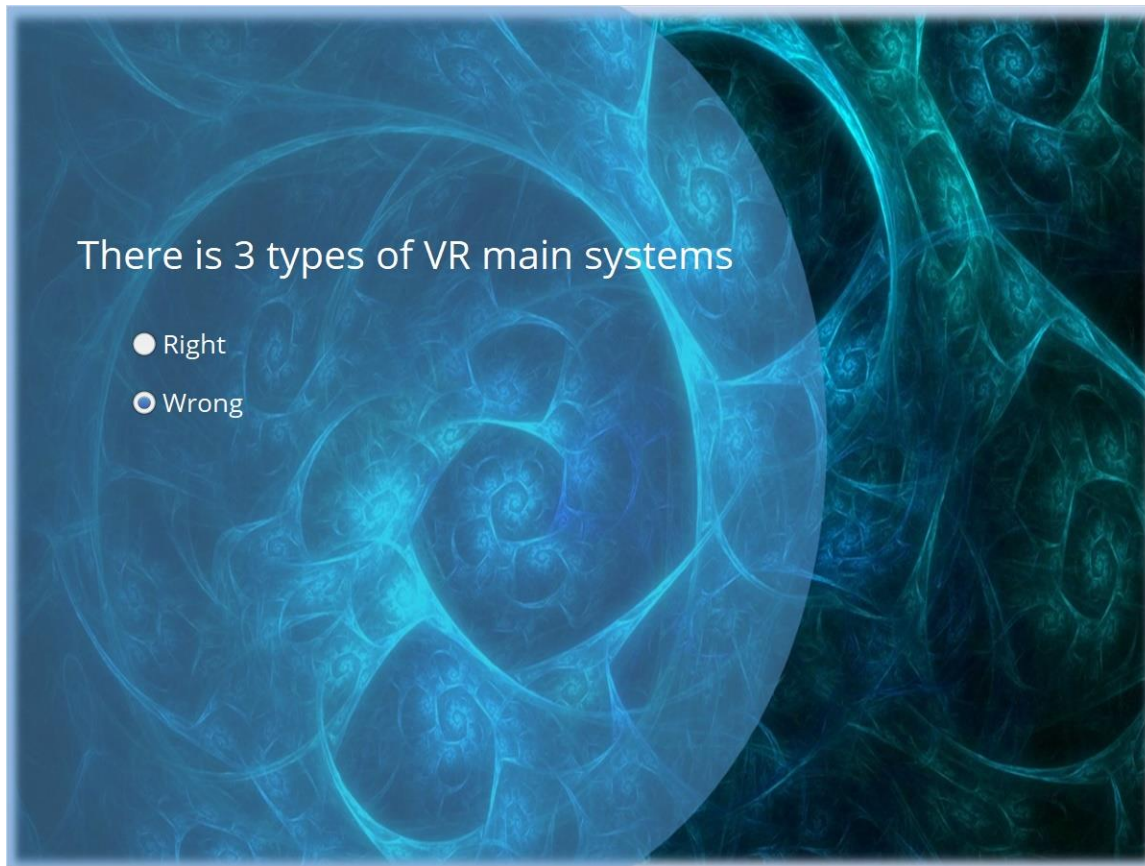
1. QUIZ VR 1

1.1 Introduction



1.2 VR main system types

(Vrai / Faux, 10 points, 1 tentative autorisée)



Bonne réponse	Choix
	Right
X	Wrong

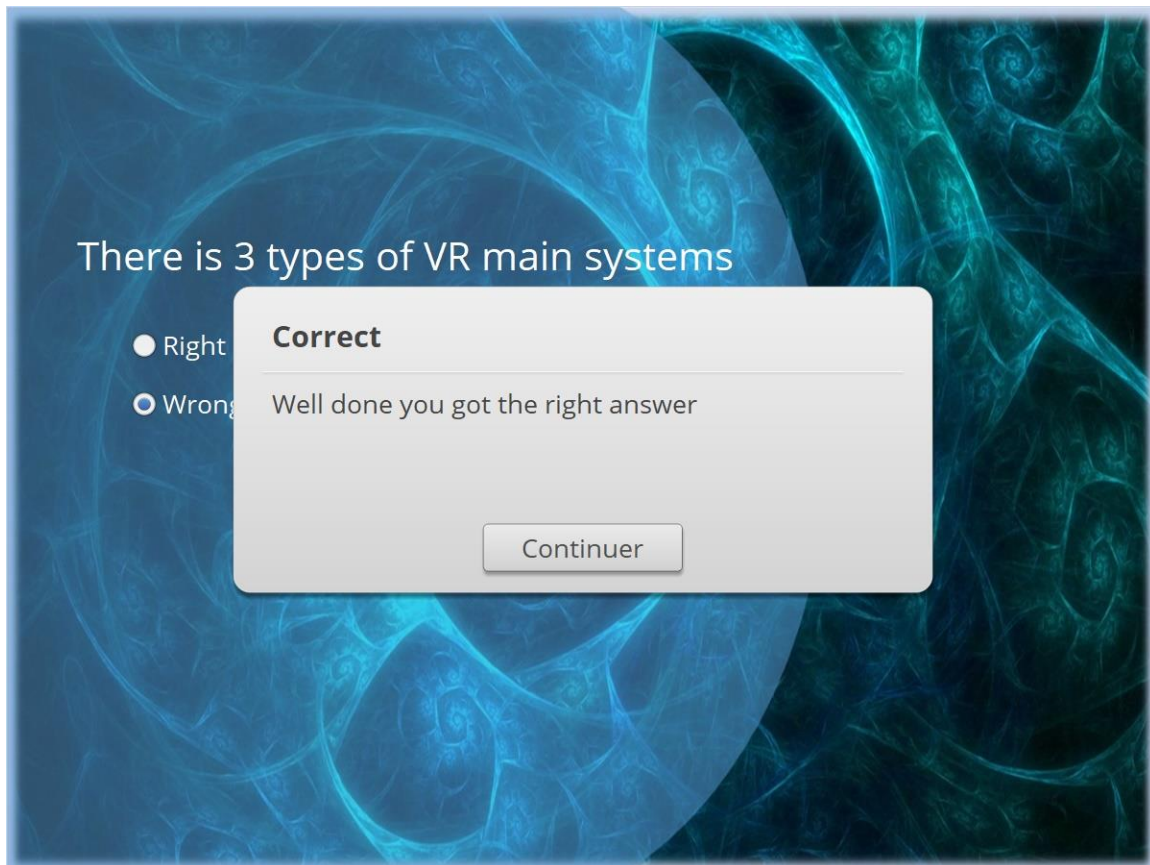
Retours si la réponse est correcte :

Well done you got the right answer

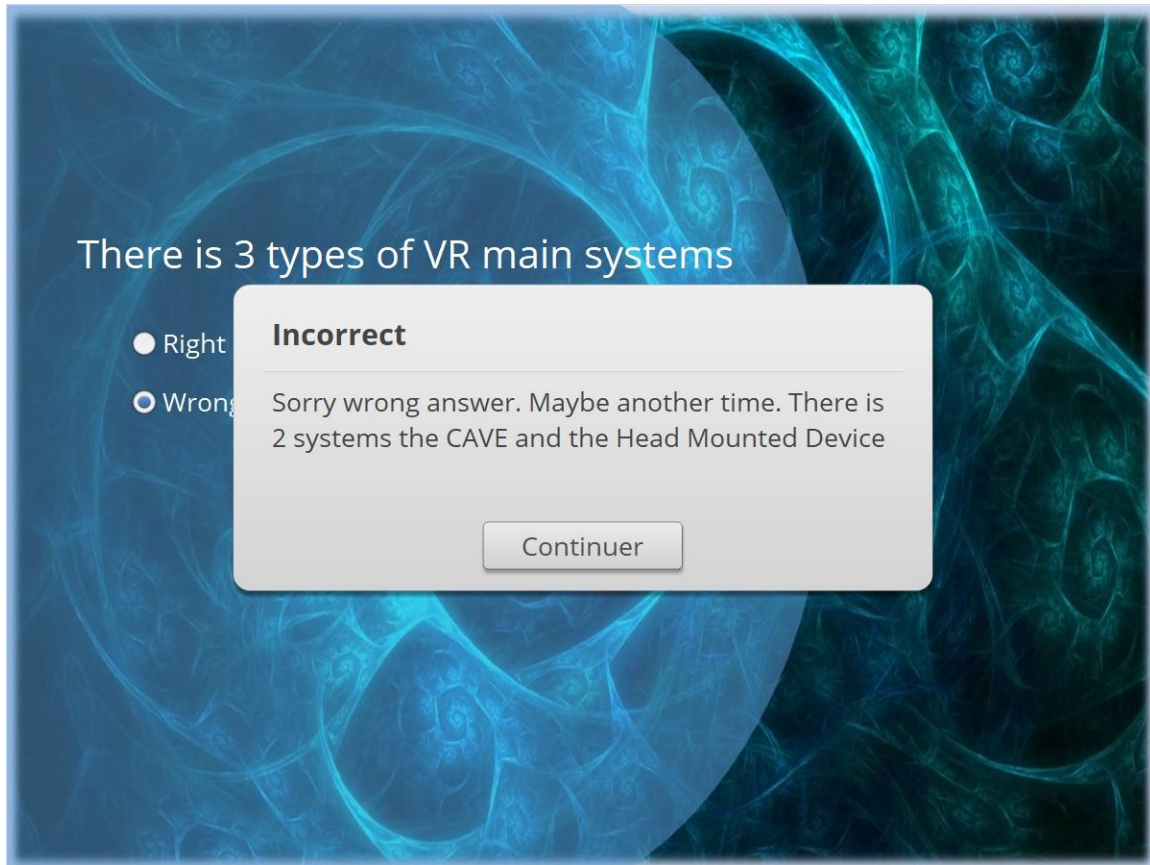
Retours si la réponse est incorrecte :

Sorry wrong answer. Maybe another time. There is 2 systems the CAVE and the Head Mounted Device

Correct (Calque de diapositive)



Incorrect (Calque de diapositive)



1.3 The 3 characteristics of the VR

(Réponses multiples, 10 points, 1 tentative autorisée)

What are the 3 characteristics of the Virtual Reality ?

- ☐ A partly immersive situation
- ☐ A 2D vision
- ☒ A 3D stereovision
- ☐ A dynamic control of his point of view
- ☒ A dynamic control of his viewpoint
- ☒ a surrounding experience

Bonne réponse	Choix
	A partly immersive situation
	A 2D vision
X	A 3D stereovision
	A dynamic control of his point of view
X	A dynamic control of his viewpoint
X	a surrounding experience

Retours si la réponse est correcte :

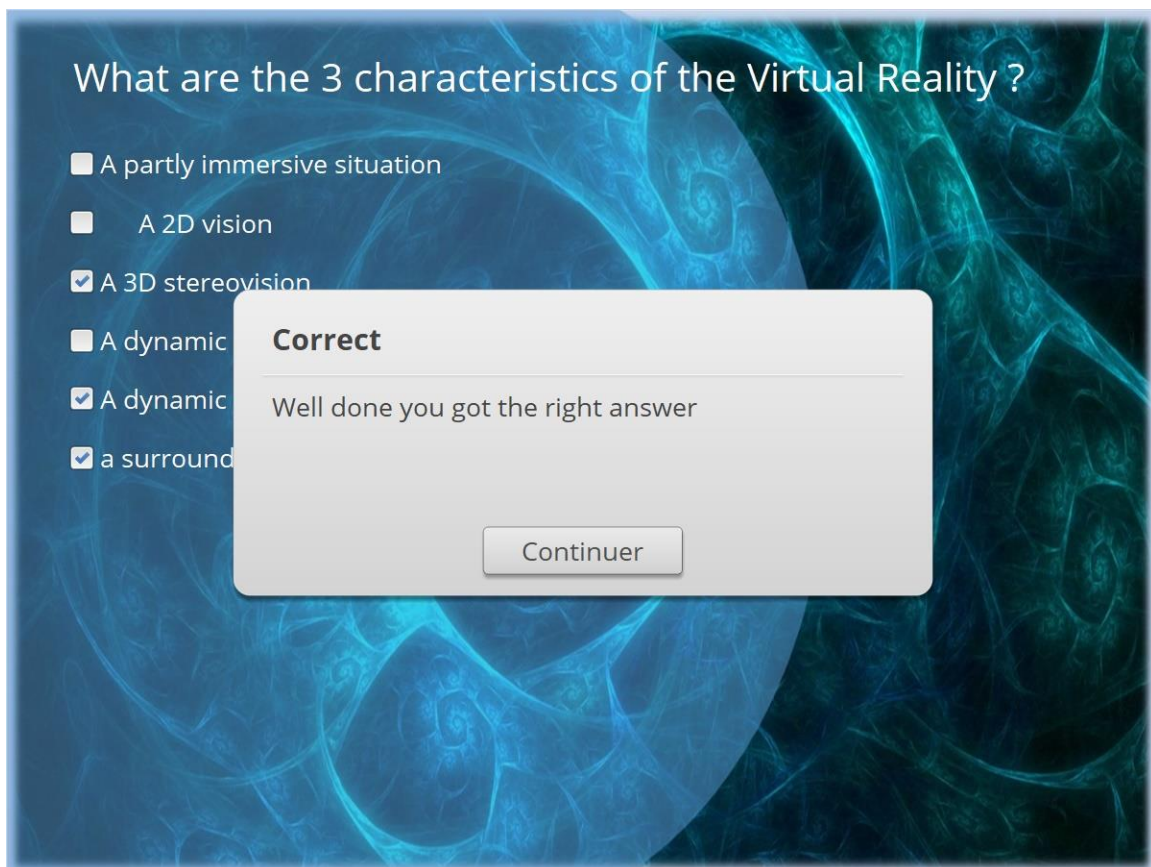
Well done you got the right answer

Retours si la réponse est incorrecte :

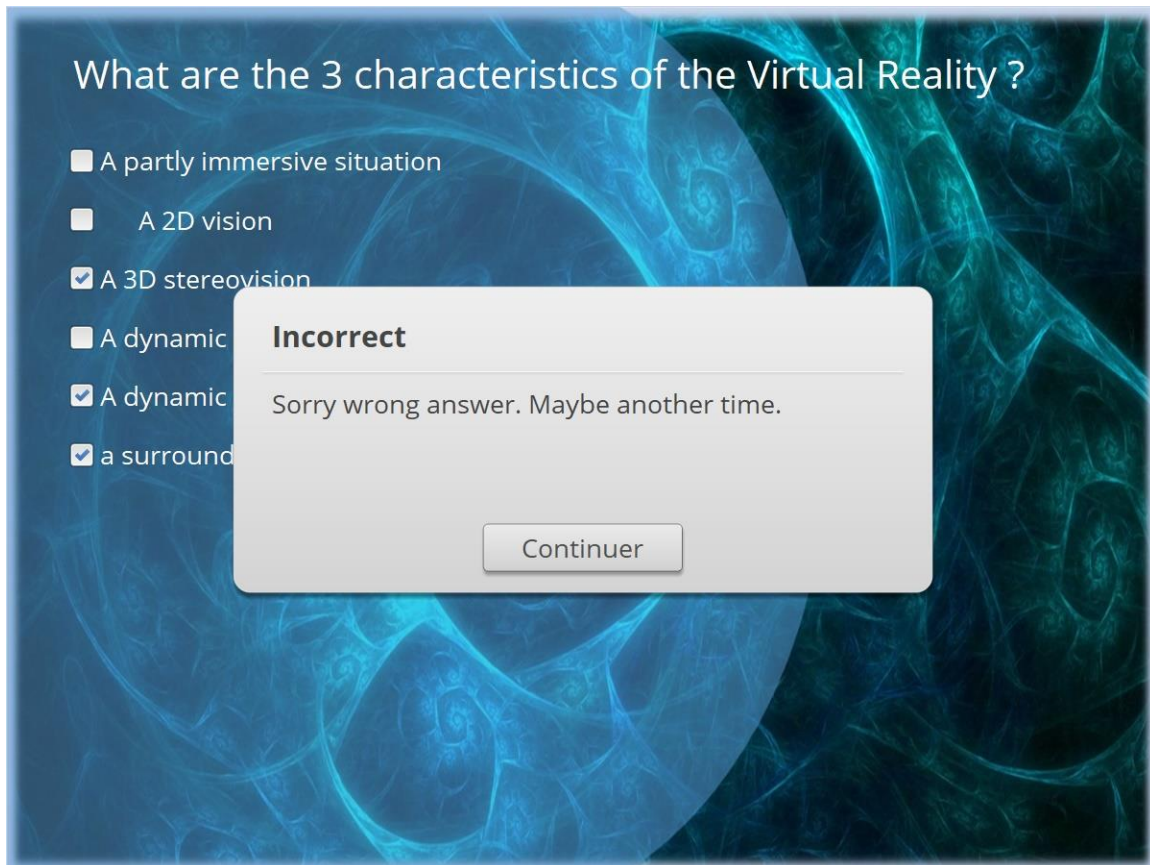
Sorry wrong answer. Maybe another time.

Commentaires :

Correct (Calque de diapositive)



Incorrect (Calque de diapositive)



1.4 CGI

(Choix multiples, 10 points, 1 tentative autorisée)



Bonne réponse	Choix
X	Computer Generated Imagery
	Cell Global Identity
	California Graduated Institute
	Common Gateway Interface

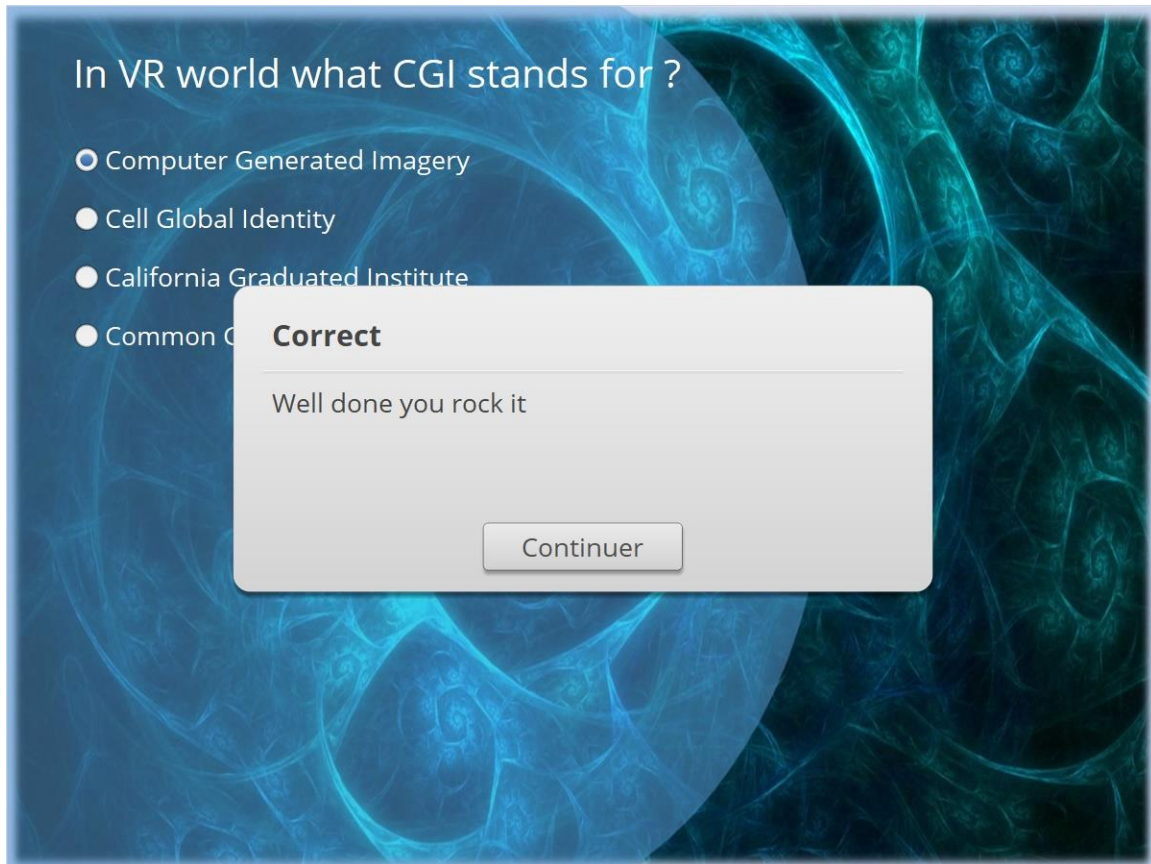
Retours si la réponse est correcte :

Well done you rock it

Retours si la réponse est incorrecte :

Sorry I'm sure you'll do better next time

Correct (Calque de diapositive)



Incorrect (Calque de diapositive)



1.5 Match the concepts and words

(Appariement : glisser-déposer, 10 points, 1 tentative autorisée)

Match the concepts and words

Head Tracking

Girometer

Wireless HMD

Bluetooth

disadvantage

cut from real world

environment controler

joystick

Stereovision

Shutter glasses

Tracking Latency

single digit milliseconds

Ceiling mounted infrared cameras

CAVE

Bonne réponse	Choix
Head Tracking	Girometer
Wireless HMD	Bluetooth
disadvantage	cut from real world
environment controler	joystick
Stereovision	Shutter glasses
Tracking Latency	single digit milliseconds
Ceiling mounted infrared cameras	CAVE

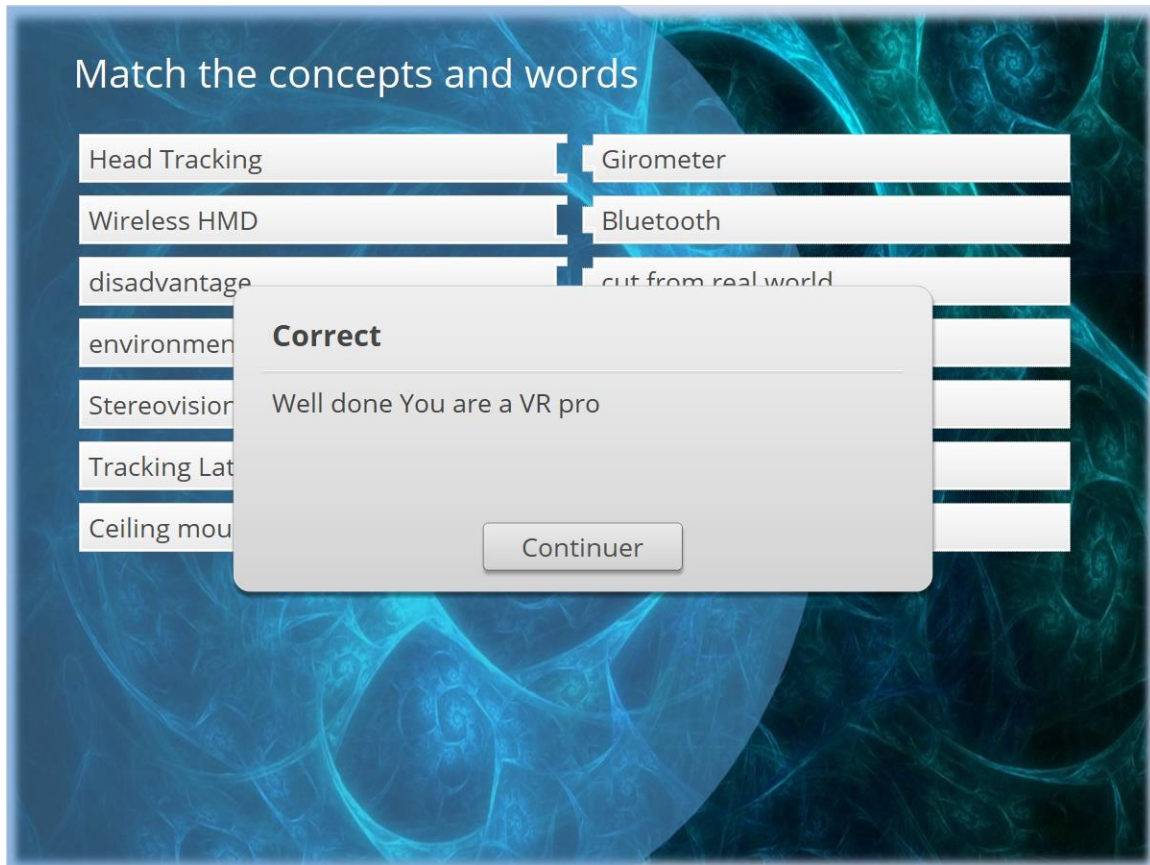
Retours si la réponse est correcte :

Well done You are a VR pro

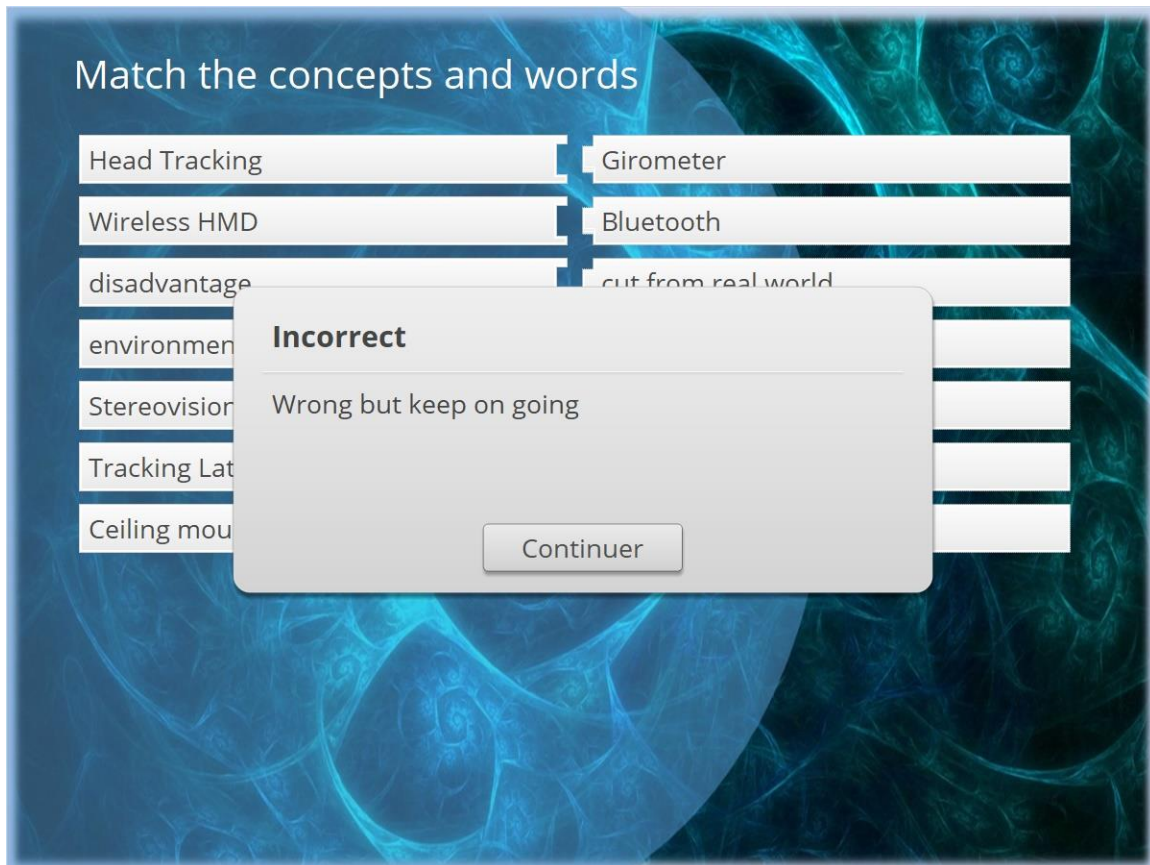
Retours si la réponse est incorrecte :

Wrong but keep on going

Correct (Calque de diapositive)

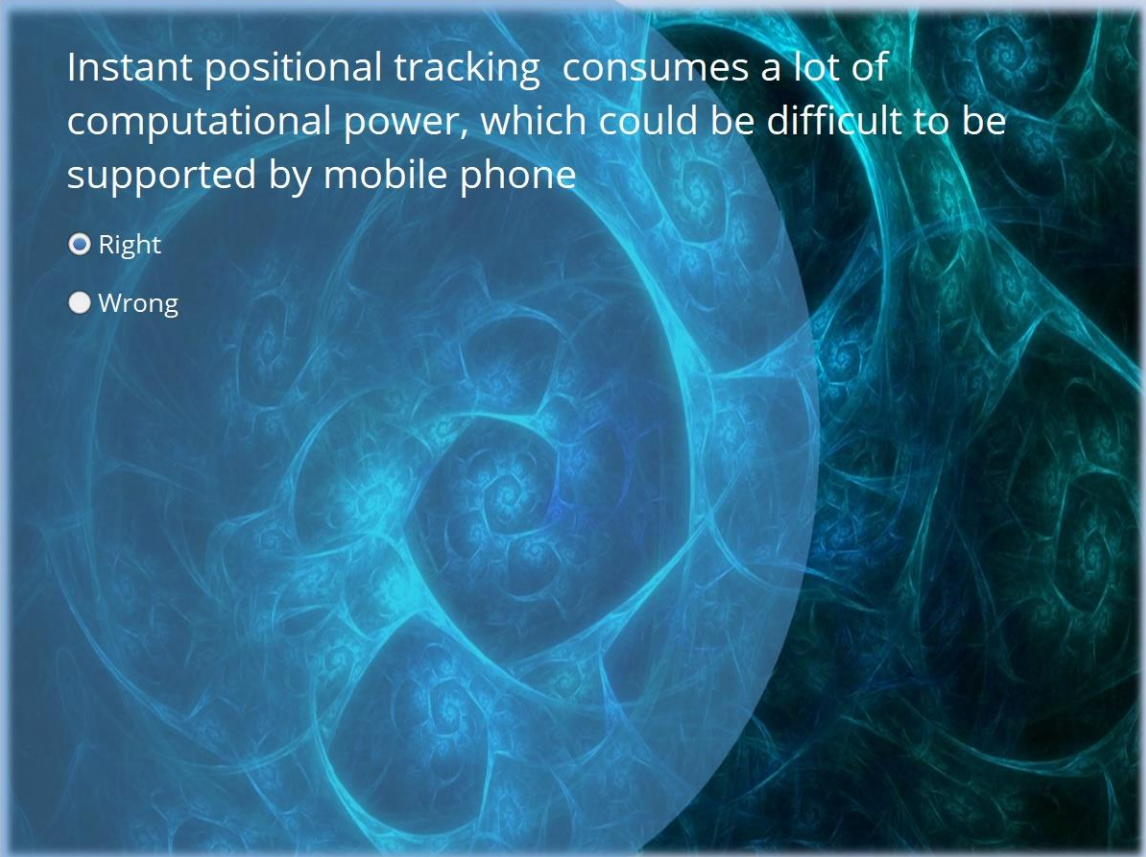


Incorrect (Calque de diapositive)



1.6 True or False

(Vrai / Faux, 10 points, 1 tentative autorisée)



Instant positional tracking consumes a lot of computational power, which could be difficult to be supported by mobile phone

☐ Right

☐ Wrong

Bonne Choix réponse	
X	Right
	Wrong

Retours si la réponse est correcte :

It's correct. Congratulations

Retours si la réponse est incorrecte :

It's not correct. Be more attentive to the details and you'll succeed in it

Correct (Calque de diapositive)

Instant positional tracking consumes a lot of computational power, which could be difficult to be supported by mobile phone

☐ Right

☒ Wrong

Correct

It's correct. Congratulations

Continuer

Incorrect (Calque de diapositive)

Instant positional tracking consumes a lot of computational power, which could be difficult to be supported by mobile phone

☒ Right

☐ Wrong

Incorrect

It's not correct. Be more attentive to the details and you'll succeed in it

Continuer

1.7 Handle VR controller

(Zone de clic, 10 points, 1 tentative autorisée)

A handle VR controller is also called a _____.
Please click on the right picture.



Retours si la réponse est correcte :

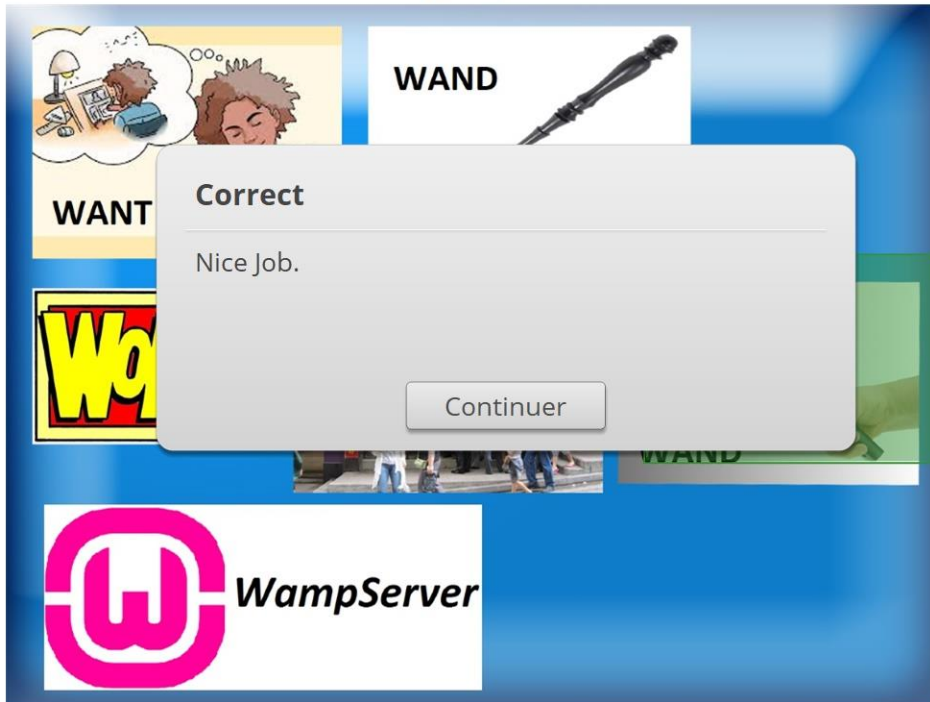
Nice Job.

Retours si la réponse est incorrecte :

Sorry for that. Nice try

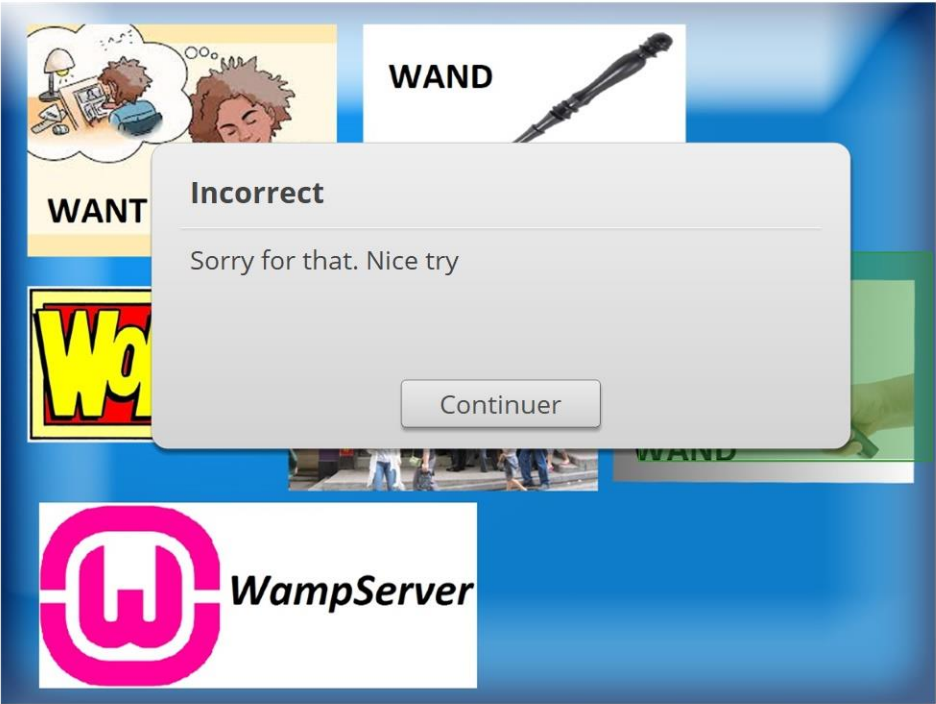
Correct (Calque de diapositive)

A handle VR controller is also called a _____.
Please click on the right picture.



Incorrect (Calque de diapositive)

**A handle VR controller is also called a _____.
Please click on the right picture.**



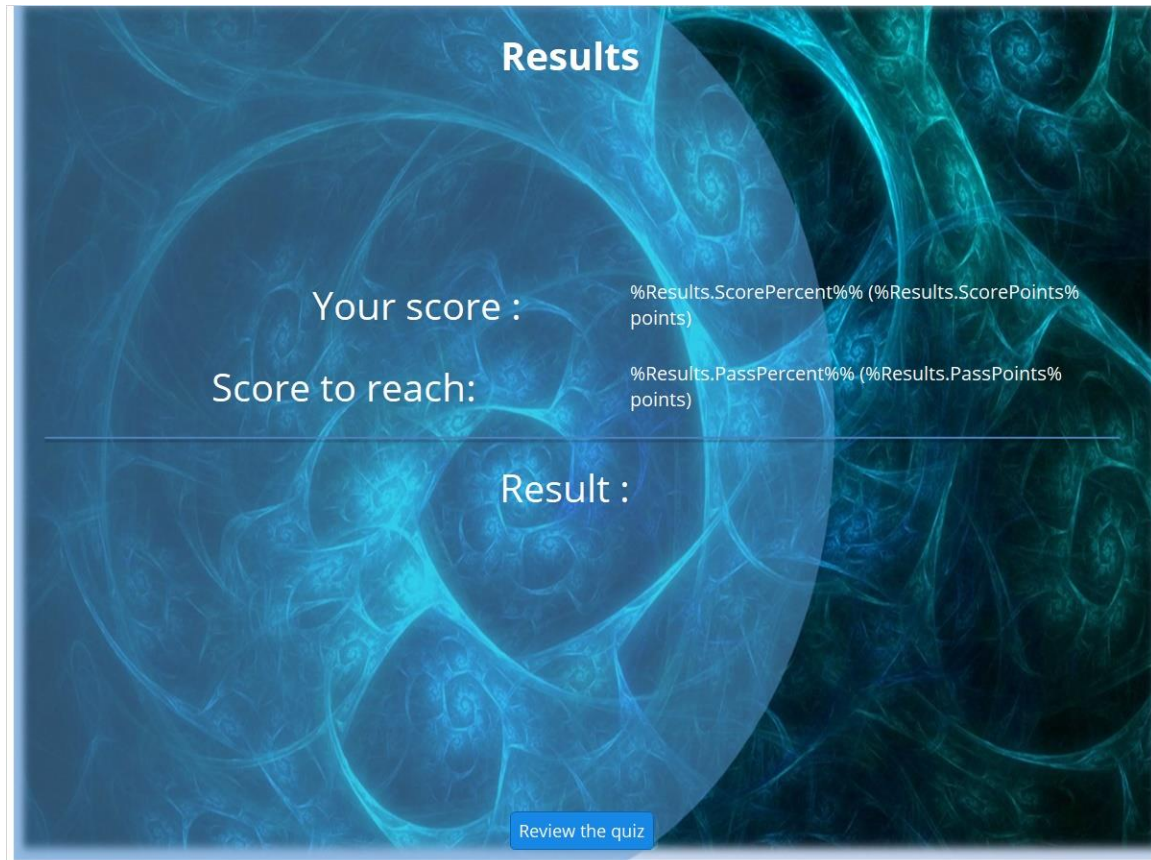
Incorrect

Sorry for that. Nice try

Continuer

1.8 Results

(Diapositive de résultats, 0 points, 1 tentative autorisée)



Résultats pour
1.2 VR main system types
1.3 The 3 characteristics of the VR
1.4 CGI
1.5 Match the concepts and words
1.6 True or False
1.7 Handle VR controller

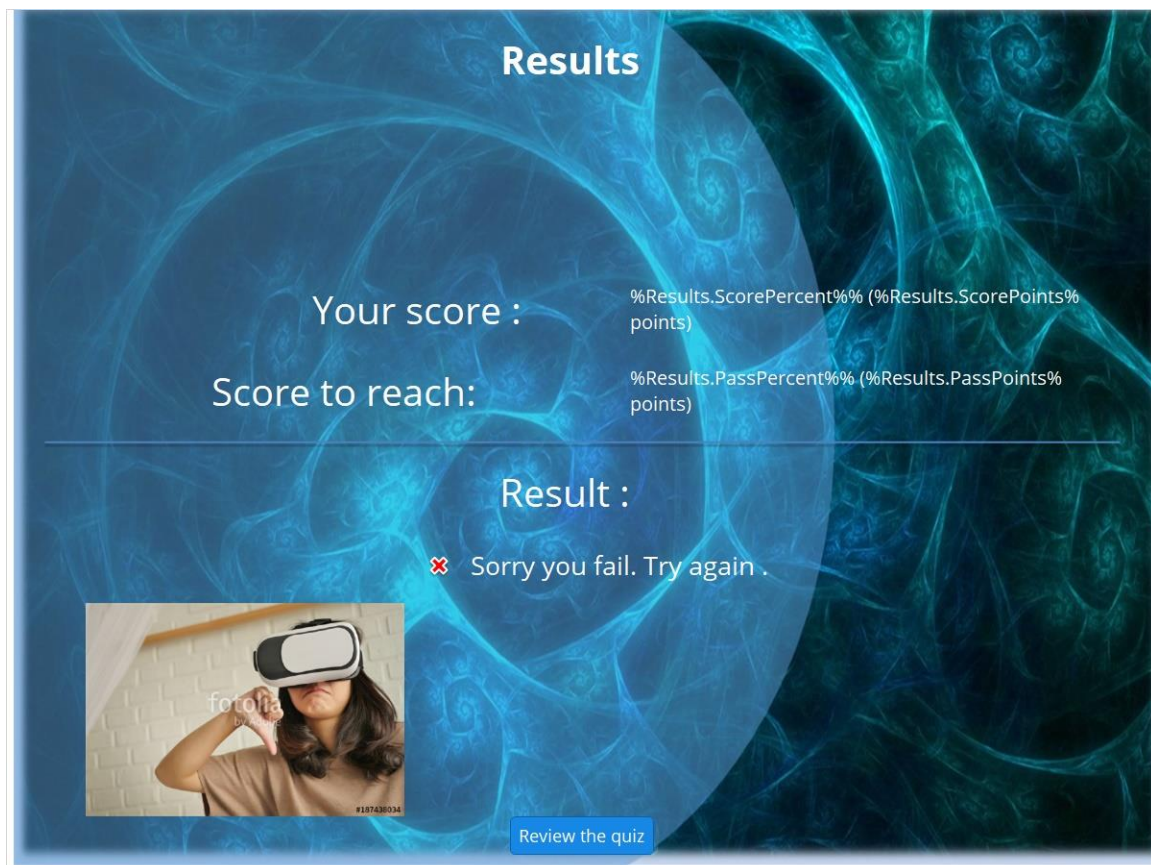
Propriétés des diapositives de résultats

Score à atteindre

80 %

pour réussir

Échec (Calque de diapositive)



Réussite (Calque de diapositive)

Results

Your score : %Results.ScorePercent%% (%Results.ScorePoints% points)

Score to reach: %Results.PassPercent%% (%Results.PassPoints% points)

Result :

✓ Congratulations. You pass it.



[Review the quiz](#)