1. Match the term from the left column to all corresponding terms on the right.

|  |  |  |
| --- | --- | --- |
|  |  | Polygonal modelling |
|  |  |  |
|  |  | Blocking |
|  |  |  |
| 3D Model representation |  | Curve modelling |
|  |  |  |
| Process of Creating a 3D model |  | Digital sculpture |
|  |  |  |
|  |  | Texturing |
|  |  |  |
|  |  | Rendering |

1. Correct the text so that the following statements are true.

HoloLens 2 glasses are designed for .

Microsoft Cognitive Services don’t support .

Kinect Azure doesn’t include .

Meta Quest 2 glasses are designed for .

1. List three deep vision technologies

|  |  |  |
| --- | --- | --- |
| Time of flight |  |  |
|  |  |  |
| Stereoscopic |  |  |
|  |  |  |
| Structured light |  |  |

1. List at least four platforms supported by Unity.

1. Mobile platforms iOS, Android (Android TV), tvOS

2. Desktop platforms Windows (Universal Windows Platform]), Mac, Linux

3. Web platform WebGL

4. Console platforms PlayStation (PS4, PS5), Xbox (Xbox One, Xbox Series X/S), Nintendo Switch, Stadia

5. Virtual/Extended reality platforms Oculus, PlayStation VR, Google's ARCore, Apple's ARKit, Windows Mixed Reality (HoloLens), Magic Leap, and via Unity XR SDK Steam VR, Google Cardboard