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Q91

In the context of digital technologies for entertainment, consider the following statements: 1. In Augmented Reality (AR), a simulated environment is created and the physical world is completely shut out. 2. In Virtual Reality (VR), images generated from a computer are projected onto (a) 1 and 2 only (b) 3 and 4 only (c) 1, 2 and 3 (d) 4 only Official key: B.

UPSC Civil Services Prelims 2019 · General Studies · 2 marks · Environment and Ecology
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Explanation**(a)**

(a) 1 and 2 only. Statement 1 describes VR, not AR: AR does not shut out the physical world. Statement 2 describes AR (computer images on real surroundings), not VR. Both labels are swapped. Not the key.

(b) Official key

(b) 3 and 4 only. AR keeps the user in the real world and overlays simulated content. VR transposes the user into a generated scene and takes over vision (typically via a headset). Statements 1 and 2 are reversed. That pair is the official key.

(c)

(c) 1, 2 and 3. Statements 1 and 2 are false. Not the key.

(d)

(d) 4 only. Statement 3 is also true. Dropping AR's correct description is not the key.

Summary

Official key is (b). AR overlays; VR immerses. Statements 1 and 2 swap the two technologies. Statements 3 and 4 state the standard distinction. Honour (b).

Related possible facts

These can be asked in a future Prelims paper.

AR

Real world plus overlay (Pokemon Go, HUD, IKEA apps)

VR

Fully simulated environment; headset

MR / XR

Mixed and extended reality as umbrella terms

HMD

Head-mounted display for VR

Marker-based AR

Computer vision anchors graphics to a physical marker

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