

SULIT



KEMENTERIAN PENDIDIKAN TINGGI
JABATAN PENDIDIKAN POLITEKNIK DAN KOLEJ KOMUNITI

BAHAGIAN PEPERIKSAAN DAN PENILAIAN
JABATAN PENDIDIKAN POLITEKNIK DAN KOLEJ KOMUNITI
KEMENTERIAN PENDIDIKAN TINGGI

JABATAN TEKNOLOGI MAKLUMAT DAN KOMUNIKASI

PENILAIAN AKHIR

SESI I: 2024/2025

DFG50423 : FUNDAMENTALS OF AUGMENTED REALITY

TARIKH : 20 NOVEMBER 2024

MASA : 8.30 PAGI – 11.30 PAGI (3 JAM)

Kertas ini mengandungi **EMPAT (4)** halaman bercetak.
Bahagian A: Struktur (4 soalan)

Dokumen sokongan yang disertakan : Tiada

JANGAN BUKA KERTAS SOALAN INI SEHINGGA DIARAHKAN

(CLO yang tertera hanya sebagai rujukan)

SULIT

QUESTION 3

Note: Attach your screenshot of every step for the following questions.

CLO 1

- a) Construct the process to assign "Marker.jpg" as new image target for AR Maker-Based called "AR_Marker" using Vuforia.

[5 marks]

CLO 1

- b) Indicate installation for AR Camera, Image Target and Vuforia Key into new unity AR project and place it into new scene called "Image Target Scene".

[5 marks]

CLO 1

- c) Construct database installation for QUESTION 3(a) into unity AR project scene.

[5 marks]

CLO 1

- d) Construct scene from project QUESTION 3(b) to display 3D models "CUBE" and "SPHERE" with database you have created in QUESTION 3(c).

[5 marks]

QUESTION 4

CLO 1

a) Implement the Android player settings for QUESTION 3(b) and include the following items:

- i. Company Name : PMKL
- ii. Product Name : Practical Test
- iii. Orientation : Landscape Left
- iv. Package Name : com.PMKL.DFG50423

[5 marks]

END OF QUESTIONS