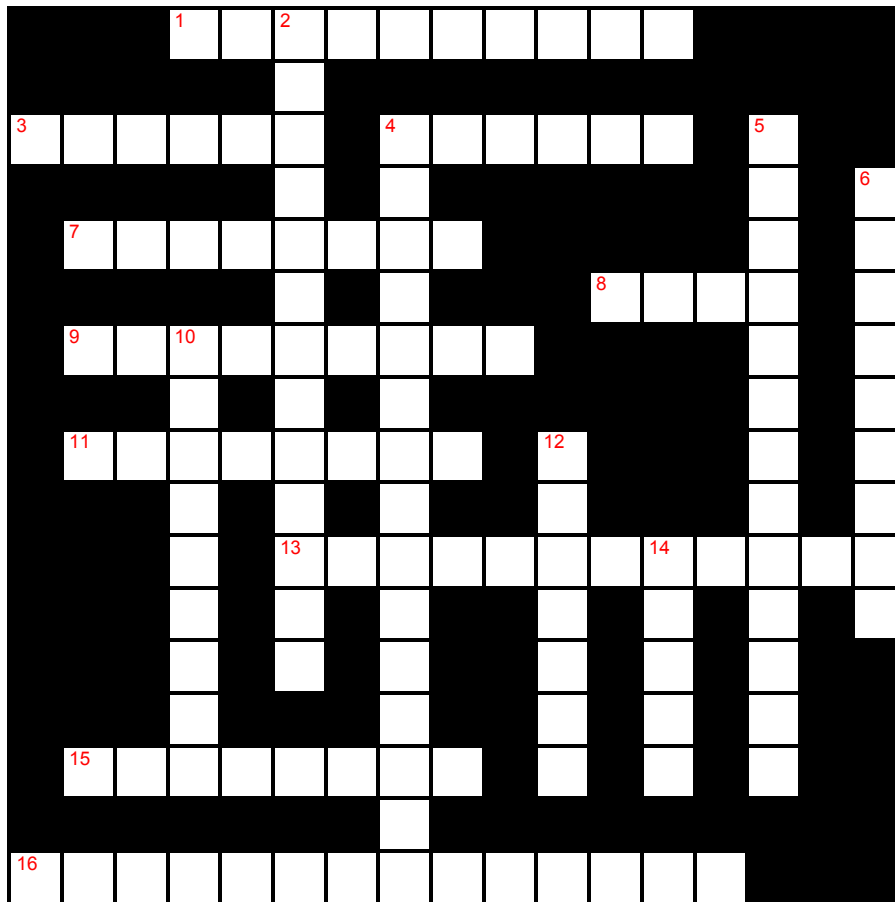


# Virtual\_Reality\_17x17\_2008-10-21

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## Across

- 1 DOT - Acronym for \_\_\_\_ Object Technology. (10)
- 3 A participant's graphical persona inside a virtual world. (6)
- 4 Polygons or icons that a user can pass through in a virtual space, to automatically load a new world or execute a user-defined function. (6)
- 7 The collection of all entities and the space they are embedded in for a virtual world. (8)

- 8 Pathway for the user to stand and experience the virtual world. (4)
- 9 The sense of one's own location in the virtual world. (9)
- 11 The stationary background in a virtual world. (8)
- 13 The shape or manner in which things move independently and come together to form an object. (12)
- 15 VRML stands for Virtual Reality Modelling \_\_\_\_\_. (8)
- 16 A user interface that allows you to interact

with real-time 3-D graphics in an intuitive and natural manner. (7,7)

## Down

- 2 The output that transmits pressure, force or vibration to provide the user with the sense of resisting force, thereby making the virtual world more real. (5,8)
- 4 A hotspot, sensitive spot or button that causes a change in the application when touched in some way. (8,7)
- 5 A feeling as if you are immersed in the virtual world. (13)
- 6 The first stage of creation of the virtual worlds. (9)
- 10 Hiding an object or a portion of an object from sight by interposition of other objects. (9)
- 12 HMD stands for Head \_\_\_\_ Displays. (7)
- 14 CAD is the acronym for computer \_\_\_\_ design. (5)