



INSTITUTE OF AERONAUTICAL ENGINEERING

(Autonomous)

Dundigal, Hyderabad - 500043, Telangana

COMPUTER SCIENCE AND ENGINEERING (AI&ML)

ATTAINMENT OF COURSE OUTCOME - ACTION TAKEN REPORT

Name of the faculty: **Mr. K SUBBA SHANKAR** Department: **Computer Science and Engineering (AI&ML)**
Regulation: **IARE - UG20** Batch: **2020-2024**
Course Name: **Virtual Reality** Course Code: **ACDC11**
Semester: **VII** Target Value: **60% (1.8)**

Attainment of COs:

	Course Outcome	Direct Attainment	Indirect Attainment	Overall Attainment	Observation
CO1	Illustrate the concepts of virtual systems and computer graphics in a multidimensional environment for the benefits of virtual reality .	3.00	2.00	2.8	Attained
CO2	Interpret the geometric modeling from 2D to 3D space curves for the transformation of a virtual environment .	3.00	2.00	2.8	Attained
CO3	Demonstrate the computer environment and virtual reality technology for collision detection of the generic system .	3.00	2.00	2.8	Attained
CO4	Acquire the concept of virtual environments and physical simulations for obtaining dynamically animated environments in many areas like Elastic collisions.	3.00	2.00	2.8	Attained
CO5	Make use of the virtual reality hardware and software including sensors to integrate the system modelling, simulation, and tool kits.	3.00	2.00	2.8	Attained
CO6	Evaluate the VR applications for various application domains for future purposes.of virtual environment	3.00	2.00	2.8	Attained

Action Taken Report: (To be filled by the concerned faculty / course coordinator)


Course Coordinator


Mentor


Head of the Department

Head of the Department
CSE (Artificial Intelligence & Machine Learning)
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