



Learn Beyond

KPR Institute of Engineering and Technology

(Autonomous, NAAC "A")

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CS001

NBA Accredited
(CSE, ECE, EEE,
MECH, CIVIL)**HANDS-ON SESSION ON UNREAL ENGINE**

Event No	CS001
Organizing Department	Computer Science and Engineering
Date	26/08/2023
Time	09:30 AM to 04:01 PM
Event Type	Workshop
Event Level	Dept. Level
Venue	LIS Lab
Total Participants	18
Faculty - Internal	2
Students - Internal	16

Related SDG**Resource Persons**

Sl	Type	Name	Designation	Company	Email	Phone
1	Resource Person	Dhayananth K B	Teacher and Innovator	Govt. of TN	dhayasir@gmail.com	xxxxxxxxxx

Involved Staffs

Sl	Name	Role
1	Yuvaraj N	Convenor
2	Kamaraj K	Coordinator
3	Jeevitha R	Coordinator

Outcome

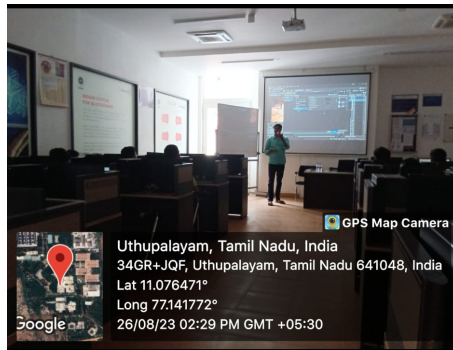
Out come: Able to understand the basic tools used to build a project
Able to understand various building blocks in designing a game

Event Summary

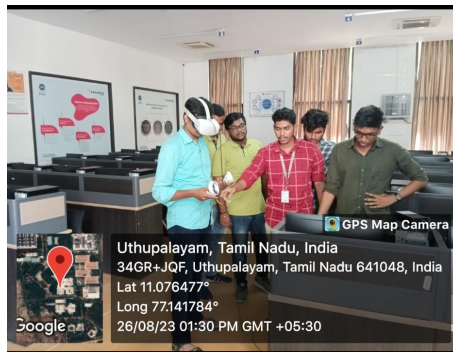
Dept. of Computer Science and Engineering has organized a one day 'Hands-on session on Unreal Engine' on 26.08.2023 for the students who are interested in VR and AR. Mr. Dhayananth, XR expert was the resource person. The following points were discussed during the event: 1) **Presentations**: The session commenced with expert presentations that covered the history and evolution of Unreal Engine, its role in industries such as architecture, film, and gaming, and the latest updates in Unreal Engine 5. 2) **Interactive Workshops**: Participants were divided into groups, and each group had access to a computer with Unreal Engine installed. Facilitators guided attendees through the basics of the engine, from setting up a project to creating simple 3D scenes and objects. 3) **Project Development**: Participants were encouraged to work on a simple project during the session. They learned to import assets, apply materials, set up lighting, and create basic interactivity within their scenes. This hands-on experience was a pivotal aspect of the event. 4) **Q&A Sessions**: Regular Q&A sessions allowed participants to seek clarification on doubts and delve deeper into specific topics. The presence of experienced mentors facilitated a conducive learning environment. 5) **Showcase of Projects**: Towards the end of the event, participants had the opportunity to showcase their projects and receive feedback from peers and mentors. This encouraged creativity and collaboration.

The poster features the KPR Institute of Engineering and Technology logo at the top left, the Department of Computer Science and Engineering logo at the top center, and a 'Great Place to Work' badge at the top right. The main title is 'AR & VR Special Lab organizes Hands-on session on UNREAL ENGINE'. The date is '26.08.2023' and the time is '09.30 PM to 04.00 PM'. The location is 'HPC LAB'. The resource person is 'Mr. DHAYANANTH K B XR Expert'. The registration link is 'https://bit.ly/3OXMCME'. The event coordinator is 'Dr. K Kamaraj, AsP / CSE' and 'Ms R Jeevitha, AP / CSE'. The convener is 'Dr N Yuvaraj, HoD/CSE'. A note states 'Selection is based on first come first serve' and 'Max number of participant is 30'. The footer includes 'kpriet.edu.in', 'IKPRIETonline', and 'G20' logos.

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