KPR Institute of Engineering and Technology

Learn Beyond   (Autonomous, NAAC "A")

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CS001

NBA Accredited
(CSE, ECE, EEE, MECH, CIVIL)

WORKSHOP ON AR

Event No	CS001
Organizing Department	Computer Science and Engineering
Date	23/09/2023
Time	10:01 AM to 04:01 PM
Event Type	Workshop
Event Level	Dept. Level
Venue	AR VR Special Lab
Total Participants	30
Students - Internal	30

Related SDG

Resource Persons

SI	Type	Name	Designation	Company	Email	Phone
1	Resource Person	Cibichakkaravarthi S	UI/UXdesigner	DX minds, Bangalore	Cibichakkaravarthi.s@gmail.com	xxxxxxxxxx

Involved Staffs

SI	Name	Role
1	Yuvaraj N	Convenor
2	Kamaraj K	Coordinator
3	Vishnupriya B	Coordinator

Outcome

Participant could able to understand the application of AR technology on various fieldsAble to design and develop a small AR application

Event Summary

Dept. of CSE in association with AR & VR Special lab conducted a workshop on AR on 23.09.2023 (saturday). Mr. Cibichakkrathavarthi, UI / UX Designer, DX Minds Bangalore was the chief guest and is also an alumni of 2016-2020 batch. Mr. Cibi started the session by introducing various case studies on use of AR, Tools and technology stack that are used in the industry for the AR. He then started creating an AR application using Unity 3D. Students parallelly worked to complete the application. Then the remaining session was handled by Dr. K. Kamaraj, ASP / CSE, Dept. of CSE, KPRIET. He provided hands-on experience to the students in developing an AR application (both marker based and marker less application). The workshop raises awareness about the potential benefits and challenges of AR technology, leading to informed decision-making in various sectors. Various use cases for AR technology within their specific fields or industries. They can identify opportunities for integrating AR into their work. Depending on the workshop's focus, participants may enhance their skills in AR development, 3D modeling, animation, user experience (UX) design, or other relevant areas.

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