



Learn Beyond

KPR Institute of Engineering and Technology

(Autonomous, NAAC "A")

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CS016**NBA Accredited**

(CSE, ECE, EEE, MECH, CIVIL)

HANDSON SESSION ON XR

Event No	CS016
Organizing Department	Computer Science and Engineering
Date	24/09/2022
Time	09:30 AM to 04:25 PM
Event Type	Workshop
Event Level	Dept. Level
Venue	NMS Lab
Total Participants	40
Faculty - Internal	6
Students - Internal	34

Related SDG



Resource Persons

SI	Type	Name	Designation	Company	Email	Phone
1	Resource Person	Mr Raju Kandaswamy	XR Innovator	Thoughtworks	raju.kandaswamy@thoughtworks.com	xxxxxxxxxx

Involved Staffs

SI	Name	Role
1	Kamaraj K	Coordinator

Outcome

Outcome of the program:

1. Interpret the fundamentals of immersive technologies and to gain practical knowledge
2. Demonstrate the applications of recent technologies in Mixed Reality
3. Do interdisciplinary projects using AR/VR Technology

Event Summary

Mr. Raju Kandaswamy, XR | Robotics Enthusiast | Innovator, Thoughtworks, Coimbatore and his team Mr. Pradeep, Unity Developer, Thoughtworks and Mr. Jaya Chandran, Quality Engineer, Thoughtworks were the resource person for the session. The session started by 09.30 AM with an introduction to the XR platform by the team and also a team of members connected remotely from Bangalore, Bombay, Mysore and Pollachi for the session.

Session 1: The team elaborated on AR, VR and MR, its basic idea, scope of XR, tools that are used for the development and the application area of the XR.

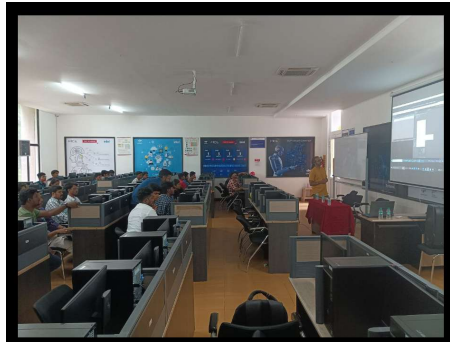
Session 2: In the 2 nd session, the team started to give a hands on development experience with a step by step approach. The required software Unity with the plugins were pre installed in the lab. The team introduced the Unity IDE and the components like project hierarchy, console, components, Prefabs and the scene window in the unity. Continued with explaining about what is a scene?, how to create a scene with hands-on to the students. Students followed the steps to create the same.

Session 3: In the 3rd session, experts started to build an AR system. To start with, the required plugin were installed into the unity. The system was build along with the necessary theoretical back ground such as 2D, 3D physics with the use of colliders, rigid body components. At the end of the session the students could able to develop a small AR system and exported the same to the Android mobile through the USB connector and able to see the output.

About 24 students interested in AR and VR attended the session.



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