KPR Institute of Engineering and Technology

Learn Beyond (Autonomous, NAAC "A")

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CS037

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

ONE DAY FOUNDATION WORKSHOP ON AR AND VR

Event No	CS037
Organizing Department	Computer Science and Engineering
Date	16/02/2023
Time	09:30 AM to 03:30 PM
Event Type	Association Activity
Event Level	National
Venue	HPC Lab
Total Participants	45
Students - External	45

Related SDG

4 QUALITY EDUCATION

Involved Staffs

SI	Name	Role
1	Yuvaraj N	Convenor
2	Senthil Prakash Pn	Coordinator

Outcome

Out come of the workshop
1) Able to understand the AR and VR environment
2) Able to understand and use the basic design structures available in the UNITY IDE for creating small application
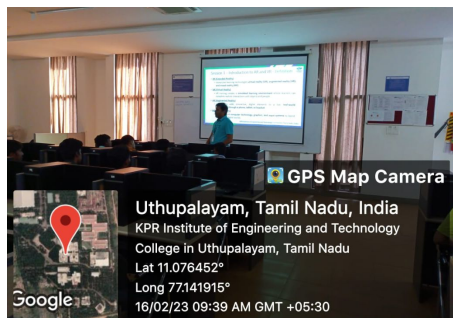3) Able to develop a VR application

Event Summary

Dept. of Computer Science and Engineering in association with AR and VR Special Lab organized an one day foundation workshop on AR and VR during FIESTAA 2023 on 16. 2. 2023 from 09.00 am to 03.00 pm. The main objective of the workshop is to make students to understand the basics of AR and VR, current technology / tools used to create AR and VR application. Fourth Five participant from other institutions participated in the workshop. Dr. K. Kamaraj, Associate Professor, Depr. of CSE was the resource person. The topics covered during the workshop are "**Session 1** What is Augmented Reality? Introduction to Unity Software Difference between 3D GameObect and 2D Sprite Concepts Working of Unity Game Engine A look at different Augmented Reality Tools Application of Augmented Platforms Requirements for working with AR platform Downloading and installing Unity software **Session 2 : Hands on Practice** Introduction to 3D GameObjects in Unity Creating Prefabs from Existing GameObjects". In addition to the above content the future scope and job opportunity for the AR and VR was also deliberated. After gaining the insight of the UNITY 3D IDE, a small application demonstrating the concept of the prefabs, materials, physics (colliders, raycast, slider, button, canvas). The attendees were provided with an hands on experience by developing an application using Unity IDE. irusu VR glass was provided to the attendees to have an experience. They were also provided with free access to play a game in the VR gaming stall in the FIESTAA 2023.

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