INDUSTRY ONE CREDIT COURSE : "FOUNDATION COURSE ON AR AND VR"

Event No	CS057
Organizing Department	Computer Science and Engineering
Date	31/03/2023 to 01/04/2023 (2 Days)
Time	09:30 AM to 04:00 PM
Event Type	Association Activity
Event Level	Dept. Level
Venue	English Communication skill lab
Total Participants	74
Faculty - Internal	1
Students - Internal	73

Related SDG

Resource Persons

Sl	Type	Name	Designation	Company	Email	Phone
1	Resource Person	BARAN V	CEO and Solution architect	Yaksha Visual Technologies Pvt Ltd	hello@yakshavisualtechnologies.com	xxxxxxxxxx

Involved Staffs

Sl	Name	Role
1	Yuvaraj N	Convenor
2	Kamaraj K	Coordinator
3	Senthil Prakash Pn	Coordinator

Outcome

At the end of the course, students could able to
1) understand various tools used for developing AR and VR application
2) understand the Unity game engine basics for developing AR and VR application
3) design a small part of an application

Event Summary

Dept. of Computer Science and Engineering organizes an industry one credit courde on "Foundation course on AR and VR" for the students of II Year CS, a count of 71 students registered for the course. The event was scheduled on 31. 03. 2023 and 01. 04. 2023, Mr. Baran V, CEO and XR solution architect, Yaksha Visual Technologies Pvt Ltd, chennai and Mr. Durairaj, VR Developer are the resource person for the course. Mr. Baran has completed his B.Tech in IT from PSG College of Technology during 2005, he has more than 18 years of IT experience. He started his Yaksha Visual Technologies by 2013 and he is more passionate about Ar and VR application. He is a consultnt for IIT Madras in developing XR based solutions. Mr. Durairaj, Technical Lead and solution architect in XR has 8 years of experience in XR domain.
The session started with the introduction of the resource person and about the company. Mr. Baran started the session by giving an introduction to the XR domain, the opportunities in XR domain, history and how the technology has evolved over the years, listed the pioneers in the field and fort runners in both the hardware and software parts. Then Mr. Durairaj explained about the unity game engine, various features of the Game Engine, some of the concepts like teleport, grabbing objects as a basic for developing the application. He then explained about the settings that has to be done before starting of any AR and VR application. He then start developing an application both AR and VR by detailing on adding the components. Students have cleared doubts with the resource persons.

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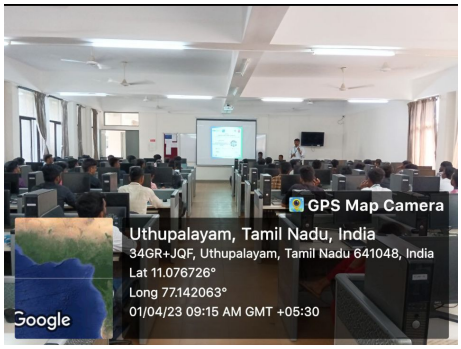

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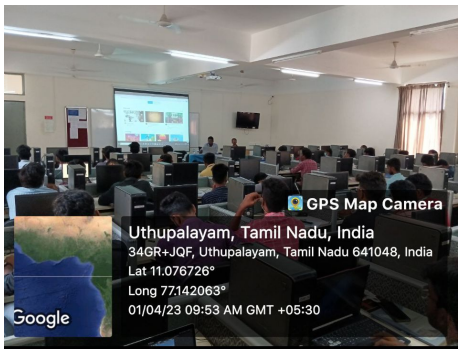

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