

DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING :: VRSEC

Date: 16-06-2021

To  
The Secretary,  
SAGTE,  
Vijayawada

\*\*\*\* Through Proper Channel\*\*\*\*\*

Respected Sir,

**Sub:** Submission of bills towards the organization of a Three Day Online Training program on "**AR/VR Technologies**" during 27<sup>th</sup> to 29<sup>th</sup>, April 2021 - reg.

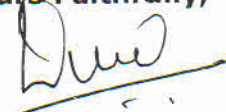
This is to bring to your kind notice that with the permission letter dated on 24<sup>th</sup> April, 2021 (O.C. No.VRSEC/2021/CSE/167), we have successfully organized a Three Day Training program on "**AR/VR Technologies**" during 27<sup>th</sup> to 29<sup>th</sup>, April, 2021 for **II/IV B.Tech CSE Students**. The total amount incurred towards the organization of the workshop is **Rs. 30,000/-**. Here with we are submitting the bills, report of the event for your kind perusal. We are still waiting for the sanction letter from academy and we are attaching the permission letter submitted to academy for your reference.

S.No	Description	Amount(Rs)
1.	Honorarium to Resource person 3 days - 6 Sessions (6*5000/-) Mr. Parvathaneni Madhu Sudhan Rao Director & Chief Strategist: madBlocks Technologies Pvt. <b>Bank Details:</b> Acc.No:20189405990 IFSC Code: SBIN0011664	30,000/-
<b>Total</b>		<b>Rs. 30,000/-</b>

Thanking you,

Enclosures: 1. Bills, Permission Letters  
2. Workshop Report

Yours Faithfully,



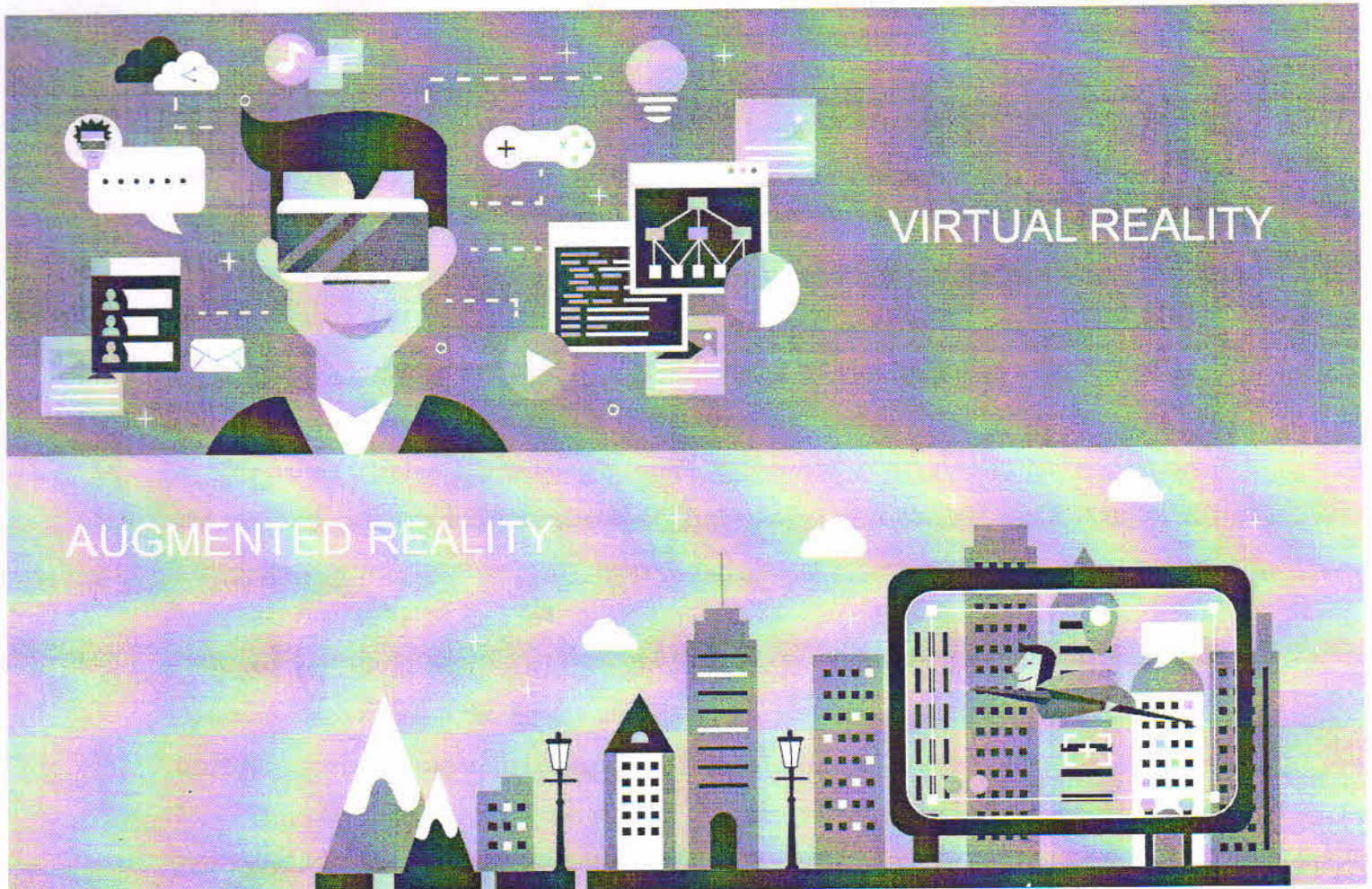
**Dr. D. Rajeswara Rao**  
**Head:: CSE Department**  
**PROFESSOR & HEAD**

Dept of Computer Science Engineering  
**V.R.Siddhartha Engineering College**  
**VIJAYAWADA-520 007**



# One Week Online Training Program on "AR/VR Technologies"

27th April – 01st May 2021.



## Content Covered

Unity Hub

Unity Game Engine

Vuforia SDK

Real Time Projects

Mandatory for All Second Year CSE Students.  
Don't Miss the opportunity!

## Faculty Coordinators

**Dr. P. Ramesh Kumar.**

Senior Assistant Professor

**Dr. K.L. Sailaja.**

Assistant Professor

**Dr. G. Arunkumar**

Assistant Professor

**Mr. U. Prabu**

Assistant Professor





## **A Report On**

### *Three Day Online Training Program on "Augmented Reality / Virtual Reality Technologies"*

**Organized by**

**Department of Computer Science & Engineering**

**V.R.Siddhartha Engineering College**

**27<sup>th</sup> – 29<sup>th</sup> April 2021**

The Online Training Program on "AR/VR Technologies" -using Unity Hub, Unity Game Engine, Vuforia SDK is an interactive experience of a real-world environment where the objects that reside in the real world are enhanced by computer-generated perceptual information. Augmented reality (AR) is a term for a live direct or indirect view of a real-world environment whose elements are supplemented with, or augmented by computer generated imagery. The augmentation is conventionally achieved in real time and in a meaningful context with environmental elements.

The online training is providing a complete overview of augmented reality concepts and develops different projects using Unity Hub, Unity Game Engine, and Vuforia SDK. The project based learning really helped the student to really explore the complete application and its utilization in real AR projects. The around 200 student of 2/4 B.Tech - CSE took part in the training and benefited out the programme. This kind training with hands-on practice equip the faculty and students with skills and knowledge, essential to inculcate smart application development in medical training, Tourism Industry, Design & Modelling etc., and also motivate student towards research in the area of Augmented Reality. Madhu Parvathaneni, Director & Chief Strategist: madBlocks Technologies Pvt. and his team conducted the 3 day training.

#### **Objectives of the Program:**

- This online course will teach you the fundamentals of augmented reality (AR), and how to build an AR experience using Unity Hub, Unity Game Engine, and Vuforia SDK.
- To identify different types of AR experiences - Tools and platforms used in the A Vuforia SDK.

- To practice with Tools like Google Poly and Unity to build AR.

## Topics Covered

### Day – 1

- Introduction to AR - Basics, Building Blocks, Concepts
- Project - 1: First AR - Unity Hub, Unity Game Engine, Vuforia SDK
- Project - 2: Interactive AD - Khajana Jewellers Advertisement

### Day – 2

- Project - 3: AR Visiting Card - madBlocks Visiting Card to AR
- Project - 4: AR Tourist Guide - Sculptures go more interactive
- Project - 5: AR Furniture - Augment furniture on surface

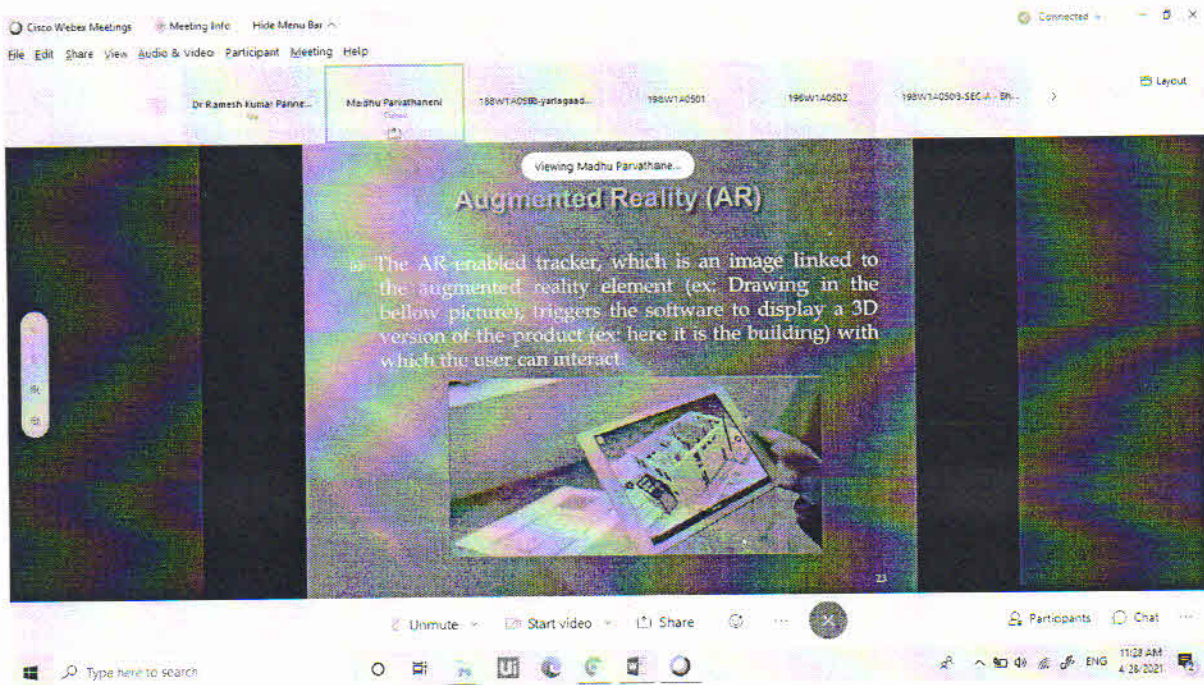
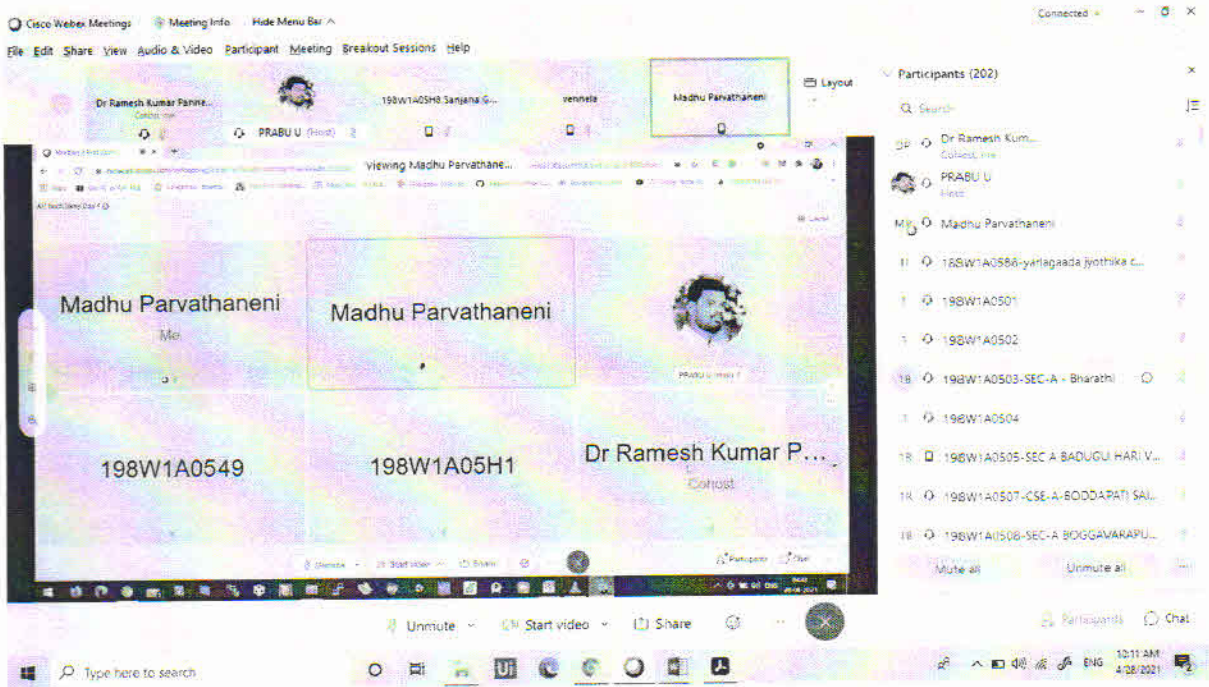
### Day – 3

- Project - 6: AR Virtual Buttons - Scripting and Animating Zombie
- Project - 7: Face Tracking - Create your face mask using Facebook Spark AR Studio
- Project - 8: Zombie Selfie - Augment Zombie on surface

## Screen Shots:










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Dr. Ramesh Kumar Panne... 198W140SH8 Sangana G... vennisla Madhu Panvathaneni



Participants (203)

Search

Dr. Ramesh Kum... Co-host me

PRABU U Host

Mute all Unmute all

Chat

Good morning all

Sir You are Co-host now

Good morning sir

OK

Sir When resource person will join?

by using a device they are interacting to a real-world

To: PRABU U

Enter chat message here

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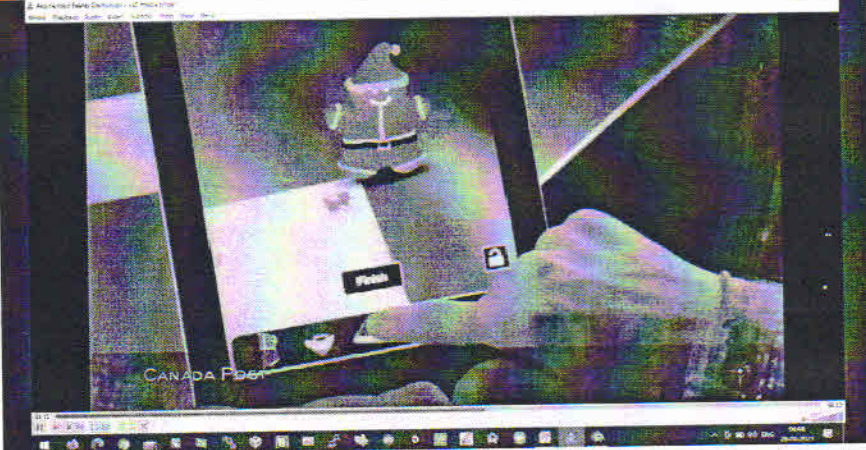
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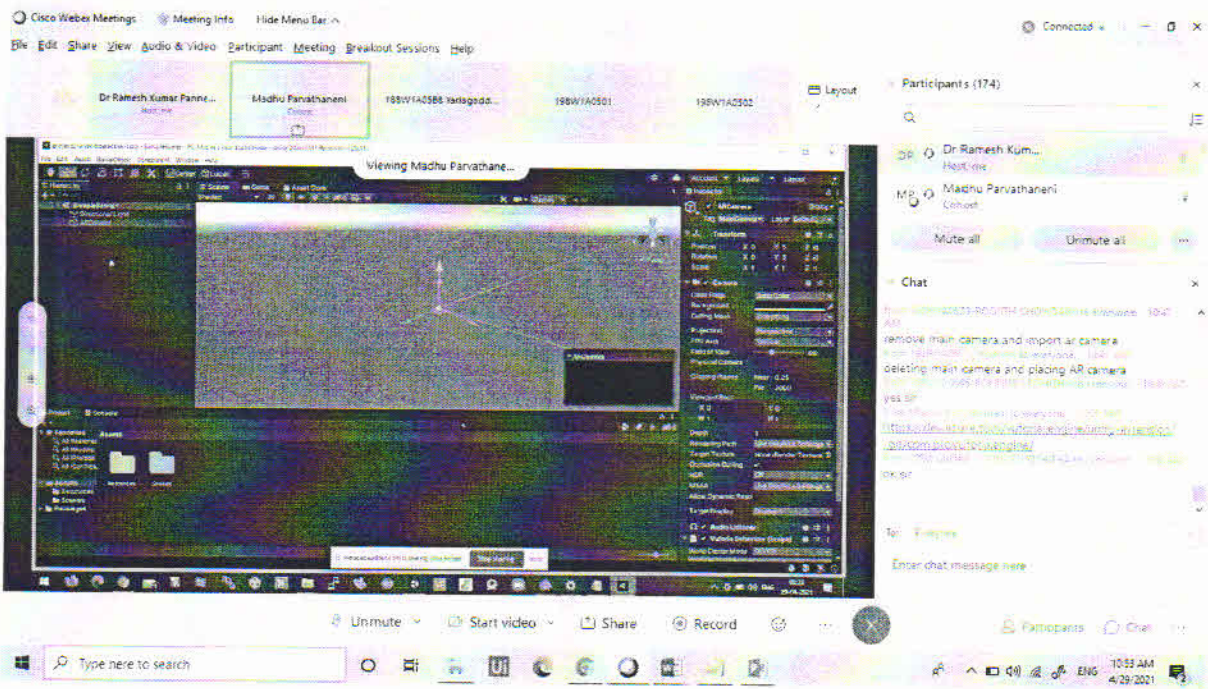
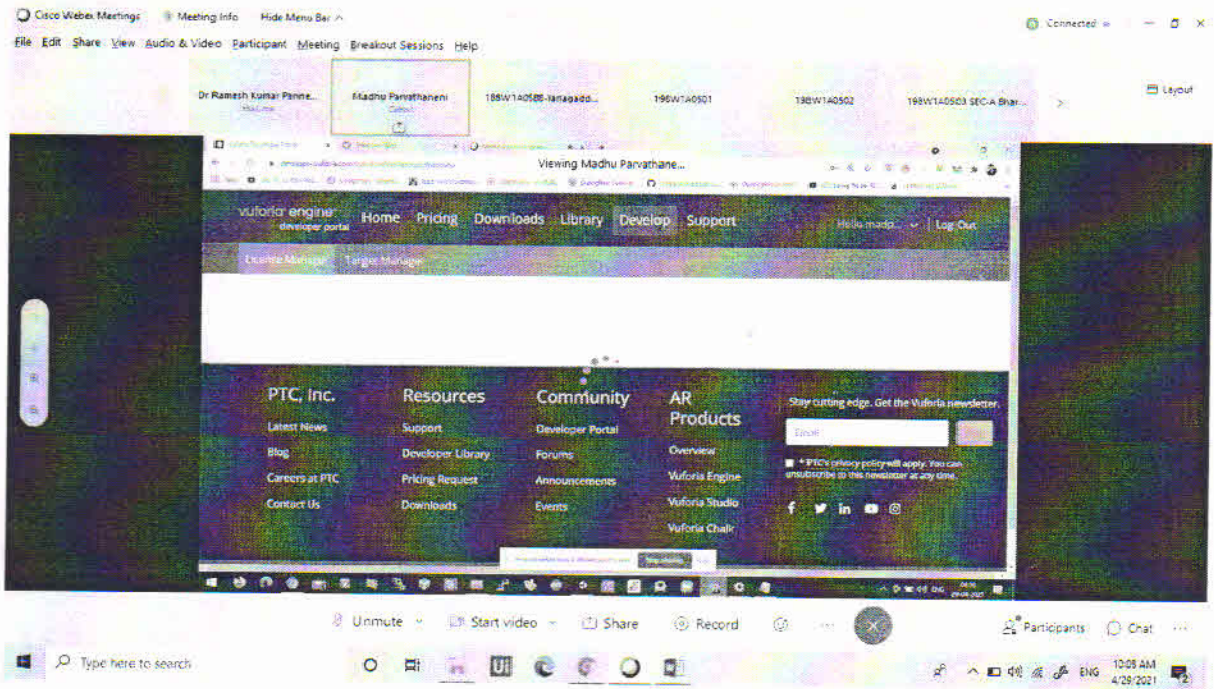
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