

Title: 2 Day Augmented Reality & Virtual Reality Workshop by Roshan Rawal Founder, Exposit at AIIE

Date: 03-08-2019 & 04-08-2019

Venue: AIIE, Adani Institute of Infrastructure Engineering, Shantigram Township, Nr. Vaishnodevi Circle SG Highway, Ahmedabad – 382421

AR/VR Training Program

Outline of the Program

1. Modeling in Blender
2. Texturing in Blender
3. Animation in Blender
4. Unity Controllers
5. AR Integration in Unity
6. VR integration in Unity
7. App Deployment in Unity

Detailed Content to be covered in the program

1. 3D modeling, Texturing and Animation
 - Introduction to 3D modeling with Blender
 - Blender Installation and Interface

Date: - 03/07/2019

- Basic Transformation, camera and rendering setup
- 3D models creation with Blender
 - Assign the task to create a 3D model
- Basic of animation
 - Assign the task to animate the model
- Introduction to Materials and Textures
- Lights and Modifiers

2. AR/VR app creation with Unity3D

- Unity Introduction
- Unity Installation and Setup
- Unity Controller and Platform overview
- Basic Model creation in Unity
 - Task assign to create a basic room with cubes
- Models import in Unity with various extension
 - Task assign to import blend, fbx and obj extension models
- Texture creation on the Model

- Task assign to texturing the room
- Basic Animation Creation with Unity
- Animation of roaming in the room
- Movement of Model with Script
- Write a script to move a model right, left, forth, back
- Button Creation and Integration of Script with Button
- Creating Different Scenes and integration with each other

Date: - 03/07/2019

- Set the Icons for the app and Deploy the Basic 3D App
- Assign task to deploy the app with themselves
- Introduction to Augmented Reality
- Introducing Vuforia SDK
- Assign task to creating an account with Vuforia
- Setting up the Marker for AR app
- Integration of AR marker with the model
- Creation of AR app with exiting 3D model
- Deploy the App with required configuration
- Assign the task to deploy an AR app
- Introducing the Virtual Reality in Unity
- Creation of Spherical scene for VR environment
- Placing models in VR environment
- Creation of VR app with movements
- Deploy the app with required configuration
- Assign the task to deploy the VR app
- Assign a task to create a basic AR/VR app by their own

Software Requirement

- Blender
- Unity3D
- Vuforia SDK

Hardware Requirement

- VR Mobile Headset
- Mobile Device
- Oculus
- Marker Print





