Augmented Reality - UNITY

Duration: 1 Days
Registration Fees: Rs. 800/- Per Person
Dates: 19th Jan, 2018
Venue: IISc (Indian Institute of Science), Bangalore

Take Away: Certification to each individual participant and Digital Software toolkit

About Workshop:
Technology is now as agile as time, the discovery of Google glasses is one such live example why Augmented reality is one of the present cutting edge technology. Enhancing one's current perception of reality, AR technology allows for a digitally manipulable, enhanced and interactive view of users real world. Along with acting as a tool of amplifying digital information it is a connecting link between reality and virtuality of our environment.
This workshop will enable participants to work with AR modules, build modules including overlaying text, video, 2D and 3D elements. Animation and interaction with elements by making responsive ARs will be an amazing thing to learn from this workshop.

2018
Pravega
Indian Institute of Science

Hosted by
IISc
Bangalore

Major Topics Covered:

Introduction to UNITY 3D:
o Why UNITY?
o Getting Started with UNITY.
o Learning the interface.

Introduction to UNITY Scripting:
o Scripting Tools.
o Unity Programming Syntax.
o Animation
o Touch Inputs.
o Moving 2D/3D objects with touch Inputs.

Plugins for Augmented Reality:
o Introduction to Vuforia.
o Creating a tracker.
o Detecting tracker.

Interacting with 3D Objects in Augmented Reality
Building an Application for Android

Prerequisites:

There are no prerequisites to participate in many out of these workshops. These workshops don't require a prior working knowledge of statistics. The tools and techniques required will be taught in this workshop.

Requirements: Participant should bring their laptops for practical demonstrations.