

AR and VR

Description:

Augmented reality(AR) is an interactive experience of a real-world environment. Augmented is the manner in which components of the digital world blend into a person's perception of the real world, not as a simple display of data, which are perceived as natural parts of an environment.

Virtual reality(VR) is the use of computer technologies to create a simulated environment. Unlike traditional user interfaces, VR places the user inside an experience. Instead of viewing a screen in front of them, users are immersed and able to interact with 3D worlds.

Day 1:

- Introduction to Virtual Reality
 - 🎬 Working on Unity
 - 🎬 Basics of software
 - 🎬 Basics of tools
 - 🎬 Uses of commands.
 - 🎬 Setup of software
- Introduction to Google VR Software Development Kit

Day 2:

- Introduction to Android Studio
- Building the Virtual Reality game
- 🎬 Importing the game to mobile
 - 🎬 Setting the Google VR Box with
 - 🎬 Mobile Experience the VR Game
- Introduction to Augmented Reality
 - 🎬 Introduction
 - 🎬 What is Augmented Reality
 - 🎬 Difference Between AR & VR
- Augmented Reality First Application
 - 🎬 ARONE APP Introduction
 - 🎬 Generating a License Key
 - 🎬 Capturing an Image to use as
 - 🎬 Uploading Image Targets inside Vuforia
 - 🎬 Projecting Barbarian 3D Model on Image Target
 - 🎬 Building the apk file for ARONE App
 - 🎬 Adding shadow to Barbarian Mode

Day 3:

- Augmented Reality Second Application(Greeting Card)
 - 🎬 Augmented Reality Greeting Card Section Intro
 - 🎬 Adding License Key & Importing Database
 - 🎬 Projecting Cake 3D Model on top of First Image

Target

- 🎬 Adding 3D Text on top of Second Image Target
- 🎬 Crediting the Author of 3D Model
- 🎬 Adding Audio
- 🎬 Building and Running the AR Greeting Card

App