

Welcome to ineuron.ai



Spark AR Live Class

Description:

This course will get your journey started with Augmented Reality. In this course, you will learn the fundamentals of augmented reality with Spark AR. After successful completion of this, you will be able to create and deploy amazing AR effects on social media platforms like Instagram and Facebook.

Start Date:

Doubt Clear Time:

Course Time:

Features:

- # Live instructor led classes
- # Completion certificate

What we learn:

- # Introduction to AR & VR

Spark AR

Publishing filters

Trackers

Animation

Requirements:

System with Internet Connection

Interest to learn

Dedication

Instructor:

Name:

Monal Kumar

Description:

Monal Kumar is a data scientist and instructor working at iNeuron having 2+ years of total experience in both service and product-based organisations. He is specialised in Deep Learning, Computer vision and Image processing. Previously, he held positions as a support configurator at Wipro Technologies and as a Deep Learning researcher at Harptec Research. Offering the finest possible services to his clients. In addition to his primary job function, he is recognised for his creativity and ideas that change the nature of the existing problem.

>Introduction:

>>Course Introduction

>>Course pre-requisites

>>Who is this course for?

>>What you will get from this course?

>>What is AR?

>>How to get access to course materials?

>>What career path you can follow after completion of this course?

>System setup:

>>Spark AR installation

>>Blender installation

>Getting Started:

>>What do you mean by XR?

>>Reality of Augmented Reality in 2022

>>Augmented Reality Roadmap

>>Difference between AR & VR

>>Possibilities of AR

>>How AR and AI are connected?

>Spark AR:

>>Navigating Spark AR

>>Scene panel

>>Importing assets

- >>Directional and Ambient light
- >>Working with Material properties
- >>Layers
- >>Your first spark AR filter
- >>Spark AR player
- >>Testing your project on your device
- >>Publishing your first Spark AR filter
- >>Importing assets outside of Spark AR
- >>Optimizing assets
- >>Platform requirements
- >>Working with lights
- >>World AR effects

>Advance SparkAR:

- >>Deep dive: Trackers
- >>Face assets
- >>Tracking the face
- >>Intuition behind face tracking
- >>Working with plane & plane tracker
- >>Intuition behind plane tracking
- >>Target tracking
- >>Intuition behind target tracking
- >>What is semantic segmentation?
- >>Working with segmentation

>>Occlusion

>>Project: Rotating assets around face

>>Importing animatable objects

>>Working with patch editor

>>Animating assets using Patch editor

>>Working with particle

>>Project: Crashing plane

>>Hand tracker

>>Project: Hand Resizable gradient filter

>>Summary:

>>Course Outro

>>Future Scope of AR