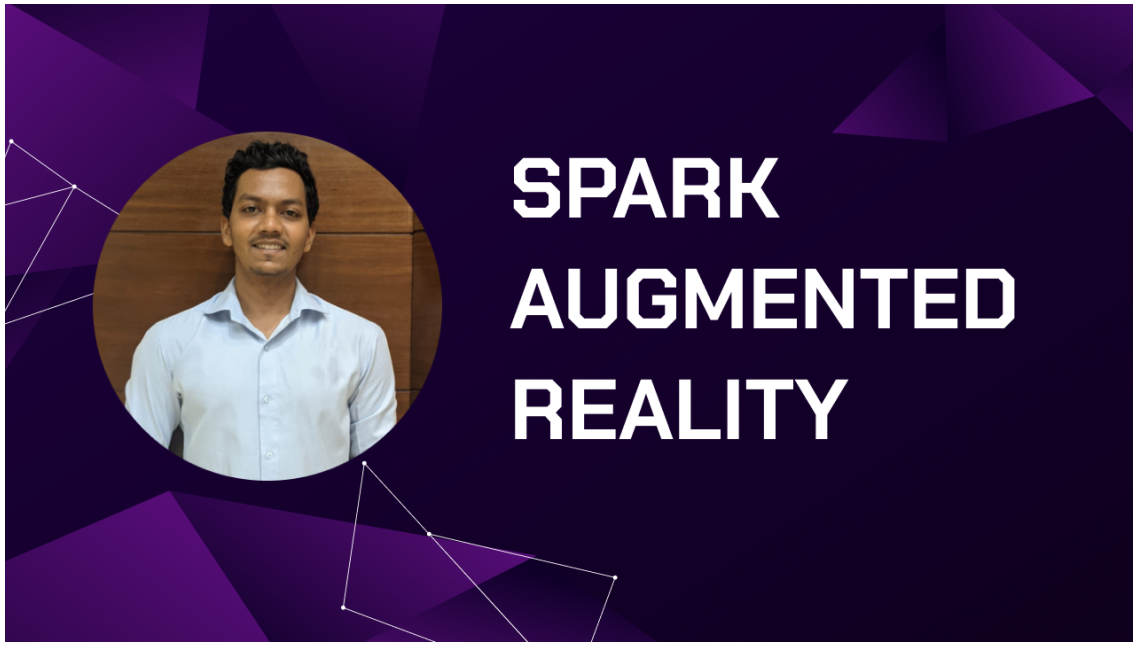SPARK Augmented Reality Live Class

Description:

If you're interested in learning about Augmented Reality, you've come to the perfect spot. Learn the concepts and programming skills needed to create fully functional Augmented Reality apps for Android and iOS. You will need an Android or iPhone to complete this course.

Start Date:

Doubt Clear Time:

Course Time:

Features:

Onine Live Classes

Doubt Clearing

Live-Class Recording

Real-time Project

Assignment in all modules

Quiz in every module

Career Counselling

Completion Certificate

What we learn:

Mac or Windows laptop

Understanding the fundamentals of Unity and C# programming will be quite beneficial.

Requirements:

A System with Windows or Mac

An iPhone or Android Smartphone

Basic Knowledge of Programming is required

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:

>>Introduction to Augmented and Virtual Reality

>>Introducing the Platform(Navigation and Keyboard shortcuts)

>Templates:

>>Briefing all the templates available

>>Asset library

>>Object Manipulation

>Simple Mask:

>>Face tracker

>>Face meshes

>>Alpha issues

>>Layers

>>Lut filter

>3D object:

>>Animation and Transition

>>Dynamic Text

>2D object:

>>Working with canvases and rectangles

>Segmentation:

>>Body segmentation

>>Hair segmentation

>Tracking:

>>Plane tracking

>>Hand tracking

>>Body tracking

>>Target tracking

>Option Picker:

>>Ui Picker

>>Slider patch

>Render passes:

>>Scene, shader and face render pass

>Makeup:

>>Retouching

>>Deformation

>>Eye color, Lashes

>>Blush, Lip color

>World effect:

>>Particle systems

>Interactions:

>>Patch editor

>>Face interactions

>>Screen interactions

>Shaders:

>>Basics of creating shaders

>Scripting:

>>Basics

>Miscellaneous:

>>Audio and Music

>>Lights

>>SDF textures

>>Multipeer effect

>>Filter games

>Publish and Export:

>>Optimisation

>Misc Projects:

>>NaN