

SSGMCE	SHRI SANT GAJANAN MAHARAJ COLLEGE OF ENGG.		LABORATORY MANUAL
	PRACTICAL EXPERIMENT INSTRUCTION SHEET		
	EXPERIMENT TITLE: NOT APPLICABLE		
LABORATORY MANUAL NO.: SSGMCE/WI/IT/8IT06		ISSUE NO.: 00	ISSUE DATE: 14.01.2023
LABORATORY: VIRTUAL & AUGMENTED REALITY		SEMESTER: VIII	PAGE: 1 OF 1

MASTER LIST OF EXPERIMENT

SN	EXPERIMENT NO. SSGMCE/WI/ELE/03/3SE4	EXPERIMENT DESCRIPTION
01	1	Installation of VRML browser. Write a program in VRML to display sphere on the screen.
02	2	Write a program in VRML for positioning of shapes.
03	3	Write a program in VRML to view prototype of table with variable color for legs and top.
04	4	Installation of Java and Java3D .Write a program Java 3D for display glowing cube.
05	5`	Write a program in Java3D to display Ball lit by a red light.
06	6	Write a program in Java3D to create a canvas in a frame with labels at top and bottom
07	7	Write a program in Java3D for a bouncing Ball.
08	8	Study application area, future and trend of Augmented Reality.

Lab.Assit. Mr.S.S PAWAR	Prepared By Prof.Ms.P.P.BUTE	Lab .I/C Prof.F.I KHANDWANI	HOD DR.A.S MANEKAR
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