



MINI PROJECT EXHIBITION

PROJECT TITLE

AUGMENTED HORIZONS OF EXPLORING NEW REALITIES IN EDUCATION

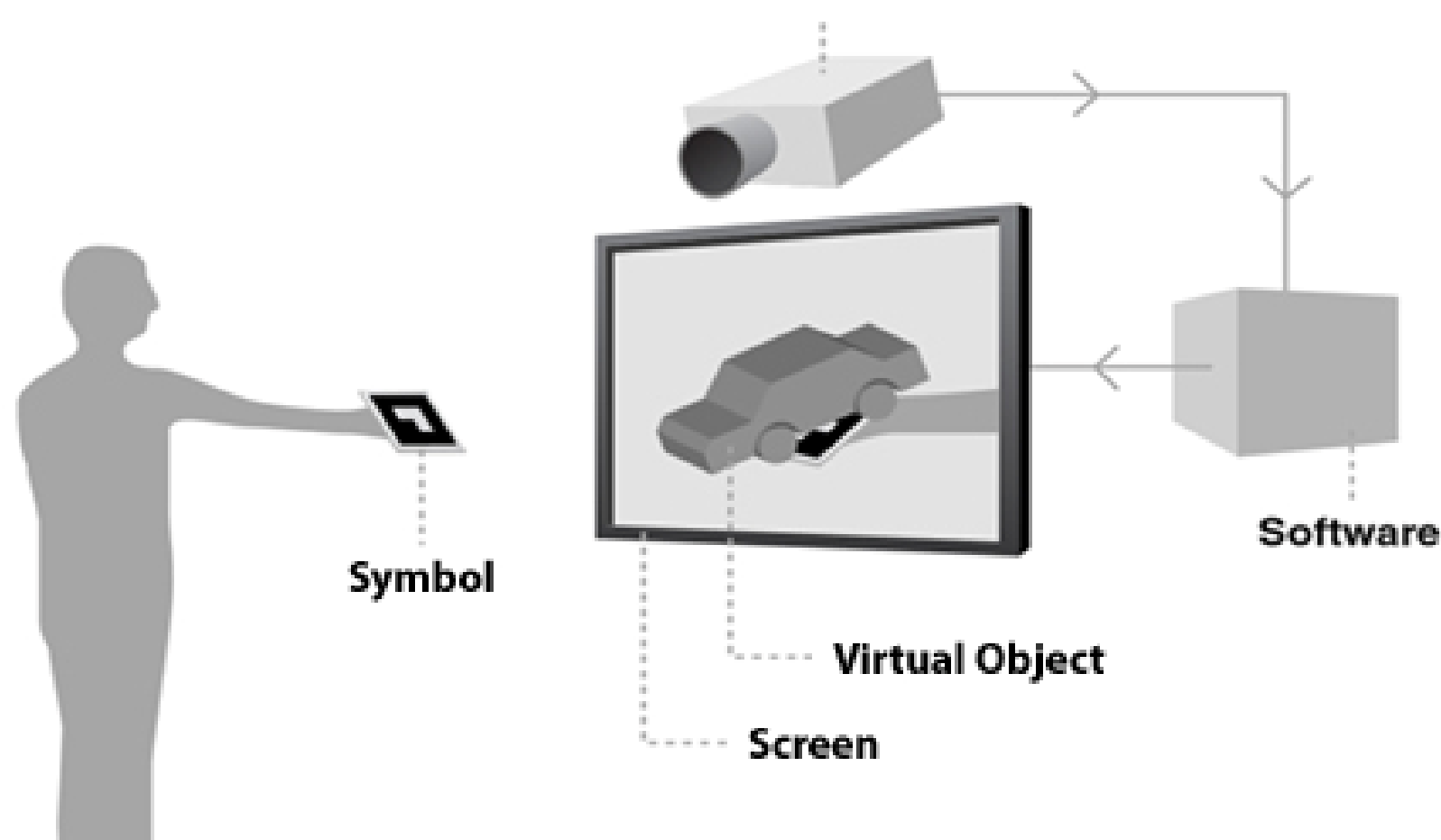
PROJECT GUIDE

Mr A.KATHIRESAN

BATCH 07

INTRODUCTION

Augmented Reality (AR) in education enhances learning by overlaying digital information on the real world. It offers immersive experiences, enabling students to visualize complex concepts and engage in interactive simulations. From 3D models in science to historical reenactments, AR makes education more dynamic and tailored to individual learning styles. Ultimately, it transforms traditional teaching methods into interactive and engaging educational journeys.



WORKING

3D MODEL

In Blender, begin by adding mesh objects like cubes or spheres using the Shift+A shortcut. Sculpt and modify the shapes using the available editing tools. Finally, export the completed 3D model in a desired format such as .obj or .fbx for use in other applications or projects.

UNITY

In Unity, start a new project and install AR Foundation via the Package Manager. Import ARKit for iOS or ARCore for Android. Drag AR Session and AR Session Origin into your scene to establish AR functionality, laying the groundwork for building immersive AR applications.

TEAM MEMBERS

K,ABHIJITHA	21DI01
TS.KIRAN	21DI14
VK.LAKSHMANDEV	21DI15
C.RAJARAJAN	21IH12

OUTPUT'S

