AR / VR

Class 1

1. Intro to Elabs, team and the class
2. Intro to AR/VR/MR
3. Getting familiar with Unity's Interface
4. Solving Installation Problems
5. Intro to C#

Class 2

1. How to make an AR app
2. Concept of Image Target and Vuforia Studio
3. First AR app(Rotating and Moving Cube)
4. Importing Assets+ Various websites for assets
5. Learning programming in C#

Class 3

1. AR Book application(with simple animations by code)
2. Introduction to virtual buttons
3. Making applications using VB
4. Learning programming in C#

Class 4

1. Playing with UI in unity
2. Learning programming in C#

Class 5

1. Video playback in AR
2. Video playback using VB
3. Cases like play-pause, play from last stop/beginning, etc
4. Learning programming in C#

Class 6

1. Superimposition in AR
2. User-Defined Image Target(if possible and if Vuforia supports it till now)
3. Introduction to ARCORE and why it is beneficial
4. Learning programming in C#

Class 7

1. Introduction to VR
2. Learning about VR and making applications

Class 8

1. VR continues

Class 9

1. Introduction to WebAR
2. Learning about WebAR and making applications
3. Future Scope of AR