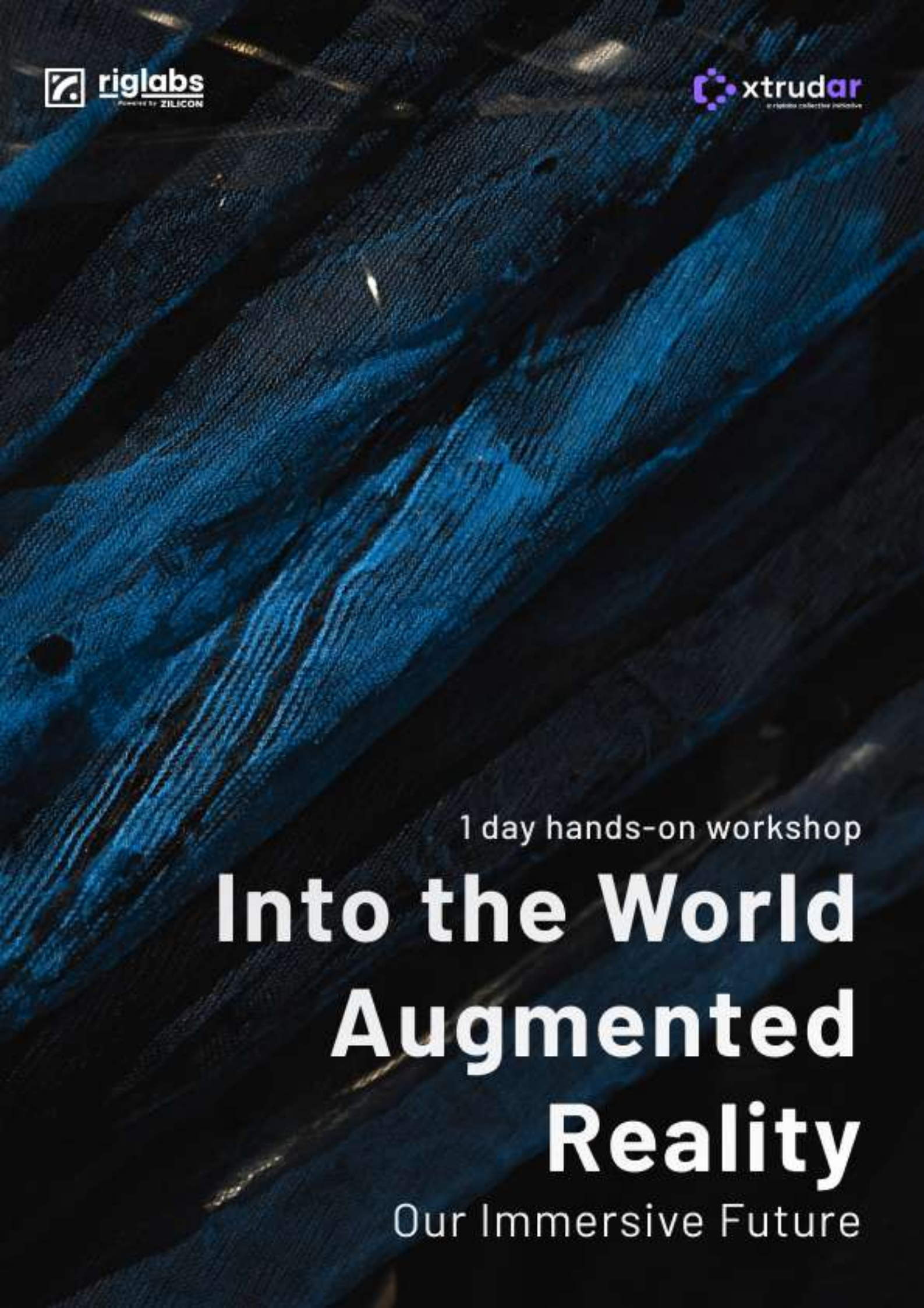
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xtrudar
1 day hands-on workshop
Into the World Augmented Reality
Our Immersive Future

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Hi **there**!

Psst.. Glad you scrolled through!
Let's have a look into what this introduction to augmented reality workshop consists of, shall we?

Augmented Reality is one among the technologies adapted now-a-days more than ever before. Now, as the mobile devices are enabled with higher computing power, and with the hardware that enables; helps Augmented Reality for everyone at the tap of the fingertips.

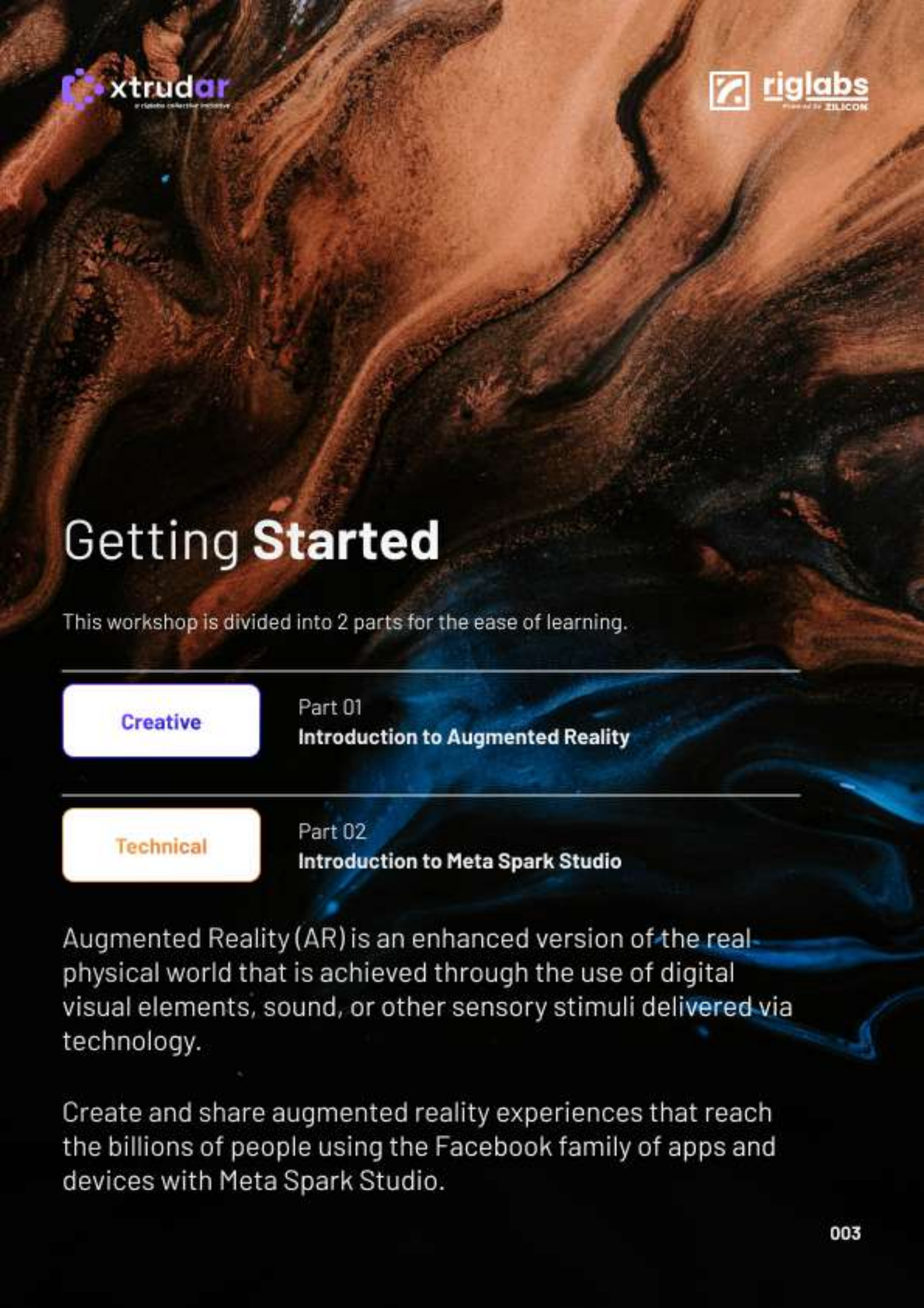
Workshop **Overview**

The workshop, tailored for students with a keen interest in crafting Augmented Reality (AR) experiences without any prior coding experience, revolves around accessibility and hands-on learning. Participants only require a PC or a Mac for development and an Android or iOS device for testing their AR creations.

The workshop embarks on the journey from fundamental concepts, starting with Meta Spark Studio, and guides participants in creating a Face Mask AR Filter without the need for coding. As the course progresses, participants will transition to more advanced levels, gradually building their expertise and proficiency in AR development.

Time taken to complete the workshop —— 5 hours

1 day of hands-on workshop



Getting **Started**

This workshop is divided into 2 parts for the ease of learning.

Creative

Part 01
Introduction to Augmented Reality

Technical

Part 02
Introduction to Meta Spark Studio

Augmented Reality (AR) is an enhanced version of the real physical world that is achieved through the use of digital visual elements, sound, or other sensory stimuli delivered via technology.

Create and share augmented reality experiences that reach the billions of people using the Facebook family of apps and devices with Meta Spark Studio.

Workshop **Plan**

Part 01

Creative / **Introduction to Augmented Reality**

01 **What are AR, VR, MR & XR**

Intro to Augmented, Virtual, Mixed & Extended - Realities

02 **History & Evolution of AR**

How did the journey begin in the first place?

03 **Applications of AR**

How can AR be incorporated into day-to-day life?

04 **Functions Behind AR**

Do you know how AR works?

05 **Technologies behind AR**

How to make an AR experience?

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Workshop **Plan**

Part 02

Technical / **Introduction to Meta Spark Studio**

01 **Setup**

Download and Setting up with Spark AR

02 **Learn about Meta Spark Studio**

Getting started with Spark AR, learn the know-how

04 **Another Dimension**

Maneuver with 3D objects in Meta Spark Studio

05 **Applying Materials and Textures**

Let's make it fancy

06 **Setting up the right lighting for your experience**

The sun is too bright, dim a bit

07 **Exporting to Instagram and Facebook**

Export your effect to the your social media handles

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By the **End of the Day**..

You will be making these 2 Augmented Reality experiences by the end of the workshop.

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01 | **Understand AR**

02 | **Facemask Filter**

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About xtrudar

XtrudAR is a platform dedicated to the growth of 3d and immersive experiences for students, professionals as well as growing business opportunities.

At present, we, the XtrudAR Community, are focused on making Augmented Reality more accessible, and enjoyable for everyone. Knowing the depth of technology, and empowering day-to-day life with it.

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The Game **Plan**

Our **Vision**

Building a strong foundation on immersive experiences for businesses and laying a pathway for students and professionals.

Our **Mission**

Making Augmented Reality more accessible for students, professionals and businesses.

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System **Specifications**

Minimum System Requirements

CPU	• 2 Core, 2.8GHz - Intel / AMD
GPU	• 2GB - Nvidia / AMD (Recommended)
Ram	• 4GB DDR3 (8GB DDR3 Recommended)
Storage	• 30GB HDD (128GB SSD Recommended)
Connectivity	• 30 MBPS | Internet Enabled, USB Cable
Misc.	• Microphone, Camera & Mobile phone

Recommended System Requirements

CPU	• 4 Core, 3.5GHz - Intel / AMD
GPU	• 4GB - Nvidia / AMD
Ram	• 16GB DDR3
Storage	• 128GB SSD
Connectivity	• 100 MBPS Internet Enabled, USB Cable
Misc.	• Microphone, Camera & Mobile phone

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Thank You!

More info on this is available at **www.xtrudar.com**