

SESSIONAL WORK		EXPERIMENT
CLASS SUBJECT	CS-K III rd year	DEPARTMENT CS (B.E) CODE NO. Signature of Professor
Signature	or Student	
91	dipplications. To he familieu using ARI By using auxit we can create of cations by tocusion tratures of our tratures of our displaying and of objects on the entity	platejoum pou you rugmonted reality get it rithe the help of it rigmonted reality appli ng on the unique application reather deteils of detecting taming virtual



Lab Code	Roll No.	Exp. No.	Page	
an 8-	op an almple	ulew apply Scenekit.	Cation to add	
	- ARKOL	0 -	0	
ARSCA	Dew Onter les	: OI Oken	Controlle	
- {	ide fune Men			oc)
	A Liver of Consults			
Jut (mtigunation ()	= AR Would 9	Hacking	
Sceneu	Pew . Susim .	run Cconfigu	uation)	
(-0	nimared: Bog	e) {		
A)	upur New way	II Organia	(animated)	
Q, I	6 Outlet Date	Acres 12Per 2	100000	
01	scene usu . de	DP D DO	100 -100	
DCEN	mare another	Steatestics	= teme	



Lab Code Roll No. Exp. No. Page
Let scene = Scoscone (nomed: " and alet. - schassots Satellite. Sen") Scene (Sew) = scene.
\$2 Define the only was at Specieket, Reality Kit ? \$ Specific to
20 consent with smooth animations to
game based tools. 9+ 12 a general purpose frameriorek for chaming shapes particles, test
Emages and whole on two dimension of Luminges mental to archeeus high purjournance
pergramming Portugace to make it easy to create grames and other graphics - mensure applications.
Roality Kot We use the reality Kot pramework to Proplement high periformance 3-Dimentional
O T TO STATE OF THE PARTY OF TH



,0 , 12					
Dimulation	and	tenckui.	8	by the greate would	-
Dr lemmo	ideo wi	oumatio	n publicue	Oy and	
HRKIT	framen	OUR TO	Statusty	y meguak	K
Oisual	Objecto	Thto	the heal	mond.	

					-
	-				
		W		-14	
	-				



	CLASS WORK	ASSIGNMENT NO 2		
S	ESSIONAL WORK	EXPERIMENT		
NAME CLASS SUBJEC	Yosh Geswami Cs-K (Mobapph)	ROLL NO. 19190/STCSCMA 0.5.50 T. DEPARTMENT CODE NO. Signature of Professor		
94	CHARLE AR CO. 40 h CHARLE WENT OF CO PROPORT VIKE PROPORT ARKIT CLOSO VRINCONTROL ARKITUSH DERBAK E OLIVICA JUNC VRINCONTROL AR SCHURUN I OLIVICA JUNC VRINCONTROL SCENE OREN . delega Scene VRIN . debu	Lu: DI Deud Controller ener Reid: Delload C) & cond C) te = Dell Delload C) & cond C) te = Dell Delload C) & Cond C) Le = Dell Delload C) & Cond C) Le = Dell Delload C) & Delload C) Delload C) & Delload C) Delload C)		



Lab (Code	Roll No.	Exp. No.	Page [
	Supre	ga Vier wele.	gode Carimater	1)
	let Cor	Highwation = A	R Proceeding Con	tiqueation_
	Scene	URW. Session	· run Config	puration)
	3			
	Q IB	Artion Func	react button	(Sindue: VI Button)
	2	3011 311		
	Sce	ne uPero. sesos	Con pause C	
	Sce	neulew sussippions: [reset 1	ion Jun (co	ntigrugation
	0	ptions: [reset 9	macking)	10
	3		0,	
	func	Show Shape ()) 2	
-		node = Sco		
	nod	u. geometry =	SCN sphere	(radlus: 0.03)
_	books	degracing *	880 Apkaru	
	node.	geometry? Fix	10+. Naterial 9	· diperse
	(2	cluster(1) = constant	I colou bl.	
1	nod	- position =	SCN Nocton ?	(0,0,0)
-	Suno	Rew . Scene . To	bhn. eloc Cutou	esisol Doole (woole)
	3			
_	<u></u>			
-			111515	



Des week a Rusquam for adding node in the
DR On Casiam Cu sated.
DR program curated.
Proport AR KOT
Propout Scenekit
class vRuscontublin: OI DRW Controller.
ARSCHURW Delegate &
@ IBOURCE van Scenev Pew: ARSCNOREW!
@ TBOUHIT DOW XDIPOLIN : UT SIPOLIN!
@ IBQUELLE DON YSURGER: DI SURGER!
@ IBQUILLET DOW & Stroke: UI Stroke!
let configuration = AR would Fracking configuration ()
Quincide Fine URew Did load () {
Sugar . O Rew. Delegate = sely
scene UKew. Show statestics = few
santhus debug Options = [ARICA Debug options show would options]
Tenghaphing want manga
ownered func oken will Appear (amimated: Boal)
2
Super DewwillApprout Cinimated)
Scene Dew. session. Lun (configuration) 3 @ I Boction Func add Button (Sendu: UF Button) of Show shape ()?
a I Baction films sold of
of show shape () &
L starpe () g



Lab Code	Roll No.	Exp. No.	Page
node node node	y seidu. value	Schoole C) School phene (Frust proseculat colon. blue schoolon 3(x. , g. stiden. va	radius: 0.3) . diffuse stiller value, lue) old cuild Dode (Dode)



i 🗀	CLASS WORK	ASSIGNMENT NO 3
	SESSIONAL WORK	EXPERIMENT
SUBMIT	ITED ON MARKS OF	GRADE OBTAINED
CLASS	CSK-MA (Apple)	DEPARTMENT CSK-MODADE
SUBJEC	T OR a Aug reality	CODE NO
1176	re of Student	Signature of Professor
t Q	1.000	1 0
41	Ough By AR ann	for resetting the would
=>	<u> </u>	
	Sumport DI Ket	
	Impart Scene Kit	
	Impaut AR KEE.	
	Class Dew Controlly	4: UI vew controller
	ARSCNORUD Del agate	Y.
	0	
	ENTISOUTENT DONE DO	eneulow: Almoutou!
	let configuration =	AR Would Pomo his
	Contigu	water ()
	@ DB Action Func 2	1200+ Button (Sender:
	1	UI Button)
	donous D. a. ab a. D	
	Sceneulus xessam	pausi ()
	option: [. reset	n. Min (configuration)
	The state of the s	Tracking)



Lab Code	Roll No.	Exp. No.	Page
Our	Pole Func De	mard load (3(
	Our wide Func Dewald lood () & Super New Dil lood () Scene usew. de bogate = se y Scene usew.		
Scence	isew. de logate	= sey	
Scene	Hew debugopti	ons = "(ARS	CN Depridablious
	Scene when all load C) Scene when a de logate = sey Aupur. Then will Appear (animated) Scene when a deling sphere in the position we lated to the adding sphere in the position we lated to the adding sphere in the position we lated Fragarit of kit Smooth scene kit		
Scener	BW. depug sh	astation	2 tue
1	U		
Ours	Our wile Func Dewald load () & Super New Dill load () Scene wew. de logate = self Super. Dew will Appear (animated: 8000) Scene will. dession. Tun (configuration) 2) CAP for adding sperme in the position related to the current would only . Proport NT Kit Proport Scene Kit Proport AR Kit Class Dew Controller: NI New Controller AR Sch Dew Colegate 2 @ IBOUTER Van Scene Rew. ARSCH Dewl. @ IBOUTER Van Scene Rew. ARSCH Dewl.		
2 Aug	Our wide Func Dewood load () & Super New Dill load () Scenculew. de logate = self Scenculew. de logate self de la minate (animate of: 800l) Laurendra. de logate (animate of: 800l) Laurendra. desoion. Trun (configuration) Scenculew. desoion. Trun (configuration) Carp fou adding sperme on the position related to the current mould origin. Chapate DT Kit Chapate DT Kit Chapate DE Controller: DT Dewoontroller ARSCHUROW Bolegare 2 DE Dutlet Day & MESSIN. ARSCHUROW!		
Our wide Func Dewald load () & Scenculew de logate = self Scenculew de logate phonophonico = true Our en logate func Deward Happear (animated: Bool) Deput. Dession. Trun (configuration) Capper adding sphere in the position related to the current mould outin. Proport DT KPt Proport DT KPt Proport AR KPt Class UBW Controller: DT DewController AR SCHULOW De legate 2 D IBOUTLET DOWN SCENETION: ARSCHULOW!			
٩		1.0	
3.}			
(D2) CAP 401	adding Anhan	م بالد م	0.00
10 40	CHANGE MACH	101 01.90 P	MIHON MELLOHOL
PO TAX	TARRETTE TARRETTE	an oragon.	
a Comui	2) = 40,		
0 1			
Our wide Func (Rewald load () & Super New Dill load () Scenculew. debyeate = self S			
ctapo o	Hew Controlley	: UI UROW	Constration
14K2	CNUTOW Dollar	ride J	
@ IBO	utlet van 8	1000 D. J. A	00.00
@ Bou	HIE DOWN N AL	Oh.	KJCNUKOW!
@ EBOU	Het Day 10 10	au : UI	Stidle!
Q	out / si	tolle: UI	slider !



Lab Code	Roll No.	Exp. No.	Page
1		Stidue: UI Sti	
let cons	figuration = Af	2 Would Punckin	y configuration ()
Omnan	tune oten	DIGITOON C) E	
	u over of clegate		
Scene	uRW. shows to	HOHES = true	
Scone	Dew . debut	options = [f	IRSCN Debug
.0	ptions. Show	would ouigh]	V
Sums	H. Gunz Mari	Can Canada Ca	* .1.1:0001)
E	at ryne view	Samether (3	nimated . Door /
Supu	. vPewwill Ar	ppiace CanPriate	d)
Aceneu	Bw. session	· lun (config	wation)
9 0-0	0 .		
7 700	W Shape ()	add button C	Sindly: WI Button)
1	m shape)		
fu	inc show sho	5() 2	
let	node = SCN	Dode ()	
nod	1. geomory	= SCN Sphere	(madius:0.01)
noole.	geometry of	Hust Mairial.	diffuse.
ond	1 · DON Ption >	T COLOR . As PI	x Slide. Value,
1,00	TOOK SON 2	SCHOVECHOU 31	& Slide. Value,



Lab Code	Roll No.		Exp. No.	Page	
Ystidu	. Jalu , Z.S	Wolve.	Dalue)		
- Ande	- NAME 3 " AT	Though "			
Scen	Dew. scene	· hoot	Noch .ad	ed child Nod	1_
(Node)				
3					
}.					
			8		
	F 142 (2)				-
		JETT			
					-
	2				
		_			
				N	
		Acres de la companya	25 11-		
	Land N. L.				0.000
The State of the S	The second second				