TRIBHUVAN UNIVERSITY

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PASHCHIMANCHAL CAMPUS

LAMACHAUR, POKHARA

[Subject: Organization and Management]

A CASE STUDY

ON

ORGANIZATION AND MANAGEMENT OF THE ENTERPRISE - URJA

LABS

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ABSTRACT

The pursuit of synthesizing novel images for 3D construction has evolved significantly since the 19th century, aiming to provide users with robust object experiences. This project delves into the realm of 3D image synthesis, exploring two prominent techniques: Neural Radiance Fields (NeRF) and Gaussian Splatting. NeRF utilizes deep learning techniques to synthesize novel views of complex scenes from a sparse set of images, achieving photorealistic results by learning and rendering volumetric scene functions. On the other hand, Gaussian Splatting is a point-based rendering technique that converts 3D point clouds into visually continuous surfaces using Gaussian kernels. Our investigation aims to delineate the theoretical frameworks, practical implementations and to develop interactive environment to facilitate the understanding of these complex concepts. The output is expected to be in video format for NeRF and interactive point cloud and photos for Gaussian Splatting.

Keywords: gaussian splatting, neural radiance field, novel view synthesis, point cloud

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- To learn about the organization and management of the enterprise

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CHAPTER 2

ORGANIZATION

2.1 Background

Urja lab was established in 2018 in Pokhara. It is an ICT company and innovation hub offering co-working spaces, startup incubation, IT solutions and training programs. They emphasize engagement, exploration and empowerment, specializing in technology, branding, startup consulting, and events, while focusing on innovation and skill development.

2.2 Motive to Start Company

Before joining their bachelor's program, they were self-motivated, reading business model books and always focused on starting a company. In the 3rd year of their bachelor's degree, they started their own company with a vision to contribute to society by teaching trending topics in technologies rather than being a client-service organization. Driven by a passion for entrepreneurship, they actively hosted various tech occasions. Currently, they are excited about bioinformatics research.

2.3 Objectives

The company has the following objectives:

- Initial goal: Empowerment of the youths in entrepreneurship

- Convert to a corporate company

- Create events so that youth can showcase their talents

- Research in bioinformatics

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CONCLUSION

8.1   Conclusion