

## **OBJECTIVE:**

Augmented Reality (AR) is a technology that overlays real-time 3D-rendered computer graphics onto a portion of the real world through a display, such as a handheld device or head-mounted display. Virtual reality (VR) is a simulated experience that employs 3D near-eye displays and pose tracking to give the user an immersive feel of a virtual world. The workshop provides an introduction to designing for participants working in 3D across related disciplines such as graphic objects and fundamentals of 3D object representations, transformations and viewing. This workshop will benefit the students to apply the algorithms and techniques in upcoming real world scenarios. This workshop also helps to learn basics and concepts of Real-time Game Engine and basic programming for games. This workshop also aims to give both theoretical and hands-on experience in AR and VR application design and deployment in a chosen environment. The workshop introduces the fundamentals of the AR and VR to efficiently incorporate user experience, identifying and resolving conflicts in real life. It aims to analyze the application of AR and VR in architecture, gaming, entertainment etc.

The workshop enables the participants to design modern applications using fundamental design principles, processes and workflow of UI design using browser-based UI design tool, Figma within the application. This workshop enables the participants to develop software design for games and experiences in both 2D and 3D. This workshop aims to transform education by providing innovative learning solutions that empower minds and inspire growth. Through cutting-edge AR/VR technologies, personalized approaches and dynamic content, this workshop helps to revolutionize the way learners engage with knowledge.

## **TRAINING CONTENTS:**

Day 1 (29.08.2025)	Day 2 (30.08.2025)
➤ Introduction to the Game Engine	➤ Introduction to Oculus SDK
➤ Interface Overview	➤ VR Player Setup
➤ Usage of GameObjects	➤ 360 Image and 360 Video
➤ Physics and Material	➤ Hands Setup
➤ Importing Models and SDKs	➤ VR Interaction
➤ SDK Usage and Login	➤ User Interface for VR
➤ AR Camera Setup	➤ VR Menu
➤ Setup for Marker-Based	➤ Walkthrough in 3D Model
➤ Models Setup on Image Target	➤ VR Painting
➤ Setup for Markerless	➤ APK Build for Oculus
➤ APK build for Mobile	

## **TARGET AUDIENCE:**

Faculty members, Research Scholars, UG and PG Students from academic institutes, personnel from R&D organizations and related industries.

## **FACULTY:**

Sessions will be handled by experienced faculty members of Kongu Engineering College.

## **BOARDING AND LODGING:**

Boarding will be provided for the selected participants in the college campus on-demand basis.

## **REGISTRATION FEE:**

Delegates from academic institutions, research scholars, UG & PG students

: Rs. 254+18% = Rs.300  
(including 18% GST)

The registration fee includes course material, lunch and refreshment gpay to 9865224245.

## **HOW TO APPLY:**

The applicants should fill the google form using the link, <https://forms.gle/VXhnABb4nUeH5WKR6> for registration. As the seats are limited, the participants will be selected based on first come first serve basis for attending the training in physical mode.

## **SCHEDULED DATES**

**Last date for receipt of application : 25.08.2025**

**Intimation of selection : 26.08.2025**

**Confirmation by participant : 27.08.2025**

## **KONGU ENGINEERING COLLEGE**

**(AUTONOMOUS)**

**PERUNDURAI, ERODE 638 060 TAMILNADU**

**Hands-on Training  
On**

## **Building and Deploying an Interactive AR/VR Application using Unity**

**(29.08.2025 & 30.08.2025)**

## **APPLICATION FORM**

**Name :**

**Designation :**

**Organization :**

**Gender :**

**Age :**

**Educational Qualification :**

**Address for :**

**Communication**

**Mobile Number :**

**E-mail ID :**

**Experience :**

**Teaching :** : \_\_\_\_\_ years

**Others (Specify) :** : \_\_\_\_\_ years

**Need Accommodation :** YES / NO

**Signature :**

## **DECLARATION**

The above information is true to the best of my knowledge. I agree to abide by the rules and regulations governing the course. If selected, I shall attend the training for the entire duration. I also undertake the responsibility to inform the coordinators in case I am unable to attend the training.

**Place:**

**Signature of the Applicant**

## **SPONSORSHIP CERTIFICATE**

Mr/Ms/Dr \_\_\_\_\_

is an employee of our Institute / Organization and is hereby sponsored. He/She will be permitted to attend the training in full, if selected.

**Place:** **Signature of the Sponsoring Authority**

**Date:** **Office Seal**

**Application form completed in all respects is  
to be sent to:**

**Dr.S.Anitha**  
Associate Professor

**Hands-on Training  
On**

**Building an Interactive AR/VR Application using  
Unity**

**Department of Computer Science and Design  
Kongu Engineering College**

**Perundurai Erode-638 060 Tamilnadu**

**Contact Nos.:– 7010461060, 9047979232**

**E-mail ID:** anithame.it@kongu.edu,  
ananthi.csd@kongu.edu

## **ABOUT THE COLLEGE**

Kongu Engineering College, a leading research oriented institution with excellent facilities, is run by Kongu Vellalar Institute of Technology Trust and was established in the year 1984. The Programmes of the institute are accredited by NBA and the institute is accredited by NAAC with A++ grade. It is an autonomous institution affiliated to Anna University, Chennai. It consists of 167 acres of land richly endowed with beautiful Greenland. The college has completed 40 years of dedicated and excellent service to the people of India and abroad in the field of Technical Education. The college offers 17 UG Programmes, 7 PG Programmes and 16 Research Programmes in Engineering, Applied Sciences and Management. The National Institutional Ranking Framework (NIRF) of the Ministry of Education has ranked Kongu Engineering College with in the band of 101 to 150 in engineering category for the year 2023. Kongu Engineering College also participated in 2023 NIRF Innovation ranking and is positioned in the band of 51 to 100 under this category. The institution has established Technology Business Incubator (TBI) supported by Department of Science and Technology, Government of India in its campus. TBI@KEC has won the National Award, for the best TBI in India, presented by President of India. The institution has received research grants amounting to Rs. 31.64 Crores from various funding agencies like AICTE, UG, DST, SIR, DIT, MNRE, ICSSR etc and has also executed industrial consultancy work to the tune of around Rs.7.11 Crores.

## **ABOUT THE DEPARTMENT**

Computer Science and Design programme aims to develop graduate with computing tools and technology, along with the interactive design approaches and its technologies. The programme will prepare student to work in the IT industry as well as in design industry like virtual /augmented reality gaming, IoT, etc., which is used to control our environment.



## **TECHNICAL ANNOUNCEMENT BROCHURE**



**Hands-on Training  
On**

**Building and Deploying an Interactive  
AR/VR Application using Unity**

**(29.08.2025 & 30.08.2025)**

**Coordinators**

**Dr.S.Anitha**  
Associate Professor/CSD

**Ms.P.Ananthi**  
Assistant Professor/CSD

Organized by  
**Department of Computer Science and  
Design &  
Industry Institute Partnership Cell  
Kongu Engineering College  
Perundurai – 638 060 Erode Tamilnadu**

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