

University Institute of Engineering
Department of Computer Science & Engineering

Experiment: 05

Student Name: Mukul Dagar

UID: 22BCS15436

Branch: BE CSE

Section/Group:421-B

Subject Name: DT-2

Date:02/04/2023

1. Aim of the practical: Create an augmented reality layer using synthetic texture for smart phone applications.

2. Tool Used: PlugXr

3. Basic Concept/ Command Description:


The PlugXR platform is an easy-to-use Cloud-based Augmented Reality platform for creating and publishing advanced AR Apps & Experiences.

4. Observations, Simulation Screen Shots and Discussions:



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A Cloud-based Augmented Reality platform **for everyone!**


No Coding! No Dependency!

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Best XR Innovation

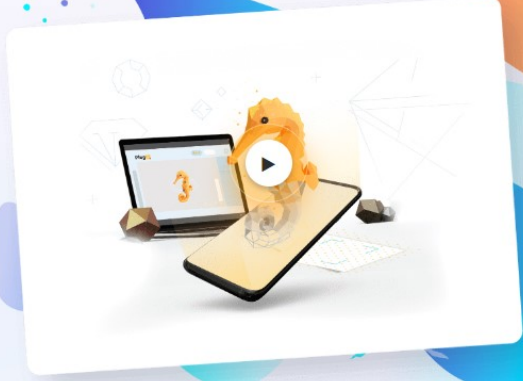


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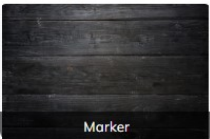
Web XR
Create Immersive experiences that run on browsers.



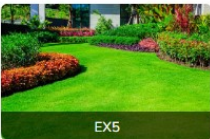
Mobile XR
Create immersive experiences that run on mobile devices.



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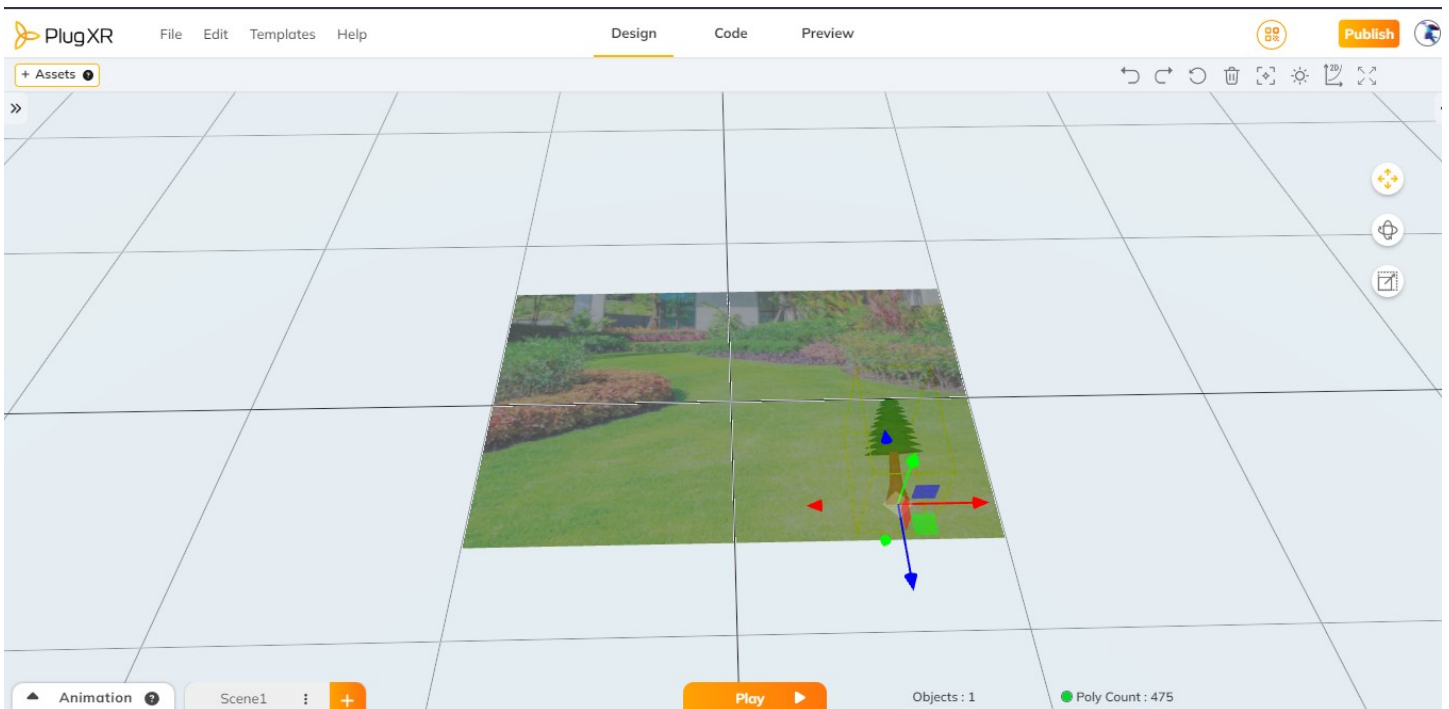
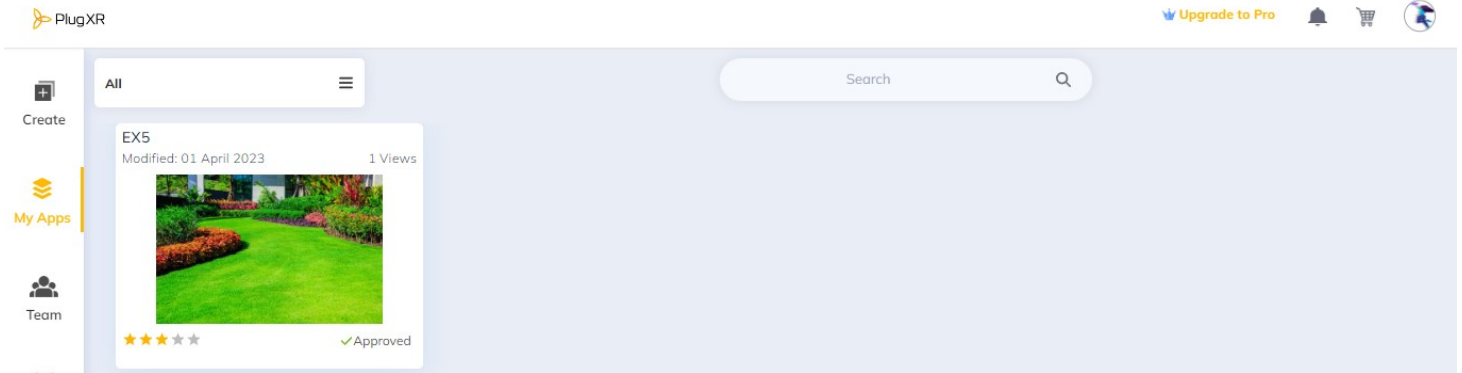
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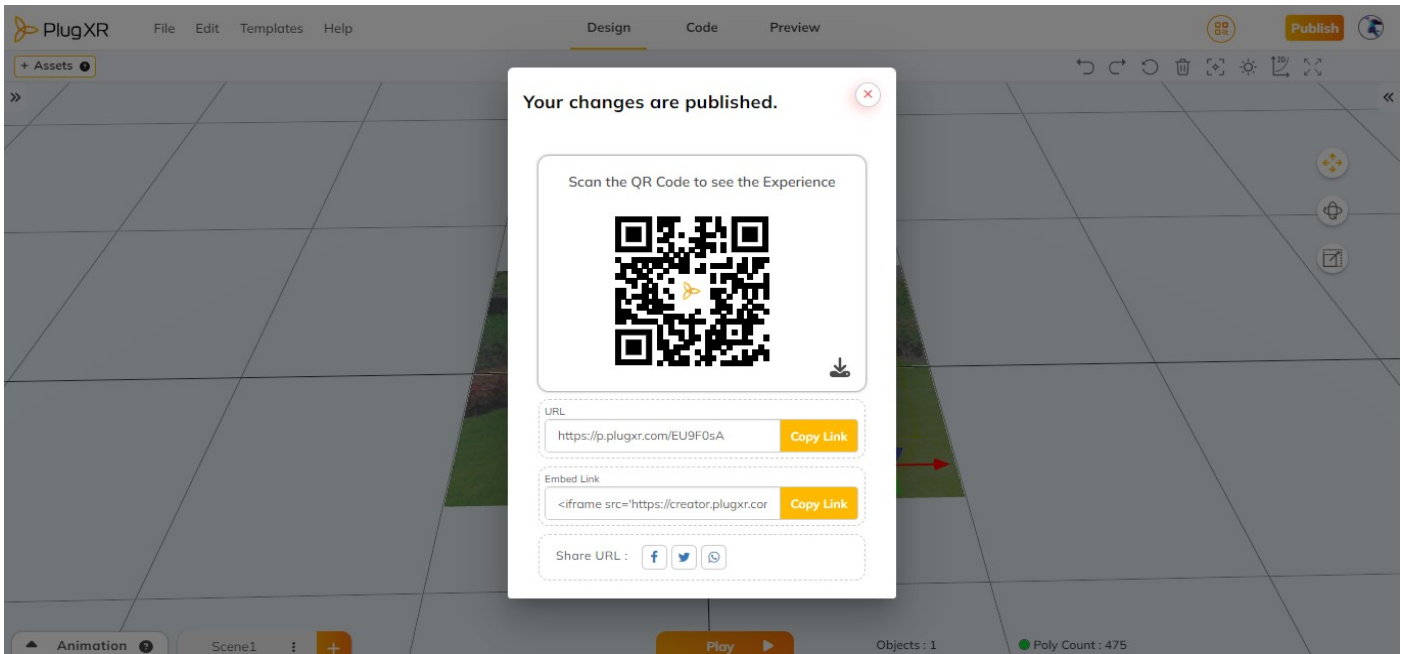
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6. Result and Summary: We have successfully created our own AR experience and tested it .

7. Learning outcomes (What I have learnt):

1. Learnt the use of PlugXr.
2. Learnt the concept of AR.

Evaluation Grid (To be filled by Faculty):

Sr. No.	Parameters	Marks Obtained	Maximum Marks
1.	Student Performance (task implementation and result evaluation)		12
2.	Viva-Voce		10
3.	Worksheet Submission (Record)		8
	Signature of Faculty (with Date):	Total Marks Obtained:	30