Department of Computer Engineering

Don Bosco College of Engineering

Fatorda, Margao, Goa

1 week ISTE Workshop on “VR, AR and 3D Modeling”

November 4-8, 2019

**About Don Bosco College Of Engineering**

Don Bosco College of Engineering (DBCE) Fatorda, managed by the Fatorda Salesian Society was started in the year 2011 with the mission of educating the younger generation the technical knowledge, moral and spiritual approach to life to face global changes. It has been approved by DTE, Government of Goa, AICTE, New Delhi and is affiliated to Goa University. The college within a span of nine years has carved a niche for itself by imparting high quality engineering education in the state, entrepreneurial skill development, staff welfare and empowerment, strengthening industry-institute interaction, infrastructure and service to society.

**Department of Computer Engineering**

The Department of Computer Engineering at Don Bosco College of Engineering was established in the year 2011 with an aim to make contributions towards student community and society by providing a stimulating research environment complemented by quality teaching. The Department offers a 4 year course, B.E. in Computer Engineering.

The Department is also actively involved in organizing workshops, seminars, training programs and conferences for the benefit of students and faculty members. With this in mind, the Department is organizing a 1 week workshop on **“Virtual Reality, Augmented Reality and 3D modeling”**, in collaboration with the Indian Society for Technical Education (ISTE) and FiiRE (Forum for Innovation, Incubation, Research and Entrepreneurship) from 4th – 8th November 2019.

**About the Workshop**

The purpose of this workshop is to create an adaptive 3D virtual environment that meets the needs of the user, and also to test and evaluate the virtual environment. Also to promote the use of augmented reality (AR) and 3D Modeling . The workshop will broadly cover the following topics: VR and AR, Animation and Visual Designing, 3D Modeling and Projection Mapping, Visual Game development using Unity and Introduction to development tools like Fusion360, Sketchup etc. Eminent personalities and experts in the above areas from academia, industries and government organizations will lead the discussion and deliver technical talks.

**Organizing Committee**

**Chief Patron** : Rev Fr.Kinley D’Cruz, Director DBCE

**Patron** : Dr. Neena S. P. Panandikar, Principal DBCE

**Convener**: Prof.Gaurang Patkar, HOD, Computer Engineering, DBCE

**Coordinators**: Maria Christina Barretto, Assistant Professor ,Computer Engineering

Email:Christina.barretto

Prof.Norman Dias , Assistant Professor ,Computer Engineering

**Co-coordinator**: Sweta Morajkar, Assistant Professor , Computer Engineering

**Registration**

Industry Rs 5000

Faculty Rs 3500

PG Student Rs 2500

Leave some space for registration link